



## Introduction

Welcome to the continent of Telehar, a place of war and politics, encompassing lands of magic, mystery and great peril.

Bold Knights war against one another, battling evil and good in an endless search for peace. Daring treasure seekers plunge the depths of ancient tombs of dead gods in pursuit of treasure and fame. Mages plunder the ruins of fallen kingdoms, searching for the terrible secrets of the Aether that have been lost to the world.

This is the land of Telehar, a once great Empire that now lies shattered, leaving the wicked and righteous to fight over its remaining pieces. Now it is your turn to join the fray, to decide the future of this tortured land.

## The Land of Telehar

From the deep jungles of Rhoza to the green fields of Edocan, a hundred nations lie within the continent of Telehar, a single continent in the world of Azkera.

What lies beyond Telehar few can guess, or dare to even dream, for explorers are only ever met by a vast uncaring ocean and lands of extraordinary danger. As far as it's people are concerned Telehar is a jewel of civilization in a savage world, even when their own savagery threatens to tear it apart.

The continent of Telehar measures more than thirteen hundred miles from east to west and twenty hundred from north to south. It includes scorching hot deserts, deep bewildering forests, unscalable icy mountains and golden fertile fields.

Though every corner plays host to a nation much of the continent lies abandoned, left to be claimed by anyone with the power to keep them. Fell magic, deadly monsters and cruel rulers are all threats that you face

when travelling this vast land. Even well travelled roads may fall prey to a monster or bandit attack, and nowhere is safe from the wars that continue to rage for the empty throne of the Emperor.

## The People

Telehar is home to hundreds of intelligent races, ranging from the teeming kingdoms of humankind to the dark lairs of terrible creatures that may only number a score. The people are just as varied as the land is, ranging from beautiful to vile in equal measure.

The great story of Telehar is it's miraculous survival during the days of the Divine Wars, when gods walked the world and did battle with one another. From the ashes of this conflict the Empire rose spearheaded by a legendary human to bring the continents people and nations together under one rule, so that they would never again suffer a war as terrible as the ones that came before.

The Empire's expansion tamed much of the wildlands, absorbing races that would bow to it and driving out all others. Ancient caves of forgotten races and the hunting grounds of ogres and monsters have all been pushed aside and claimed by the march of civilization.

But peace is always just out of reach in Telehar, and with the murder of the last Emperor almost three hundred years ago the continent has plunged into decades of war. Some look to rebuild the Empire and its dream of peace, while others consider it a failure and seek to make what gains they can in these troubled lands.

Will the Empire ever to be rebuilt? Or is Telehar doomed to an eternity of struggle and war? Was the dream of peace just that? A dream?

## *The Civilised Folk*

Of the many races of Telehar, only about a dozen are considered 'civilised'. Humans are one of the more numerous races, building their sprawling kingdoms and nations wherever they can. To the older races humanity is an upstart race, taking advantage of their part in the formation of the Empire to expand their hold on the continent. For the Elves and Dwarfs, who are said to be some of the very first mortals to walk the world, find themselves faced with a crossroad. Now is the time for them to choose, to attempt to make a resurgence of their race or begin a great and sad decline.

Closer to the wilds than they have ever been to civilization the gnome and halfling races have fallen back into their old ways, growing closer to nature as the once great kingdoms of the land tear each other apart. But for those of their kind that have chosen to stay the course have found themselves in unique and often rich positions, sometimes proving a better fit to cities than even their human creators.

Stranger races exist in this land too, integrated into current nations by their inclusion in the Empire so long ago. The strange bird like Toran, though normally enclosed in their jungle home are known to venture out sometimes, on pursuits of beauty in an ugly world. The Narolith, a race created for war, are now one of the old Empire's greatest and most loyal workers. The Helian, a race of scholarly giants that have proven to be great mages and clever councillors to kings and courts. The mysterious Porsla, a constructed race of unknown origin, obsessed with finding a purpose have found many jobs in the Empire for themselves.

There are more races across the land of Telehar, but not all swear to the old ways of the Empire, like the strange merfolk who look to the shores to expand their underwater kingdoms, or the hidden serpent people that even now plot to enslave nations to make their own Empire.



## *Savage People and Monsters*

Against the shattered Empire and its various Kingdoms stand a great many enemies. Foremost amongst them are the savage peoples- goblins, beastmen and ogres and all their kin. These wild and cruel races build their homes in abandoned territories, claiming forgotten fortresses and building their own where they can. They are also one of the only people that would dare live in the tombs of the dead gods, risking insanity and mutation from the lingering miasma that lies within them. Breeding and training powerful warriors these creatures regularly burst forth from their strongholds to slaughter villages and towns that lie in their path.

But Telehar is home to much more malevolent forces as well, gathered just below the surface to plot and scheme the downfall of the broken Empire. Marshalling dark and forbidden powers the creatures of these hidden places wage an endless war of their own upon one another, in pursuit for total domination and destruction.

But even these threats pale in comparison to the power of creatures born from Gods and the Divine Wars. The nine immortal dragons, who are always reborn when they die, growing up to spread death and destruction upon the land. The dead yet powerful juggernauts, that even now spread their mad influence where they fell. More of these creatures exist still, sealed and undiscovered, waiting for their chance to continue a war that has long since ended.

## *Heroes and Villains*

As a land divided Telehar has room for all manner of virtue and vice. The constant conflicts of the continent give way for those with the ambition and power to make their mark upon the world, praised as savours or cursed as destroyers.

But the world is not crystal clear, and neither is its justice. War is a pursuit of power and prosperity, labels of good and evil have little place amongst the Hundred Kingdoms. When good people are willing to commit atrocities, and villains wish to pursue peaceful resolutions, who can say to hold the moral right in such a world?



## *A World of Magic*

Azkera is a world steeped in a mysterious element known as Aether, an invisible force that floats through the air like dust. During their reign the Gods were able to gather Aether to themselves to commit astonishing acts of creation and destruction, but their overuse of the element saw it diminish in the world and lead to the madness of the Divine Wars.

Today Aether is not as prominent as it once was, but it still touches the majority of people in mysterious and subtle ways. Those who study magic in all its forms are able to make use of the Aether, gathering it to themselves to cast spells.

But as a moving element Aether is able to affect the world with disasters and miracles alike. Old creatures become receptacles of Aether making them stronger and more intelligent, and the land becomes warped and scarred as the Aether gathers into rare storms of cosmic and deadly brilliance.

## *The Dead Gods*

Though the God's mortal forms have long since died out their will and power still touches the world in many ways. Worshippers of these divine spirits are able to create a bridge between the mortal world and the one beyond, channeling a god's power into miracles and curses. Even simple folk who lack the power to connect their own spirits to such gigantic souls are able to benefit from divine boons and blessings in return for worship.

Religion is a strange mix of faiths in Telehar, where powerful deities are lauded highly and whole nations gather under their worship, and where smaller deities carve up cults for themselves to spread

their message and powers. It is unknown how many deities there are, and how many lie forgotten awaiting the day they will be discovered and worshipped once more.

But even without their divine presence the Gods have left many marks upon the world, their indestructible dead bodies leak a terrible and deadly miasma, forcing their worshippers and even enemies to entomb their bodies deep into the earth. Alongside these tombs where treasures, traps and guardians lurk often hold powerful relics handcrafted by the gods at the height of their power. The secrets needed to create these powerful objects have long since been lost, making many consider the risks and rewards of entering these great tombs.





## Characters

Scheming sorcerers of House Raunia, feared and loved in equal manner by their citizens, seek new ways to increase the power of their draconic bloodlines. Mistrusted clerics of Zol dredge their way into the swamplands of Tendath to find the tomb of their forgotten god. Ingenious Crystal Dwarves experiment in new ways to harness the innate powers of their gems in their sun bleached fortresses. Almost any kind of hero or villain can find a home in the Warden's campaign setting.

Who your character is and where they come from, more than what they can do, can play a vital role in defining your character in the world.

## Creating a Character

Any character created using the rules in the *Player's Handbook* works as a character in the Warden setting, but this chapter explains how to create a character tailored for Telehar and ground it in the rich detail of the setting.

To create a first level character follow the steps outlined in the *Player's Handbook* but add in the additional features to Step 1: Choose a Race, Step 2: Choose a Class, Step 4: Describe your character, that we outline in this chapter.

## Character Races

Telehar is home to hundreds of intelligent races and gives rise to dozens and dozens of stories. In the Warden's campaign setting a number of new character races are available for the player. Most of the races described in the *Player Handbook* are present in Telehar, but the races dragonborn, half-orcs and tieflings do not exist in the setting. The setting is also home to unique subraces for each race alongside the subraces outlined in the *Player's Handbook*.

For example you can find High Elves and even Drow in Telehar, but you can also encounter the new Imperial Elves. Some of these subraces are more commonly found in specific regions, but your choice of home region can add an extra level of complexity to your character's background.

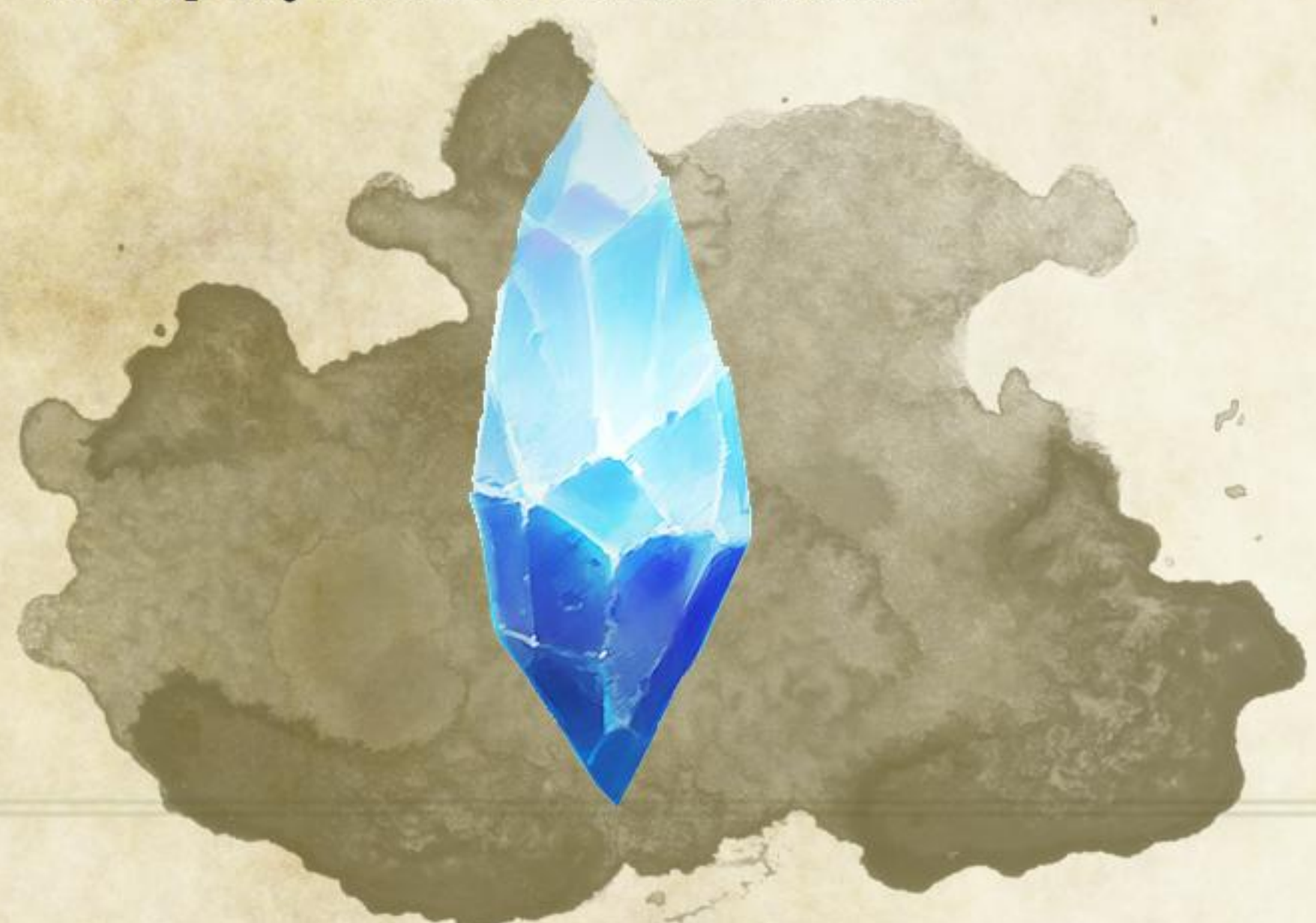
## Character Classes

All of the classes described in the *Player Handbook* have an additional archetype in the Warden's campaign setting to choose from. For example, every cleric chooses a patron from the pantheon of Telehar, some of which can grant new domains not described in the *Player's Handbook*.

## Character Region

The player's handbook only needs you to pick from one background, but the Warden Campaign setting gives you the opportunity to add a region to your background which can help define your character in the world and grant you a small bonus.

Each race and class lists a number of suggested regions in which your type of character is practically common or encouraged by the principle culture. But these are not iron hard rules, and any race or class can turn up anywhere across the Telehar.



# Races of Telehar

Telehar is inhabited by hundreds of races. Many of these races are native to the land and have existed there for thousands of years, created by powerful gods during the divine wars. Other races were born in the aftermath of those wars, hailing no god as their creator. Some even came from beyond the known world to settle upon the continent.

The most common races found as player characters—humans, dwarves, elves, halflings, gnomes, narolith etc— are descended from Telehar natives, born from gods good and evil. But in the ages afterwards more races have begun to appear, like the Helian and the Porsla, who do not trace their history back to a god and are for many a kind of immigrant. Because of the vast amount of time that has passed since the Divine Wars the races of the world have splintered into new and unique cultures, and members of most of these races and subraces display a wide range of skin and hair colour.

## Humans

After the founding of the Empire by Andres, the legendary human who slew the evil god Malath, humankind saw it as a sign of their rise to power as a race. But with this rise has come many struggles for identity, causing wide fractures between their race that has resulted in a countless number of competing nations, states, sects, religions, bandit kingdoms and tribes. Humans argue about anything, fight about most things they argue about and often have cultures that encourage this behaviour.

The longer lived races have, a sometimes begrudging, respect for mankind's rise as one of the most prominent races on the continent. But that respect is tempered by humanities infighting and struggles, which are regarded as distractions at best and folly at worst.

It is said humanity has the capacity to produce the greatest heroes and worst villains the world has ever seen, but often they are found wasting what potential they could have.

Region: Humans can be found in almost every region of Telehar, though historically it's said they come from Edocan where the majority of their kingdom's reign.



## Human Variants

### Imperial Human

Brought up amidst the old imperial culture, imperial humans tend to walk with a sense of pride and purpose in their steps. It was by mankind's hand that the greatest sovereignty the world has ever seen was created, the Empire of Telehar, and while it has long since passed it's golden years, imperial humans wear it like a badge of honour. Considered quite stubborn by other races, it's often said that an imperial human will step forward when they should back down, proving arrogant but also tenacious adversaries.

**Ability Score Increase.** Choose four ability scores to increase by 1.

**Skilled.** You gain 1 proficiency of your choosing.

**Imperial Will.** Before you roll a saving throw you can use a reaction to gain advantage on it. After using this ability you can't use it again until after a long rest.

### Haven Human

As a race Humans are very different and find themselves fitting into all kinds of skilled niches that many other races lack the flexibility to choose to suddenly focus in. Haven humans are a people who have found the niche they want to focus in and have spent an extraordinary amount of time to become skilled in it. Often settling into their role wherever they find themselves, other races consider them quite useful and less fickle than the standard human.

**Ability Score Increase.** Choose two ability scores to increase by 1.

**Skilled.** You gain 1 proficiency of your choosing.

**Focus.** Pick one of the following Feats: Athlete, Actor, Dungeon Delver, Durable, Healer, Heavily Armoured, Keep Mind, Lightly Armoured, Linguist, Moderately Armoured, Observant, Resilient, Skilled, Tavern Brawler.



## Dwarves

Dwarves were one of the first races to build grand underground fortresses, to help them fight against the dark forces arranged against their race and god. Though the dwarfs were eventually victorious the underground world continued to prove a hostile environment to them which forced many of them to immigrate to the calmer surface or secluded mountains.

The main dwarven subraces are the Hill Dwarves of eastern Telehar, the northern Mountain Dwarves and the western Crystal Dwarves. Dwarven culture places a high importance on pride and honour, sometimes demonstrated by the care they take in their impressive beards. Both sexes can grow these beards, although female Dwarves living on the surface tend to shave them in order to fit in better among humans and other races.

The Dwarves took the death of their god with great sadness and pride as he fought to save their race from his malicious rival, the evil Red Eyed God. Many dwarven warriors try to emulate his last stand, refusing to back down from hopeless fights whilst a single chance of victory remains. But his death propelled them to seek out their own destiny in the world, and they see this new found freedom as the last great blessing that he would gift them.

When the Empire was first founded the Dwarves understood it's goals and virtues almost immediately and many clans swore themselves to its cause. Over generations this has caused a slight rift between the newer cultures that seek to integrate further with the other races of the Empire, and those who strive to uphold the ways of their ancient ancestors.

Regions: Dwarves can most often be found in Edocan, Draleth, the Zandur desert and the mountains of Afila.



## Crystal Dwarves

Unlike their eastern kin who prefer green fields or the safety of mountain forts, Crystal Dwarves are a desert people that happily live under the sun in their masterfully crafted homes. The crystal Dwarves were founded after a number of their people immigrated to the desert in a rush to harvest the tall spires of crystal that had been discovered there. The Dwarves were able to make use of their great crafting skills to convert the crystal spires into smaller gems, selling them off to make them rich or using them in arcane rituals. There time in the desert has made their skin a slightly darker hue and their bodies slightly leaner than their stocky kin. A Crystal Dwarf is most easily recognized however by the amount of jewels they decorate their beards with, sometimes tying so many on they jangle slightly when they walk.

**Ability Score Increase.** Your charisma score increases by 1.

**Dwarven Insight.** Whenever you make a intelligence(Nature) check to identify or learn the origins of a gem add twice your proficiency to the roll.

**Distracting Glitter.** You can cast the spell *Colour Spray*, using a gem as a material component. Charisma is your spellcasting ability for it. After using this ability you can't use it again until after a short or long rest.

## Elves

Telehar is home to four major subraces of Elves, which many sages believe to be one of the oldest races to have survived the Divine Wars. The Wood Elves and the High Elves are joined in a loose alliance with one another within Merawien, respecting the different directions their societies took. The Drow and the Imperial Elves on the other hand are much more distant to the other elven races, sometimes even coming into direct competition or opposition to one another.

Created by the Twin gods, Sárалondë and Dralindra, the elves were born into the world as it's caretakers, binding themselves to an oath to be protectors of the world. Learning from the twins the elves became masters of magic and beacons of wisdom in a world gone mad, often caretaking races that had lost their way after losing their god. Sárалondë put all of his efforts towards safeguarding the elven race, beating back aggressors and those who would endanger the balance of the world.

During the height of the Divine Wars it's said that Sárалondë's sister grew dissatisfied with her brothers passive approach, wishing to secure the elven races future through more direct means. Somehow Dralindra came into the possession of an artifact created by an evil god, some stories say he gave it to her and others say she killed him for it, and used it's power to destroy an army of ogres that had been threatening the land of the elves for generations. Sárалondë was horrified by this and saw it as a great betrayal of their centuries old oath, and in his rage he cast her out from their ancestral home.

Dralindra did not leave alone however and many of the elves she had saved by her actions followed after her, eventually settling in the underground passages below Afila.

Few outside their race know what occurred down in those dark depths, but when they were seen again they called themselves Drow, their skin black as pitch and their hair white as snow.

At first the Drow, who had become a matriarchal society, were hostile to all other species they met killing and enslaving any who would cross them. Feeling responsible for the evil the Drow were committing the Elves and their god raised an army to put an end to them. But the armies would never meet. Before they could Malath, The God of Destruction, enacted his final cruel plan and killed both the twins.

The Elves and the Drow were equally devastated by this loss and became one of Malath's greatest enemies to his new rule. Though the two never truly made attempts at peace or cooperation, an unofficial ceasefire was agreed until the cursed one lay dead.

**Regions:** Most elves can trace their lineage back to Merawien, where the majority of High Elves and Wood Elves reside. Elves can also be found in Edocan, but usually as integrated citizens of a human kingdom. Draleth is home to the Imperial elves and the region of Afila is where the Drow make their homes, just below the surface.

### **Drow**

After the loss of their god and even the losing their chance at revenge when the new human Emperor slew Malath, the Drow became isolated and inward looking. For hundreds of years they lurked below the surface, only very rarely venturing up for unknown reasons. It was during the age of the Golden Grip, when the 7th Empress finished the work of her father to re-conquer Telehar that the Drow re-emerged onto the world stage. Instead of aggressors however the Drow appeared as friends and agreed to join the Empire. The High Elves and the Wood Elves were greatly opposed to this, as they mistrusted the Drow's intentions and had not forgiven them, but the Imperial Elves pushed to have them accepted.

The Drow were eventually officially recognised as a Kingdom of the Empire, and in the years that followed became rich for the exotic goods they were able to produce from the dark depths that few others could travel. Still remaining a very insular society there are plenty of rumors of dark rituals and terrible tyrannies amongst the Drow, but as a recognized member of the Empire it became very difficult for their opponents to place punishments or war upon them.

In the decline of the Empire the Drow have very carefully expanded the territories they control, both with threats from a whip and with promises of gifts. Few can argue that they are seeking to make themselves one of the most powerful nations on the continent, but the Drow's actions are calculated and careful to the point that few can muster a political or physical barrier to them.



### **Imperial Elves**

When Andres slew the evil god Malath many elves felt they owed the human a great debt, and after hearing of his plans to form an Empire to end these painful wars once and for all many of them found that message resonating with them. But the rulers of the Elven court were very resistant to the idea of bowing down to a human, even if he had avenged the murder of their god, and ordered their people to return home.

An elven prince by the name of Calaelen refused the order and instead took his men and followed after Andres. Legend has it the two became fast friends and together built the foundations that would later become the Empire. Prince Calaelen settled the elves that came with him in their own new nation nearby to the Imperial capital, sending out a call to all elves to join them if they believed in ending the wars over the continent.

Many elves joined Calaelen in this new land, and even some Drow took up the call. After many years Calaelen began to see the ancient traditions of the elven people to be a hinderance, tying them up in pointless rituals and outdated thinking. To help his people he began to write down theories on a new society that became the book known as the Imperial Creed, detailing the importance of honour and discipline in society.

Over the generations of Emperors the Imperial Elves have stood as stalwart allies, joining their wars and rushing to their defense at a moments notice. But after the last Emperor and his direct family were all murdered the Imperial Elves could only watch as the proud Empire they had helped built begin to fall apart.

Today Calaelen's ancestor, the Lord Commander of Thayrien, has begun a new campaign of conquest to bring in neighboring nations under his rule. There are many whispers amongst the Imperial Elves that they wish to see one of their own sit upon the Imperial Throne, to finish the task they set upon so long ago.

Imperial Elves tend to have fuller builds and wider shoulders than their slender kin.

**Ability Score Increase.** Your strength score increases by 1.

**Imperial Training.** You are proficient in simple and medium armour.

**Imperial Creed.** You gain the cantrip spells, Message and True Strike. Intelligence is your spellcasting ability for it.





## Gnomes

For the longest time the Gnome race survived not through force or magic but instead by keeping to remote wild areas that other creatures would not tread. Living alongside beasts and plants the Gnomes cultivated their connection with nature in isolation, away from the wars that engulfed the land. But as tragedies began to mount, as their safety could no longer be guaranteed alone many began to question the wisdom of remaining separate. Having witnessed the growth of the Empire, and its ability to hold sway over different nations and races the Gnomes decided to venture out from their protected glades for the first time.

The gnomes culture of being close to wherever they lived proved invaluable to those that decided to live amongst the other races, their insight into the land proving pivotal a number of times throughout history.

**Regions:** Gnomes originally hail from the swamplands of Afila, but many immigrated to Draleth and are now a cornerstone of the communities they live alongside of.

### City Gnomes

Gnomes have always had an innate insight in the land they live upon, but few could have guessed that these instincts would apply within the cobbled streets of a city. Sometimes called Knock's, city Gnomes have embraced the street in lieu of the forest and have learned to read them in ways that few others can begin to understand. Gnomes have used this insight for all manner of good and vice, considered intricate city planners in some areas or confounding con men in others.

**Ability Score Increase.** Your charisma increases by 1.

**City Slicker.** You always know where you are in a city just by the feel of its streets. You also always know which direction to go to find public buildings and shops, occasionally ones that don't even advertise their existence...

**In the know.** When rolling an Intelligence(Investigation) check you add twice your proficiency to the roll in regards to a city you have been in for at least a week.

**Crowded Ducking.** Whenever you attempt to hide in a crowded area you gain advantage on any Dexterity(Sneak) checks.

## Halflings

According to their own legends Halflings were born from the mud and grass of hills, springing forth like spring flowers in pursuit of life. Regardless of their origins Halflings have always been known as stout workers, forming the very first farms to feed their people after their plentiful god went to slumber for the very last time. Their work ethic and friendly demeanor made it very easy for other races to begin trading with them, spreading the benefits of their surplus food to others.

But it has been the mistake of many would-be invaders to confuse a halflings friendly demeanor with weakness. When given no option but to fight halflings are said to be more stubborn than a dwarf, and more vicious than a lizardmen. War has never interested the halfling people historically, always careful to respect others rights to live on worked earth, and when it comes to combat they only ever fight as much as they need to.

**Regions:** The majority of Halflings come from Merawien and Edocan, though plenty can be found in Draleth and Zandur.

### Wild Halfling

Though most Halfling's are well known as farmers, it would be a grave mistake to call a halfling of the wild such a thing. For some Halfling tribes the ordered life and culture of a farming community didn't appeal to them. Instead they made their way into the deep wilds to etch out a harder, but in their opinion, more free life. People running into Wild Halflings today often confuse them for goblins at first, scurrying across the ground on all fours and happy to plunder goods from intruders in their hunting grounds.

**Ability Score Increase.** Your wisdom score increases by 1.

**Wild Running.** As a bonus action you can use your hands to help propel you forward during a move action. While in this state your walking speed increases to 40ft, but you cannot use any items in your hands during this movement.





## Half-Elves

Thought to be a great melding of races and culture that only the Empire could produce, Half-Elves have always maintained a central and important role in imperial culture. Seeing the benefits of their longer lived lives, and their down to earth human thinking, the Empire often hired Half-Elves as it's administrators and bureaucrats. This made many of them tremendously rich and granted them positions of high power, but even before the decline people's view on the Half-Elves began to sour.

Human kingdoms, fearing the loss of their heritage to these outsider bloodlines often made wedding a Half-Elf for nobles illegal. The elven capital itself, deeply concerned for 'contaminating' elements to their society banned half-elves from entering their city entirely. When things went wrong in a nation the common people often turned against Half-Elves, who made an easy scapegoat for issues born from foreigners.

After the death of the last Emperor a Half-Elf by the name of Aerquis made a declaration of revolution in Harmon, where the Half-elven populace had been subjugated for generations. Funded by the riches of other half-elves, and with a surge of immigrants coming to support his cause the king was toppled and a new nation was born. Harmon today has been renamed as Vay, and the half-elves of this region call themselves the Vaylon, which means 'Found People'.

Regions: The self proclaimed Vaylon live in Draleth, but Half-Elves can be found in small numbers almost anywhere on the continent.

## Narolith

A race of horned lizard like people, the Narolith were born for war alone. They served their creator god dutifully during the Divine Wars, but as they were sent further into more vicious and deadly combat the Narolith's greatest general began to fear for his race. Leading a rebellion against his own God the Narolith slew him and buried his body deep into the Iron Mountain, allowing his name to be forgotten in the world.

For a long time the Narolith kept to their mountain home, brutally destroying any that would dare trespass in their land, until Andres came to them with an offer of friendship. The Narolith were still warlike and many wanted to fight this so called Emperor, but their King understanding the wisdom of why his ancestor betrayed their god in the first place instead challenged the man to a series of competitions.

The events lasted for an entire week, the Narolith king eventually reigning as the winner, but so impressed was he by Andres's resolve he agreed to join his Empire. Ever since the Narolith have kept their homeland separate from the affairs of the Empire and the continent but have been more than happy to get involved individually in its glories and strife.

Regions: The Narolith homeland resides to the north of Draleth, but many of the Narolith have climbed down the mountain to make new lives for themselves in Edocan and even far off Zandur.

## Helian

A mysterious race of giants, legends had often spoke of strange tall beings sighted amongst the inhospitable mountains of Rherraweth, the Helian came onto the world stage only a thousand years ago. Claiming no creator god the Helian almost immediately offered to join the Empire, a rare proactive decision in Imperial history.

It soon became apparent that the Helian were skilled arcanists and so were welcomed with open arms. Since then the Helian have climbed down from there home, which few outside their race has ever actually seen, to teach magic and wisdom to courts and villages alike. Though their large size often makes interaction difficult, many find them incredibly useful as teachers and councillors and so make great efforts to accommodate their size.

Regions: Most Helian come from Aflia but can be found among other communities as well.

## Toran

Bigger than normal birds the Toran are a race in love with themselves, from the variety of beaks they have to the styles and colours of their feathers. Hailing from the jungles beyond the desert of Zandur, for many years the dwarfs of the region considered them akin to pests, flying over their crystal excavations to steal jewels and gems. When the Empire sent a task force to speak with the Dwarfs and convince them to join them the leading captain made a startling discovery about the Toran.

The Toran are intelligent as any other civilized race, and also have an innate talent for calling upon magic through sound and music. Not wanting to waste a chance to integrate a second nation into the Empire the captain brokered a peace between the two races. Ever since the Toran have mostly kept to their jungle home, only a small minority leaving the nest to explore other lands.

Regions: Toran almost exclusively come from the jungle of Rhoza in Zandur.

## Porsla

The newest race to be given imperial citizenship, the Porsla are a race of constructs made from an uncommon white material. The Porsla started appearing on Telehar only about 500 years ago with no knowledge of where they had come from. As a race the Porsla feel compelled to seek out duties to commit their lives to, and in that regard many of them have taken up guardianship of the tombs of the dead gods.

Their integration into the Empire was considered a very controversial decision, for Porsla who decided to guard tombs or other sites often killed intruders with little warning. But in light of many Porsla's dedication to tasks in aid of the Empire, the reigning Emperor decreed they would gain the same rights as everyone else.

Regions: Porsla are thought to have first appeared in Zandur, but have since started appearing across the continent in search of duties or tombs to guard.

## Narolith

Created solely for war the Narolith have come far from their ferocious past, always exploring new ideas with the vigor and determination which made them feared during the Divine Wars. For the Narolith it is never enough to simply try, they must excel at all endeavours they commit to not just because of their competitive nature but also for the sake of their own personal pride.

Hailing from the iron mountains the Narolith build their homes as they would a fortress, with sturdy walls of rock and metal. It is often joked that even one of their humble farm's could repel entire armies.

### Pride and Glory

Usually standing between 6 to 7ft tall most Narolith have bulky bodies and wide horns that make them stick out in crowds amongst smaller races. Almost always of a bulky build, crossing between highly muscled or slightly fat, wooden floors tend to creak loudly under their impressive weight. When a Narolith wishes to make their presence known they have little trouble and tend to be just as loud as they are large.

Narolith are covered completely in scales, which can range from dull bronze to deep reds and even blues. Their signature horns tend to develop differently between each individual, turning and twisting into unique shapes that many of the Narolith take deep pride in. In their homeland the growth of their horns is often used to predict their future, and what personality they have. Narolith eyes tend to range from white with slit irises of yellow and green. The Narolith are most comfortable when they are wearing metal of some kind, preferring it's heavy and smooth surface against their scales then soft cloths or silks.

Personal achievement to the Narolith is the height of their culture, their greatest craftsmen and warriors are regularly celebrated in their home continent. For those that travel to other nations this work ethic serves them well, often becoming highly valued in the communities that accept them. But the Naroliths pursuit for acclaim and glory can sometimes consume them, leading them to commit heinous and violent acts.

### Warriors and Craftsmen

Ever since the Narolith killed their own creator God during the Divine Wars they have become a fiercely independent people. They are slow to ask for assistance, often wanting to prove to others and themselves that they are self reliant. When a Narolith does ask for help it is either because they are left with no choice, or because they have a great respect for the individual they ask.

The Narolith believe strongly in being prepared which is why all of their young are taught how to fight in some capacity, but many Narolith never actually see combat. While they still harbour old instincts from their warlike past, which can escalate arguments into wrestling matches, only those who choose to pursue a career in combat really embrace that instinct. Many Narolith prefer to focus on crafting or labourers pursuits, holding great pride in committing their all to even humble paths. But that is not to say the Narolith seek



peace, during their younger days it is not unheard of for many to leave their ancestral home to become mercenaries and engage in foreign wars.

The Narolith understand family dynamics, but to them oaths and comrades are much more important than blood. Young Narolith tend to leave their mothers early to join another organisation or attempt to start their own, forming a new family for themselves.

It's considered to be good luck to cross paths with a member of your bloodline, but it's not necessary to know them in Narolith culture.

### Narolith Names

When Narolith are born they do not get a name, and are often treated like pets rather than children by their mother. It is only when they set out for themselves and join a 'family' that they earn their name. When joining an organization a Narolith can choose a name for themselves, or they can choose for their elders to name them. In the event that a Narolith changes their lifestyle they often change their name as well, to signify the change in their life.

Male Names: Bassilth, Cordenth, Kilarth, Favmir

Female Names: Jura, Rthyin, Sirath, Dazenth

Historic Names: Valstrath, Rasenth, Gavarenth

### Traits

**Ability Score Increase.** Your strength score increases by 2 and your constitution score increases by 1.

**Age.** Narolith tend to age slightly slower than humans, reaching adulthood around 20 years of age and living up to 150 years.

**Alignment.** Narolith tend towards the lawful alignments, though a subculture mostly of the young lean towards the chaotic alignments. They don't see good as an end goal in life.

**Size.** Narolith stand tall at between 6 to 7ft tall, and are often bulky or more muscled than other common races. Your size is medium.

**Speed.** Your base land speed is 30ft.

**Scaley Hide.** The Narolith are covered in a thick hide of scales, granting you a +1 to your Armor Class.

**Adrenaline.** As a bonus action you can reroll your initiative, updating it at the end of your current turn. After using this ability you can't use it again until after a long rest.

**Warrior's Pride.** You are proficient in Simple and Martial weapons.

# Helian

Giants amongst the other civilised nations of the Empire, the Helian's tall bodies belie their incredible intelligence and arcane talents. The Helian are a rare case of altruism in the land of Telehar, coming down from their hidden mountain home to aid and educate people wherever they can.

The Helian believe strongly that they can help guide the smaller races onto a path of enlightenment and wisdom, going so far as to integrate into other nations to do good within them. But despite the good they do the Helian are often accused of hiding and hoarding their greatest magical discoveries to themselves.

## Wisdom and Learning

Standing at an incredible 11 to 12ft tall most Helian appear to be more bone and skin than muscle, as despite their great size they tend to be very thin. From a distance Helian's appear almost like humans, sharing their body shape and features, but their great height and white, blue or turquoise skin reveals their true nature. Amongst the constructions and passages of smaller creatures the Helian are often able to kneel down and squeeze through, but it's an inelegant act that many must force themselves to undergo.

As a culture of magic Helian often tattoo themselves with intricate arcane patterns, cosmetic in most cases, but there are rare cases of them actually containing magic. Their eyes tend to range from white pupils to deep blues and purples, their hair usually matches the hue of their skin but can often range from light blues to stunning whites. Helian tend to dress in either striking or humble manners, depending upon where they are, they prefer soft materials as heavy metals and armour tend to cause their joints to ache.

Teaching is considered a primary virtue of the Helian, not just because it forces an individual to be as educated as possible on the subject they teach, but also because a student likewise can help you learn and see problems at new angles. In this vein many Helian that leave their home choose to teach many wide and different subjects to the people they meet, but their own pursuit of knowledge can lead them down to questionable and immoral acts. More than once a Helian has been accused of offering their knowledge to tyrants and villains in exchange for access to forbidden lands and secrets.

## Teachers and Scholars

Central to Helian culture is the study of Aether and its applications in magic, pushing them to explore all avenues in order to discover its lost secrets. Due to this cooperation is key to the Helian, often willing to pause whatever they're doing when another needs some form of assistance. Helian are a patient people and understand that delays are just part of life and there's little point on being frustrated by that.

Despite their friendly manner however it's well known that the Helian are not inclusive about certain subjects, like their minor ability to predict the future. During the dreaming hour Helian are said to be able to sense the strands of fate and are able to view the immediate



future subconsciously. In everyday life this subconscious knowledge takes the form of *deja vu*, where it feels like the Helian is seeing and experiencing something they already have.

Like their knowledge and true abilities it's not commonly known what life within their secluded home of Lar-Sal-Ous is actually like. For Helian their Fathers tend to hold a high and honoured position within a family unit, males are thought to have more analytical minds and so dedicate their time to tasks needed in everyday life, while females are considered to be more creative and focus in experimentation.

## Helian Names

Helians receive a name at birth, usually taking a syllable from the father and the mother, leaving the third to be decided by a seer. Helians always have three syllable names, and how they are used dictates a person's closeness to the Helian. A single syllable of a name is for acquaintances, two syllables are for friends and three syllables are reserved for lovers and family. It's considered very rude to address a Helian with more familiarity than has been deserved.

Male Names: Tas-Lan-Mal, Aoe-Nos-Way, Pas-Ka-Nar

Female Names: Lou-Sue-Ma, Bre-Jul-La, Soo-Teth-El

Historic Names: Jol-To-Ra, Gav-Ku-Ei, Thes-Von-Mol

## Traits

**Ability Score Increase.** Your intelligence score increases by 2 and your charisma score increases by 1.

**Age.** Helian's don't show many signs of aging as they grow older, usually appearing as a young adult right up until their final twilight years. Helians claim adulthood around the age of 30 and can live up to 300 years.

**Alignment.** The Helian are a somewhat experimental race and so don't tend to lean towards the Lawful or Chaotic alignments. Most see their pursuits in altruistic fashions and so tend to be good.

**Size.** As giants the Helian stand up to 10 to 12ft tall, although they don't share the large bulk of other giant races. Your size is large.

**Speed.** Your base land speed is 30ft.

**Masters of Learning.** Choose one Knowledge Skill. You gain a proficiency in it.

**Omens.** At the start of every new day you roll a d20. As a reaction you can swap the result of any d20 roll you make with the Omen roll. After using this ability you can't use it again until after a long rest.

**Degenerative Muscles.** Helian aren't born with very complex muscles and this affects their ability to lift things. While wielding a large sized weapon a Helian loses any proficiency bonus they would have with the weapon and suffers disadvantage to hit with it.

## Toran

The very first case of a non humanoid species granted imperial citizenship, the Toran are large birds with a love affair of art and beauty. A Toran is never unsure about what is beautiful, and the pursuit and development of their own beauty is the single greatest driving force in their culture.

Hailing from the deep jungles of Rhoza the Toran make their homes amongst the canopies of the tall trees there, staying well away from the dangers lurking on the ground floor. Toran do not have hands and for a long time could not match the constructive versatility of humanoid tools, but the Toran have now begun to make up for this deficiency by making use of their innate talent for magic.

## Song and Sky

The Toran stand at a small 2 to 3ft tall and are often mistaken for oversized birds before they are seen talking in their eloquent and song like voices. Their beaks can take a variety of shapes akin to numerous species of lesser birds, though the common Toran has the appearance of a large parrot. Their most notable feature is their incredibly colorful and luxurious feathers, which not only set them apart individually but determine their place in Toran society. The colour and patterns of a Torans features can vary hugely across the colour spectrum, but in the rare cases that a totally white or a black Toran is born they are almost always exiled for being horrifyingly ugly.

As a winged species the Torans wingspan is quite big to fit their size, as wide as 6 to 8ft in many cases, which helps them with their liftoff and flight abilities. All Toran have sharp and dexterous claws which they use to manipulate small objects or to viciously maim their enemies with. Their eye colour is just as varied as their feathers, ranging from deep yellows to dull greys.

Song is a very critical part in the culture of the Toran, and each of them are able to sing to some extent. Toran who are skilled or talented at singing always move up very highly within society. This dedication to music is thought to be how many Toran are able to produce magic akin to bards, but without needing a musical instrument.



## Beauty is Everything

For many species beauty is a subjective argument but the Toran as a race have a very clear idea on what beauty is, which in most cases is themselves. When Toran are together they instinctively know who amongst them is more beautiful, causing an instant hierarchy to form where the 'ugler' Toran do the commands of the most beautiful. Sometimes Toran are even able to increase their beauty by wearing expensive items or singing a new song.

In Toran society the more beautiful are always followed with very little question, almost as if the existence of something more beautiful than themselves is hypnotising. In many ways this creates a very efficient form of governance, everyone knows who they should be listening to, but the fact that the merit for ruling is beauty alone has caused numerous issues for the Toran over the course of history.

This inward looking beauty is the main reason that most Toran never leave their jungle home, humanoids of all shapes and sizes are often too ugly for the Toran to stand being around. But for the few Toran who do decide to leave usually do either as a pursuit to find some means of making themselves more beautiful either through song or precious objects, or to seek some form of individuality that is often not celebrated amongst the Toran.

## Toran Names

Toran usually take pleasing sounding names, or beautiful verses from popular songs. This has sometimes resulted in the Toran taking a name from a verse that is quite inappropriate in its translated form, but the Toran care more about it's sound then it's meaning.

Male Names: Low'colaru, Sinvay, Morosolodo, Cherren

Female Names: Angelsica, Soloro'rendo, Emelzula

Historic Names: Folacedoe, Gerrik the Black, Alzenia

## Traits

**Ability Score Increase.** Your charisma score increases by 2 and your dexterity score increases by 1.

**Age.** Toran tend to grow up very fast, reaching adulthood at age 14 and living up to 70 years.

**Alignment.** The Toran find beauty in many things, but tend to experiment alot so lean towards the chaotic alignments. They have no preference towards good or evil.

**Size.** Toran are between 2 to 3ft tall and average about 30 pounds. Your size is small.

**Speed.** Your base land speed is 20ft. Your fly speed is 40ft.

**Picking Claws.** Torans don't have hands, but their claws are dexterous enough to handle small complex tasks. Toran can pick up weapons but can't use them combat.

**Claws.** You have proficiency with your claws, which do 1d6 slashing damage.

**Dazzling Plumage.** As a bonus action you can double your proficiency bonus on any charisma skill check. After using this ability you can't use it again until after a short rest.

# Porsla

Standing as still as statues Porsla are often mistaken for such until they begin moving with their signature determined manner, their lack or existence of expressions often makes it difficult to tell if this movement is benign or hostile. The Porsla are a race that is constantly at war with their sense of purposeless, ever searching for a duty to rid themselves of that painful feeling.

Nobody knows when or where the Porsla started appearing, and they too lack the knowledge of their own creation, but ever since then they have been seen wandering cities and the wilds alike for purpose. Many Porsla have found a duty for themselves in guarding the century old tombs of the dead gods, much to the frustration of tomb robbers and clergy alike.

## Unknown Purpose

Porsla average a height of 4 to 6ft tall, though their shape and size can vary wildly amongst their race. The only common feature they share as a race is their white porcelain like bodies, which makes a distinct clinking noise when they move. Though they have humanoid bodies their facial features range from the completely non-existent, to an uncanny resemblance to humans or elves. The Porsla can't explain the source of this resemblance, as they lack knowledge of their own personal creation.

Due to a lack of a central society of their own the Porsla tend to adopt the clothes of the cultures they integrate into, or seek out useful equipment to aid in their duties. Porsla don't feel a great affection for their own kind, they are not drawn together or find a need to connect with members of their own race, only joining one another when their personal duties align. When the Porsla do work with one another it's known that they are able to telepathically communicate with one another, although the aspect and tone of these inner communications is quite alien compared to normal conversation.

In their attempts to find a purpose for themselves many Porsla seek duties that last for a long time, which is believed to be the reason why many have taken up guardianship of tombs. But the Porsla are not tied down to the duty they commit to, some Porsla engage in duties that last merely a day and then must seek out a new task. Porsla who are searching for a duty are considered very depressing by other Porsla, who rebuke their presence when possible.

## Living Constructs

For a long time after their first appearance Porsla weren't considered to be alive, causing many of them to fall into deplorable services that may as well have been slavery. There was also a lot of aggression against Porsla, especially after they would murder people for seemingly minor breaches against their prescribed duties.

Porsla have no real reference for laws, they only understand them in the context of their duty. This meant that many Porsla did not follow laws and often resulted in hostilities when other races would try to



enforce them. During the height of the 'Porsla Crises' this misunderstanding was explained to the reigning Emperor who decreed that Porsla who are able to include imperial law into their duties would be regarded as Imperial citizens.

Since then Porsla who live amongst the other races ensure that imperial law is written in alongside their duty, as they were able to determine that not following these laws would result in an endangerment to their duties. Extreme Porsla who feel the laws would contradict their duties do still exist, and are usually ones found in the wilds or old tombs.

## Porsla Names

Porsla tend to name themselves something descriptive and related to their duty. Porsla are able to have human names, but this is usually done to help with integration duties then it is a desire for a 'normal' name. While as a race they don't have a sex Porsla are sometimes shaped in masculine or feminine attributes, though this tends to have only a minor effect on the kind of name they pick for themselves.

Names: Butcher, Blade, Edge, Tool, Builder, Singer, Dancer, Killer, Criminal, Thief, Washer, Cook

Historic Names: Throne Watcher, Assassin, Shame, Blue Wizard

## Traits

**Ability Score Increase.** Your wisdom score increases by 2 and your constitution score increases by 1.

**Age.** Nobody really knows how Porsla are made, but it's generally believed they live for between 100 and 200 years.

**Alignment.** Porsla are almost always Lawful, bound to their duties and traditions. Porsla favour which ethics they feel serves their purpose the best and can vary greatly between good and evil philosophies.

**Size.** Porsla are between 4 to 6ft tall. Your size is medium.

**Speed.** Your base land speed is 30ft.

**Darkvision.** Porsla don't have organic eyes and their ability to see is not dependant on light.

**Porcelain Body.** Even though you are not made of blood and bone you are still a living creature. You are immune to disease. You do not need to eat or breath, but you can ingest food and drink if you wish.

Instead of sleeping, you enter an inactive state for 4 hours each day. You do not dream in this state, you are fully aware of your surroundings and notice approaching enemies and other events as normal.

**Aether Network.** You are able to telepathically communicate with any other Porsla that is within 100ft of you.

# Classes

Most of the information about the classes contained in the *Player's Handbook* applies to the character classes in the Wardens Campaign Setting. The entries that follow focus on what is peculiar to Telehar about these classes and what regions you will most likely find them in.

## Barbarians

Though the Empire has always endeavoured to spread civilization across Telehar, it has always understood the wisdom of accepting certain undesirable cultures for the sake of peace and to utilise their unique talents. Barbarians and their tribes exist in a fragile peace with neighboring bastions of civilisation, ready to test their defenses and plunder their riches at the first sign of weakness. But for those nations that have been able to exist alongside or with Barbarians have often found them as useful if troublesome citizens.

**Regions:** The warrior culture regarded as Barbarians can exist for almost all the races. Humans and dwarfs of Edocan who stuck to ancient traditions of the wilds, Narolith of Draleth that have lost their honour and fallen into savagery, and even wood elves and wild halflings of Merawien who do not believe in coexistence with the weak. Barbarian tribes also exist in the deserts of Zandur, but these tend to be loose groups formed decades ago by individuals exiled from the 'civilised' territories.

## Barbarian Path- Juggernaut

When the first Emperor set upon his great task to bring the continent under his rule it's said that he had a close friend that hailed from a wild tribe of Barbarians. A huge brute of a man, instead of relying on the purity of his rage alone he accepted some of the advancements of civilization to enhance his fighting. According to legend he had a suit of heavy armour of light steel and diamond made for himself, making him invulnerable to all but the most determined attacks. Many barbarians who fight for the Empire follow his example and don heavy full plates to become as unstoppable as the Juggernauts of legend.

### Raging Steel

At level 3 when you adopt this path you gain proficiency in Heavy Armour, and you can enter rage whilst in Heavy Armour.

### Unstoppable

Beginning at level 6 whilst raging the juggernaut can shrug off blows that would cripple others. When you take damage as a reaction you can roll a 1d12. Add your Constitution modifier to the number rolled, and reduce the damage by that total. You can use this ability 1+ your Constitution modifier times before you need to take a long rest to restore them.

When a juggernaut sets his sights on something, very few things can stop their approach. Whilst raging the juggernaut gains the benefits of the Freedom of Movement spell.

### Clear a Path

At level 10 you can choose to try and destroy a 5ft section of wall or other equivalent sized unattended object. As an attack you ignore the objects threshold and automatically double damage on any hit. After using this ability you can't use it again until after a long rest.

### Unkillable

At 14th level whilst raging the first attack made against you within 5ft by any hostile creature has disadvantage.



## Bards

Said to be the oldest form of magic in the world, bards have always had a prestigious place amongst the communities of Telehar. Many Bards are independent practitioners, often having trouble working in an environment where everyone is trying to be the centre of attention, but loose organisations known as schools do exist. These schools travel in small bands, usually set up by an old and retired Bard, entertaining villages and cities on their path. The schools often shed members as often as they gain them, finding individuals with talent for the magical and musical arts while older members decide to set off on their own.

**Regions:** Bards can come from any region, though the travelling schools are most often found in the more civilised areas of Draleth, Edocan and Merawien.

## Bard College- The Puppeteer

Whilst most Bards are known as entertainers or even warriors in their own right, some Bards believe in combining the two roles. A puppet can be anything, from a story, to a lesson, to even a deadly assassin if it's wielder is skilled enough. The Bard's known as Puppeteers have focused their magical studies in order to bring these objects to an illusion of life, able to play out whatever role the Bard desires.

### Puppet Craft

Starting out on the path of a Puppeteer you gain proficiency with artisan tools, which grants you the ability to construct a small sized puppet that you can manipulate through a combination of magic and music. By spending a bardic inspiration you can bring a puppet to a semblance of life, commanding it to act and move through music.

The puppet is able to function for 10 minutes before reverting back to it's lifeless form, it takes it's turn on your initiative. You can only command one puppet at any one time.

It takes 6 hours of work to build a puppet, and 1 hour to repair a puppet. When building or repairing a puppet you can add any of the following so long as the total point cost (pc) does not exceed your level.

**Bite (1pc):** 1d6 Piercing  
**Finger Blades (1pc):** 1d4 Slashing, 1pc  
**Club Hands (1pc):** 1d4 Bludgeoning, 1pc  
**Complex Hands Simple (2pc):** Simple Weapon Proficiency  
**Solider Frame Light (2pc):** Light Armour Proficiency  
**Metal Frame (2pc):** +2 AC

## PUPPET

*Small construct, unaligned*

**Armor Class** 10 (natural armor)  
**Hit Points** 3 x Bard Level  
**Speed** 25ft

| STR     | DEX     | CON     | INT    | WIS    | CHA    |
|---------|---------|---------|--------|--------|--------|
| 10 (+0) | 10 (+0) | 10 (+0) | 0 (-5) | 0 (-5) | 0 (-5) |

**Damage Immunities** poison, psychic  
**Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned  
**Senses** Masters Sight  
**Languages** None  
**Challenge** n/a

**Masters Sight.** The Puppet uses its controller's line of sight to act. If the controller cannot see an object, the puppet cannot see it either.

**Masters Proficiency.** When attacking with a natural weapon or weapon it has proficiency with, the Puppet uses its Masters proficiency bonus on the roll.

### Puppet Expert

At Level 6 the Bard's ability to control their Puppet improves. The Puppet can now make move actions without the bard spending a bardic inspiration, however the Puppet cannot perform any tasks beyond walking or running without spending a bardic inspiration.

The Bard's skill with making puppets also improves, and can add the following when constructing or repairing a puppet:

**Medium Frame (3pc):** Becomes a Medium Sized Creature. HP improves to 4 times Bard Level  
**Hands, Martial (3pc):** Martial Weapon Proficiency,  
**Solider Medium (3pc):** Medium Armour Proficiency  
**Lifelike Visage (2pc):** Roll the Bard's Charisma (Deception) to appear as a living creature  
**Reinforced Body (2pc):** Gains Resistance to either Piercing, Slashing or Bludgeoning damage  
**Spell Font (3pc):** When you cast a spell you can choose to cast it from the Puppet  
**Climbing Nails (3pc):** Gains a 20ft Climb speed  
**Attunement Crystal (3pc):** Can attune to one piece of magical equipment

### Puppet Master

At level 14 the Bard's ability to manipulate their puppet has been mastered. You no longer need to spend a bardic inspiration to command your Puppet.

The Bard's skill with making puppets reaches near perfection, and can add the following when constructing or repairing a puppet:

**Large Frame (5pc):** Becomes a Large Sized Creature. HP improves to 5 times Bard Level  
**Solider Heavy (4pc):** Heavy Armour Proficiency  
**Mechanical Wings/Fins (5pc):** Gains a Fly or Swim Speed equal to it's movement speed.  
**Knight Frame (6pc):** Gains the Class abilities of a level 3 Fighter  
**Rogue Frame (6p):** Gains the Class abilities of a level 3 Rogue



## Clerics

The priests of the Dead Gods hold a unique position on Telehar, many people long to reconnect to the good deities that fought to protect the world during the Divine Wars, while others seek to gain their blessings for their troubles today. Using Aether Clerics are able to bridge the gap between the mortal world and the one beyond, making them able to connect with the souls of the Gods and channel their power through them into the mortal world. However it's noted that the domain that clerics are able to use are not actually a product of their divine connection, and are something unique to the individual cleric. It's said that clerics who share a domain with a god have a good 'attunement' and are made more powerful for it. There have been cases in history where Clerics have changed their Domain, although it is not well understood how this is achieved.

Despite the Clerics own inner power, it's impossible for a Cleric to cast a spell or use domain abilities without a patron deity.

## Dream Domain

### Dreamtouched

You gain immunity to magical sleep effects, and when casting the sleep spell you add 2d8 to the roll to determine how many hit points of creatures you affect.

### Favoured Deities by Region

| Name            | Domain    | Special  |
|-----------------|-----------|--|
| <b>Edocan</b>   |           |  |
| Kevron          | War       | Cleric must have holy symbol made from stone         |
| Lucia           | Light     | Cleric can't use slashing weapons                    |
| <b>Merawien</b> |           |  |
| Sáralondë       | Life      | Cleric must be an Elf                                |
| Cherebu         | Nature    | Cleric must give up eating one type of farmed meat   |
| <b>Draleth</b>  |           |  |
| Yartepth        | Tempest   | Cleric's holy symbol must be made of gold            |
| Javel           | Dream     | Cleric must only ever sleep at night                 |
| Emperor         | None      | Cleric can't cast spells or use Domain abilities     |
| <b>Afia</b>     |           |  |
| Dralindra       | Trickery  | Cleric must have murdered at least one person        |
| Zol             | Unknown   | Unknown  |
| <b>Zandur</b>   |           |  |
| Perfect         | Life      | Cleric cannot have a charisma score of lower than 12 |
| Hasan           | Knowledge | Cleric must be able to read                          |

### Dream Domain Spells

| Level | Spell                               |
|-------|-------------------------------------|
| 1st   | Sleep, Identify                     |
| 3rd   | Locate Object, Blur                 |
| 5th   | Leomunds Tiny Hut, Hypnotic Pattern |
| 7th   | Locate Creature, Phantasmal Killer  |
| 9th   | Dream, Modify Memory                |

### Channel Divinity, Torpor

Starting at level 2 you can use your Channel Divinity to place a powerful sleeping curse on your enemies. As an action you present your holy symbol and summon forth a portion of the realm of dreams. Creatures within 30ft of you that you designate must roll a Wisdom saving throw. If the creature fails it's saving throw it falls into a deep sleep for 1 minute. Every round the creature gets a new Wisdom saving throw in order to wake up. Attacking or interacting with the sleeping creature immediately ends the sleep effect. If any of the targets are humanoid, then this ability bypasses any sleep immunity they have.

### Prophetic Dreams

At level 6 whilst taking a long rest you can choose to commune with your deity to grant you and your companions a prophetic dream. When you and your companions awaken you have no memory of the dream, but afterwards you may experience a case of *deja vu*. The dream grants you and your companions subconscious foreknowledge which grants the ability to declare advantage on any single dice roll before it's rolled. If the ability is not used before another long rest then it is wasted.

### Nightmare Strike

At level 8 once per turn when you hit a creature with a weapon attack you can cause the attack to deal an extra 1d8 psyche damage to the target. When you reach level 14 this damage increases to 2d8.

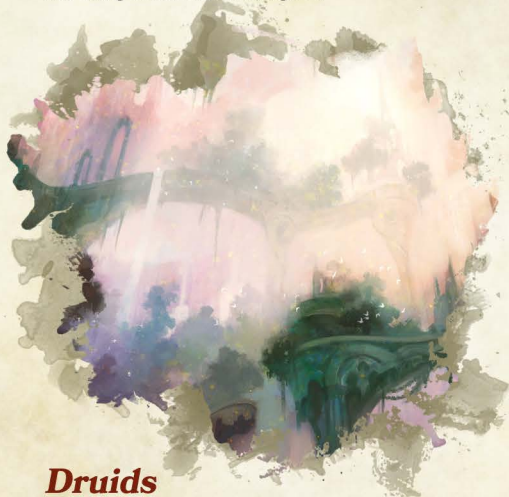
### Dreamwalk

At level 17 as part of a long rest you can transport yourself and your companions into the plane of dreams. You can enter your own Dreamrealm, but if you know the name of another creature who is sleeping you may enter their Dreamrealm.

Whilst in the dream realm you have some minor control on your environment, and the environment of other dreamers. Roll your Wisdom modifier + your proficiency bonus whenever you attempt to change yourself or the environment.

- 10 dc**, Change an aspect of your Dream Realm
- 15 dc**, Move from one Dream Realm to another
- 20 dc**, Change your Dream Realm Appearance (as the Shapeshift spell, but no concentration)
- 20 dc**, Change an aspect of another's Dream Realm

Whilst in the Dream Realm you and your companions abilities still function. Whilst combat can be engaged in the Dream Realm, dying only results you waking up and losing the benefits of a long rest.



## Druids

Armed with the power and wisdom of nature, Druids have always been a cornerstone of the communities of Telehar. It's said that in the past Druids were terrible overlords, using their connection with the magical life force of the world to bend it to their will. But after the terrible events of the Divine Wars Druids began to use their powers to try and heal the world, caretaking the careful balance of forces now weighing it down.

Many druids keep to the wilds for this reason but some have been known to live amongst the cobbles of a city in order to preach wisdom to it's people, or demonstrate the folly of ignoring their words. While Druids don't need to worship deities some gather into small cults in order to try and gain unique insight from the nature deities of the world.

Regions: Druids can be found in almost every single region, though their small organisations known as Druid Circles are thought to mainly hail from the island of Merawien.



## Circle- The Green Circle

Rather than specialising in the forms of beasts and creatures, or the raw magical might of nature's lifeforce some druids choose to focus on becoming closer to the plants and trees of the world. The Green Circle is well known throughout Edocan for it's efforts to rebuild many of the forests that were cut down with the marching of civilization. They work to heal the land or punish those that have harmed it.

### Plant Shape

At level 2 you can use your wild shape to take the form of a plant creature using the limitations of the Beast Shapes table from the druid class, or an inanimate plant of your size. Whilst transformed as a plant with a CR of 1 or lower your Hp pool for that form doubles.

While transformed into an inanimate plant, forms of magical detection other than True Sight do not see through your transformation. You are aware of everything happening around you in a 30ft radius. While in this form you have a HP pool equal to half your maximum HP

### Strength of the World

Whenever you take a long rest you can perform a ritual to attune yourself to a natural element, which grants you certain protection. Look at the table below and pick one damage resistance associated with a natural area:

**Grassland:** Piercing, Lightning

**Forest/Jungle:** Piercing, Acid

**Desert:** Slashing, Fire

**Cave/Underground/Mountain:** Bludgeoning, Cold

You gain damage resistance against the chosen type only while your transformed with the wild shape ability. The resistance lasts until you take a long rest. At level 6 the resistance applies even when you're not wildshaped.

### Advanced Plant Shape

Starting at level 6 you can transform into a plant with a challenge rating as high as your druid level divided by two. You also gain the ability to pass through solid non magical plant matter, including bushes and trees as part of your movement. For every 1 foot you move through plant matter it costs you 3ft of normal movement.

### Power of the World

At level 10 you can call upon the power of the nature. The ability is different depending upon the natural element you are currently attuned to, and takes an action to cast (As a spell):

**Grassland:** Monstrous Growth, functions as Evard's Black Tentacle spell, but with no concentration.

**Forest/Jungle:** Tree Wall, functions as the Wall of Stone spell, but with no concentration and half as many hit points.

**Desert:** Sand Wave, functions as the Move Earth spell, but with a duration of 1 minute, and each 40ft area takes only two rounds of concentration to change.

**Cave/Underground/Mountain:** Tremor, functions as the Earthquake spell, but with a 50ft radius and a duration of 5 rounds and no additional effects.

After using this ability you can't use it again until after a long rest.

### The Green World

By the 14th level your connection with the plant life of the world has strengthened to the point where you always feel at one with them. You are considered to be always under the effects of the Speak with Plants spell.



## Fighters

From mercenaries to knights fighters of all paths can be found in every region of Telehar, their practical skills in high demand in this war like age. Many nations form military academies or knightly orders that train specific styles of combat, like the famous Knights of the Red Keep from Ederisa.

Regions: Knights as they are known mainly come from Merawien, Edocan and Draleth. Though the path of the Eldritch Knight actually comes from the desert of Zandur, a legacy of the once great mage kingdoms that existed there.

## Archetype- Spear Master

While many fighters focus in either versatility or a specific weapon style, few focus on maneuverability and keeping your enemy at a distance. The Spear Master style is said to have been invented by a Monk who wanted to teach his nation's military the importance of flowing through combat like a water.

### Spear Fighter

At Level 3 your movement speed increases by 10ft if you are not wearing heavy armour or carrying a heavy load.

If you are using the versatile property of a spear, staff or other weapon with a pole you gain the AC bonus from a shield as if you had one equipped.

### Vaulting

Starting at level 7 whilst wielding a spear, staff or other weapon with a pole, as part of a running jump you can use the length of your weapon to double the distance or height you can jump. This doesn't allow you to move further than your movement speed would allow.

### Sweeping Arc

At level 10 when you hit a creature with a melee weapon attack, you can attempt to damage another creature with the same attack. Choose another creature within 5 feet of the original target and within your reach. If the original attack roll would hit the second creature, it takes damage equal to half the damage roll of the first attack.

### Spring Attack

At 15th level when you perform a disengage move action, during the movement you can use a bonus action to make a single attack at any point during the movement.

### Whirlwind Attack

Upon reaching level 18 as a bonus action you can choose to make one attack roll against every creature you threaten. If the attack crits choose one target to apply double damage to and roll normally for the others. You can use this ability 1+ your Dexterity modifier times before you need to take a long rest to restore them.

nation that houses their home or as an attempt to influence the path of fate engulfing the world.

Regions: Most Monk orders exist in Zandur or Aflia, though a few have appeared in Draleth as well.

## Way of the Closed Fist

Traditionally the path of a Monk is one of self reflection and meditation, learning inner peace to open your mind so you can tap into your Ki. But the techniques of a monk can be used for violence and personal gain in the wrong hands. For some inner peace is not a desirable goal, and instead focus purely on the physical applications of their techniques.

Many Monks who end on this path usually began their training in another but after stealing techniques they weren't prepared for or misusing the ones taught to them they find themselves ostracised, forced to continue their training as a vagabond.

### Iron Fist

Starting when you choose this tradition at level 3, you abandon the pursuit of the mastery of ki to focus instead on the lethality of your attacks. You add both your Strength and your Dexterity bonus when rolling damage on a melee attack.

### Gaze of Fear

At level 6 you gain the ability to strike fear into your foes. By spending 1 ki point you can use an action to force a target who can see you to make a WIS save, if they fail they are frightened for 1 minute. After using this ability on a creature they can't be affected by it again for 24 hours.

Ability Save DC = 8 + your proficiency bonus + your wisdom modifier

### Deflect Blows

At level 11 When another creature damages you with a melee attack, you can use reaction to spend 3 ki points to mitigate some of the damage. Roll your unarmed damage + your dexterity or strength modifier and reduce the damage by that much.

### Forbidden Technique, Lifestealer

At level 17 Whenever you damage a creature to below 0 hit points with a melee attack, once per turn you can restore 1 ki point and heal 1d8 + your Wisdom Modifier in hit points.

## Monks

The teachings of Martial Arts and the path of the Monk was said to have begun before the Divine Wars, when a group of mortals wished to bring themselves closer to the divine essence of their living gods. During their training they discovered that a well of power existed within themselves, and with the proper training this power could be grown and controlled.

Today Monk orders exist slightly separate from civilization, desiring the peace of isolation to help bring themselves closer to the mastery of their own life energy. However some orders of Monks regularly return students to the world, either as debt of gratitude to a



# Paladins

For some warriors battle is not just a struggle of arms and might, but a war of ideologies. What is Justice? What is Right? What is Good? Those who commit themselves to these burning questions can sometimes find they can tap into a mysterious wellspring of Divine Power. Most Paladins swear themselves to a god in order to unlock this power, but there have been numerous cases where Paladins with no patron have been able to summon forth a connection to a divine spirit. The source of this power is unknown but for those who tap into it describe it like a blazing hot sun that burns away evil itself.

Despite their longing to do good the world is a mish mash of ideas and morality that is constantly competing for dominance. It is not unheard of for Paladins to meet in battle on different sides, fueled by the same sense of righteousness.

Region: Most Paladin orders come from Edocan and Merawien, but Paladins can be found almost anywhere war and injustice reigns.

## Sacred Oath- Oath of War

As if to answer the inner struggles that many Paladins face when forced to fight their fellow kind the Oath of War appeared. Sworn not to the act of War itself but instead based upon the philosophy of doing the most good in a war environment. Virtues such as taking care of your fellow soldiers, sparing the land and it's people by bringing battles to quick ends, and even respecting your enemy are all of high importance for those who have taken the Oath.

### Tenets of War

**Loyalty.** I will never betray those I grant my sword to.

**Mercy.** My blade will only strike those prepared to fight.

**Clarity.** My mind is crystal clear and shall never be fogged by untamed emotion.

**Glory.** I strive to always bring glory and righteousness to any cause that I follow.

**Responsibility.** I will always work to bring out the best of myself and those I fight alongside of.

### Oath Spells

#### Oath of War Spells

##### Paladin Level Spell

**3rd** Create/Destroy Water, Alarm

**5th** Pass without Trace, Spiritual Weapon

**9th** Create Food and Water, Glyph of Warding

**13th** Stone Shape, Stoneskin

**17th** Mass Cure Wounds, Teleportation Circle

### Channel Divinity

When you take this Oath at level 3 you gain the following two Channel Divinity options.

#### Lionheart

As an action you present your holy symbol or personal crest and speak a prayer for bravery and protection. Choose three creatures other than yourself, they gain advantage on all saving throws for 1 minute.

### Battleide

As an action you present your holy symbol or personal crest and speak a prayer for victory. Choose two creatures other than yourself, they gain 1d6 radiant damage on their melee attacks for 2 rounds.

### Life Surge

Upon reaching level 7 as an action you can restore a number of hit points equal to four times your paladin level. Choose any creature within 30ft of you, and divide those hit points amongst them. You can only heal a maximum of half a creature's total hit points with this ability. After using this ability you can't use it again until after a long rest.

### Spirit of War

At level 15 the power of your channel abilities improve as follows:

**Lionspirit.** You can now choose six creatures and they also gain resistance against one damage type of your choice.

**Wartide.** You can now choose four creatures, and the dice increases to 2d6 radiant damage.

### Avatar of Battle

At level 20 you have become an incarnation of war itself, able to take on the form of a rolling tide of battle. You increase in size by one category, ghostly soldiers charge and fight alongside you, and your allies never seem to falter when they are by your side. Using your action you undergo a transformation.

For 1 minute you gain the following benefits:

Resistance against all damage

Advantage to hit on all melee attacks

Allies within 30ft of you heal 5hp every turn.

Once you use this feature you can't use it again until after a long rest.



## Rangers

Despite the best efforts of the Empire much of Telehar still lies unexplored and claimed by the wild, populated by fantastic creatures and terrible monsters. The men and women who make these remote regions their home are often Rangers, self proclaimed masters of the wildlands.

Like Druids they gain their powers from nature itself but focus more on martial aspects, becoming close to nature whilst still maintaining their sense of self. Many

Rangers are friendly, willing to trade and give advice to travellers, but others prefer to use their secluded haunts to hide away from the laws of civilization.

A true Rangers skills are undisputed and are always in high demand by those that need them, but it is always up to the Rangers themselves how they respond to such pleas.

Region: Rangers often prefer the wilds of Afilia and Zandur, but you can find individual rangers in any region that can provide them ample hunting grounds.

## Archetype- Trap Master

Many Rangers are skilled in bow and blade alike, but it's a special type that relies primarily on traps. Trap Masters are often thought solely in regards to their hunting grounds and homes, making seemingly normal forests into deadly impenetrable woodland fortresses, but many are also skilled at setting up traps in quick and active environments to deadly effect.

Upon choosing this archetype at level 3 you gain the following abilities:

### Trap Points

A Trap Master has a number of Trap points equal to 5 + your wisdom modifier. You regain all your expended Trap Points after a short or long rest.

Your traps have a DC equal to 8 + your proficiency bonus + your wisdom modifier bonus

### Steel Wire Trap

As a bonus action you can spend 1 trap point to throw a Steel Wire Trap onto a surface up to 30ft away. As part of the action you designate one creature within 20ft of where the trap lands and you make a ranged attack roll against their AC. The trap deals 1d8 piercing damage on a hit and the creature must make a Strength saving throw or be pulled up to 10ft towards the trap. The trap is only strong enough to drag a medium or smaller sized creature, it cannot lift one off the floor.

### Spring Delay

As an action you can spend 1 trap point to place any trap you know, in addition to it's normal point cost. When you place a trap you designate a number of turns, when the duration runs out the trap activates at the end of your turn. If the trap fires in a direction you must declare the direction when you setup the trap.

### Emergency Rope

As a reaction you can spend 1 trap point to fire a rope from your wrist that other creatures can make an acrobatics or athletics check to grab onto. You can choose to make a strength check to hang onto the rope, or spend an additional Trap point to attach the end of the rope to a surface.

At level 7 you gain the following traps:

### Noose Trap

As an action you can spend 3 trap points to attach a Noose Trap to a roof or other stable surface above you. As part of this action you roll a melee attack against a creature within 5ft of you, if it hits they take 2d6

slashing damage and must make a Strength saving throw to free themselves from the noose. If they are a medium or smaller creature then a failed save results in them being lifted up 5ft. On your turn so long as you are within 10ft of the creature you can use a bonus action to deal an additional 1d6 damage to them, if you dont then the trap releases them. Creatures caught in the noose are considered to have a speed of 0, they can act normally or take an action to roll a Strength saving throw to free themselves.

### Razor Shrapnel Trap

As a bonus action you can spend 2 trap points to throw a Razor Shrapnel Trap 30ft, which explodes in a 10ft radius upon contact with a surface. Any creature in the radius takes 2d6 slashing damage and the area is now considered difficult terrain. The Shrapnel can be cleared away after 1 minute.

At level 11 you gain the following upgrades to your traps:

### Improved Steel Wire Trap

You can attach your Steel Wire Trap onto creatures with a successful ranged attack by spending 1 additional trap point. The creature takes 1d8 piercing damage and if the wire hits a second creature both must roll a Strength saving throw or be dragged 10ft towards the other. If this causes the creatures to move into the same space they take an additional 2d8 slashing damage as the trap explodes into fragments.

### Spider Silk Steel

Your Steel Wire and Noose Traps are now strong enough to drag or lift a large sized creature.

### Emergency Grapple

When you use your Emergency Rope ability you can spend 1 additional trap point to immediately move 10ft up or down the rope, this movement counts against the movement you can make during your next turn.

At level 15 you gain the following upgrade and trap:

### Lethal Traps

If you spend 1 additional trap point when you use a trap, add two extra dice to it's damage rolls.

### Razor Wire Web

As an action you can spend 4 trap points to cover an area or surface with a web made from razor wire. The web covers a 20ft radius or surface and is considered difficult terrain or a barrier. Any creature in the radius or who moves into the web takes 3d8 slashing damage and must make a dexterity saving throw or become entangled. Every turn they can make a new saving throw free themselves. The web has a hardness of 10 and 15 hit points.



## Rogues

Often regarded as little better than thieves or killers Rogues have a bad reputation upon Telehar that has not always been fair. While it's true that many who have trained themselves to break into houses and lift objects very quietly are not always trustworthy, rogues hold an important place as the workers for civilizations underbelly. When not plying their trade in cities Rogues are often hired to help break into ancient tombs, a critical role for any team wishing to survive such an expedition.

Region: Rogues can appear in almost any region, though many favour the cities of Draleth and Edocan to ply their skills.

## Archetype- Dead Walker

A terrifying subschool of assassins, who even vicious hired killers find disturbing, are the Dead Walkers. Said to be trained in the heart of Draleth as assassins against Undead abominations, the Dead Walkers of old are said to have been radical zealots dedicated to the destruction of anything that tried to outlive its own life. Though many of its traditions are upheld today, such as locking students into coffins for days at a time, the Dead Walkers have found new employment as killers and messengers for rulers towards their most disappointing subjects.

### Deadpan

Upon taking this archetype at level 3 as an action you're able to remove any emotion from your face or movement. You gain advantage on one deception or intimidate check, but the sheer lack of expression is considered disturbing by many and you suffer disadvantage on persuasion checks on any creature that has seen you while in this state. After you use this ability you must take a short or long rest before you can use it again.

### Still as the Dead

As an action you can cause yourself to fall under the effects of the Feign Death spell, but with a duration of 1 round times your character level, these rounds need not be consecutive. You can end this effect at any point as a reaction. After you use the full duration of this ability you must take a short rest before you regain its use. This is not a magical effect and instead the result of intense physical training.

### Dead Walk

At level 9 whilst under the effect of the Still as the Dead ability, you gain 10ft of movement and are no longer blinded or incapacitated. You can no longer be tracked by your scent, and creatures that try to find you by using smell suffer a disadvantage on their perception check.

### Dead Drop

Upon reaching level 13 if you attack someone with a sneak attack during a surprise round or outside of combat and they are unaware of your presence, the damage is delayed by one turn and they continue to act as if they were still unharmed for that turn. You can only apply this effect on a creature once, and the damage applies at the end of your next turn.

If a creature dies due to this ability, then anyone who witnesses the death and is not aware of your presence must make a wisdom saving throw or become shaken for 1 hour.

Ability Save DC = 8 + your proficiency bonus + your intelligence modifier

### One with Death

At level 17 mindless Undead no longer react to your presence unless you attack them, and Undead with a mind must make a wisdom saving throw to recognise that you are not Undead.

Whilst using the Still as the Dead ability you retain your full movement speed. Anyone who sees you move whilst using this ability must make a Wisdom Saving throw or become Panicked for 1 round. After passing or failing this save the creature becomes immune to this ability for 24 hours.



## Sorcerers

Unlike those who must study the Aether and its possibilities, Sorcerer's are granted power by the very contamination of their blood by powerful forces. These 'bloodlines' come in various forms, which receive greatly different receptions from the people of Telehar

Region: The majority of Draconic Bloodline Sorcerers come from Edocan and Merawien, whilst Wild Magic Sorcerers can come from any region that's been struck by an Aether storm.

## Draconic Bloodline

It's said that after the Nine Headed god was slain his decapitated heads spat out great eggs that would become the nine dragons. Seemingly immortal beings of terrible power and will, the dragons rained destruction down on the land at the end of the Divine Wars. An elven hero by the name of Elanessë did battle against one of these great beasts and slew it.

Drinking it's blood Elanessë was gifted with some semblance of the dragons great power, passing down to some of his descendants. The dragons can never truly die, as one falls another will always be born to replace it and where it's blood has been spilled creatures and people have gathered to try and gain it's great power. But it's often said that the blood of such powerful creatures were never meant for mortals, as most who ingest the blood or receive it from their parents die soon afterwards.

The Draconic bloodline is most often found in noble families, who have the power and influence to secure the blood for themselves and their descendants. From time to time it can be discovered elsewhere, people inheriting its powers from a legendary hero or noble in their family tree.

However when one of the dragons of legends goes on a rampage, it is almost always these 'thieves' that bare the brunt of it's rage.

## *Wild Magic*

The invisible substance known as Aether is a powerful source of creation and change in the world. From time to time Aether can settle onto the land, or even into singular objects and infuse them with magic. When this occurs to a creature the results are usually unpredictable and often fatal.

Wild Magic can bloom in almost any creature that has suffered an overabundance of Aether, mostly occurring in the rare phenomenon known as an Aether storm. The infusion of Aether usually marks the victim in some way, a change in colour or even appearance, but they also have a chance of storing the Aether into their bodies which grants them arcane power.

Whilst it is called a Bloodline the Wild Magic infusing a sorcerer is very rarely hereditary, only occasionally will there be enough magic to imbue a second generation with arcane power. Sorcerer's of this sort usually have great difficulty fitting into normal society after their 'awakening', their magic too unpredictable and dangerous for communities to accept.

Most Wild Sorcerers are usually vagrants who get by offering their services and magic as they travel the land. Some are able to find permanent positions, but there is always a hint of mistrust wherever they go.

## *Cursed Bloodline*

There is a story during the days of the gods, where miracles and curses were powerful and sometimes frequent events, there was a beautiful mortal woman that was the desire of every man who ever laid eyes upon her. The woman became arrogant under this attention and declared herself even more beautiful than a local beauty goddess.

Let it never be said that the gods are above being petty.

The Goddess cursed the women, transforming her into the legendary medusa so that all who looked upon her would be turned to stone. It's said that her descendants share her curse, a new medusa appearing every few generations. Whilst it cannot be said how much of this

story is true, what is true is that there exists a Cursed bloodline that can appear in almost any race. Whilst the bloodline does grant youth and arcane power, it's users sometimes run the risk of turning into the monster of legend themselves.

### **Cursed Ancestor**

At 1st level you seemingly stop aging once you reach young adulthood, appearing physically the same up until your final years.

### **Cursed Gaze**

The power of your curse first manifests in your eyes. At 1st level as an action you can look at one creature and force it to make a constitution saving throw against your spell DC or it becomes Restrained for 1 turn. You can use this ability up to 1+ your charisma modifier times, you need to take a long rest to restore this abilities uses.

### **Cursed Power**

At level 6 when you cast a spell once per turn you can spend 2 sorcery points to add 1d4 to it's DC.

### **Cursed Awakening**

At level 14 you begin to take on the physical characteristics of a medusa, your hair turns green and your skin turns grey. If you spend 3 sorcery points your Cursed Gaze ability petrifies creatures instead of restraining them. Rubbing a lock from your hair can restore a petrified creature to flesh, so long as they are still in one piece.

### **Cursed Beauty**

Upon reaching level 18 you look even more like a medusa, scales grow on your skin and your hair turns into small snakes. When a creature saves against one of your spells, as a reaction you can spend 4 sorcery points to force them to reroll the result. If the original roll had advantage or disadvantage the reroll does as well.



## *Warlocks*

For some creatures the lure of power can be very strong, and none are as tempting as the path of the Warlock. Able to command spells and powerful forces by simply channeling the power of some other ancient creature, practitioners of the art of invocation are said to find the power liberating and easy to use. But the costs of this power only ever come later and by that time it is much too late for it's users to let it go.

Regions: Warlocks tend to gather in very small groups, sometimes called Covens, in order to study and better understand their Pact. Some nations make Pact Magic

illegal, forcing its users to go underground. The wilds of Zandur and Afilia are said to be the most accommodating to the practice however.

## Patron- The Fiend

Woe betide the person who makes a Pact with one of the Drowned. It is believed in some circles that a great ocean of souls exist, where many are destined to go when they die, that harbours a deep and dark level reserved for those whose sins are so great they are pulled to the very bottom.

These great sinners are often depicted as enduring the worst tortures, from the crushing pressure of the deep ocean to being devoured constantly by the vile gods that were dragged down with them. Sometimes these sinners, known as the Drowned, are depicted as inhuman monsters transformed by their time in the darkness and amongst other monsters like themselves.

It is said that it is possible to contact the Drowned, and even borrow power from them. But that is truly the path of the desperate as it is said those who deal with the Drowned are doomed themselves to be dragged into their lightless abyss. Warlocks who swear to this Pact have a certain caution around bodies of water, wary of the Drowned coming to claim their prize.

## Patron- The Great Old Ones

During the height of the terrible Divine Wars many gods summoned forth massive amounts of magic to bring to forth great weapons of destruction which they called the Juggernauts. Taking the forms of titanic and unstoppable monsters these creations laid waste to world at the command of their mad summoners. But many of these creatures were too powerful to be controlled and went on rampages that killed many including the very gods who summoned them.

As unnaturally as these creatures were their great bodies and power could not be sustained as the presence of Aether diminished from the world. Over time many simply fell over and died on the spot, creating mountains and ravines where they fell. But so great were they that their minds and some semblance of their power still remains in the world today.

Few can say what lingers still in the dead minds of these insane creatures, but for those mad or desperate enough it is possible to commune with them and draw upon their secrets and the echo's of their mighty power. The only true cost being the user's own sanity.

## Patron- The Archfey

Said to be spirits of nature given life when Aether first touched the world, the court of the Fey is one separate yet intricately woven into the mortal world. Few can say who the Fey truly are, their apparent forms are always changing and shifting, or what their intentions are towards mortals who would borrow their power.

Many Warlocks who step onto this Path almost never come into contact with the Fey, but it is a foolish Warlock that assumes they are above some terrible price or trick in exchange for this power.

## Patron- Aether Elder

Upon the winds of Aether it's possible for ancient creatures to infuse themselves more and more with the substance becoming stronger, smarter and gaining powerful new abilities. If a creature survives for a very long time there is a minor chance they become something known as an Aether Elder, the closest thing to the living gods of old. For mortals it's possible to strike a Pact with such creatures, who grant them a portion of their own power. Almost every kind of animal and monster has an Aether Elder attributed to it but it's hard to say which would offer to share their power and for what reason.

Your patron must be a living creature, they cannot be an undead or an outsider.

### Expanded Spell List

**1st** Disguise Self, Silent Image  
**2nd** Enlarge/Reduce, Alter Self  
**3rd** Major Image, Bestow Curse  
**4th** Dominate Beast, Polymorph  
**5th** Reincarnate, Commune

### Mark of the Beast

At 1st level your patron marks you as one of it's own with a minor mutation that affects your appearance (Growing scales, new bones etc) and adds 2 to your Armour Class. You are treated as being neutral to the race of your Aether Elder, even if they are normally mindless.

### Gift of the Beast

At 3rd level your patron grants you a mutation to bring you a step closer to it's own nature. Pick from the table below a mutation that your patron has granted you, if it's a natural attack you are considered to have proficiency with it and uses your strength modifier unless otherwise stated:

### Mutation Damage/Bonus

**Bite:** 1d8, Slashing  
**Claws:** 1d6, Slashing  
**Tail:** 1d4, Bludgeoning 10ft Range  
**Horns:** 1d6, Piercing  
**Tentacle:** 1d4, Bludgeoning Grab  
**Third Eye:** +3 initiative  
**Exoskeleton:** +3 AC  
**Furcoat:** Resistance to Cold  
**Beast Eyes:** Darkvision, proficient in Perception



### **Visage of the Beast**

At level 6 your patron grants you the ability to summon their visage to spread fear and terror to all your enemies. When you use this you place a large magical illusion of your patron within 30ft of you. Any hostile creature within 10ft of the visage that can see it must make a Wisdom saving throw against your Warlock spell DC. Creatures that fail the roll become Panicked for one turn. After using this ability you can't use it again until after a long rest.

### **Blessing of the Beast**

At level 10 your patron gifts you with a second mutation (Must be different from your first). When you finish a long or short rest you can also choose a saving throw. You gain advantage on that saving throw until you choose a different one with this feature.

### **Form of the Beast**

At level 14 your patron gives you the ability to physically take on their appearance and powers. For four rounds you can shapechange into your patrons mortal form, and you can use any ability or attack that they would have. After using this ability you can't use it again until after a long rest.

## **Wizards**

The dedicated scholars of Aether, wizards are said to be the ones best placed to understand its nature and uses. Feared and respected in equal measure by the common folk, wizards have earned their reputation with their history of great works and terrible destruction. For a long time as the Divine Wars began to enter their final years it was thought that mages would conquer the new world, but many so called Archmages stumbled under their own hubris and were never able to utilize their full potential.

Today wizards owe alot to the works of the old Empire as it strove to spread education across the continent. Many famous universities were built during the height of the Empire's power where wizards carefully studied to improve their knowledge of the arcane arts. Even in the Empire's decline many of these universities still lie open, supported by their hosting nations in hope they can give them an advantage against other nations.

Regions: The arcane arts were said to have begun in Zandur before it became a desert, but today many wizards can be found in large groups within Draleth, Edocan and Afila.

## **School of Runes**

While there are many different schools of focus in the arcane arts they all utilize Aether in the same manner. Those who dedicate their time to understanding Aether in more detail, rather than its possible applications, often find new means to interact with the element. The Rune school is the study of drawing the natural Aether in the air into special inks that can hold arcane power, allowing the wizard to draw special runes to activate their spells for them. What a Rune Mage lacks in focus they often make up for in versatility of their own study.



### **Glyph Code**

Your spellbook is written in a complex but more efficient glyph code. Beginning at level 2 when you select this school it takes you half as much time to copy a spell from any school into your spellbook.

### **Glyph Tattoo**

At level 2 during a long rest you can draw a glyph on your skin using Aether imbued ink. Choose one spell you know that isn't a cantrip. For as long as you have the Glyph Tattoo you can cast the prepared spell with a casting time of a bonus action. You can remove a tattoo as part of a short or long rest.

### **Rune Casting**

At level 6 when you cast a spell you can alter it into a rune instead. By drawing upon a surface you designate one spell you know which either targets a creature or an area. You cannot designate a spell that targets yourself. The rune covers a surface as large as the spell's area of effect, if it targets only one creature it is 5ft in size. The rune is nearly invisible and requires a successful intelligence (Investigation) against your spell save DC to be discovered. You must maintain concentration on the glyph until it's triggered, if you lose concentration then the rune doesn't trigger and the spell is wasted.

The rune triggers the moment a creature steps on it. Upon reaching level 10 you can instead designate a timer condition on the runes activation, upto one hour. When the duration runs out the rune triggers at the end of your turn. At level 14 you can designate a more complex trigger by describing one in a single sentence. For example "Trigger when more than two creatures are standing here"

### **Protective Tattoo**

At level 10 during a long rest you can prepare one spell that you know that has a range of self and convert it into a tattoo. The imbued spells casting time becomes a reaction.

### **Rune Tattoo**

Upon reaching level 14 you can imbue a cantrip into a magic tattoo. The casting time of the cantrip becomes a bonus action.



# **Credits**

Deviant Art:

ferdinandladera  
confuse  
billcreative  
hfesbra  
charter\_magic  
sephiroth\_art  
toguza  
rusty001  
bobkehl  
mwku  
afrocream  
aleksandratrevina  
ruloc  
endermax  
ruanjia  
izonbi  
tobiee  
sycra  
larbesta  
alextooth  
thiago\_almeida  
boudicca  
caioimm  
tahra  
immarart  
wildweasel339  
i\_guyjin