

2022 Super Dungeon

PLAYER GUIDE

OUT OF TIME



Supplement to D&D Player's Handbook. 5th Edition

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Acknowledgments

It is one thing to love the gift of story and completely another to build a world unknown, just waiting for its characters to fill out the plot and create something brand new. I'd like to give huge accolades to our Theme Masters, Ella Sheffield and Alice Liu, for their inspired theme proposal, Out of Time, and the dedication it took to complete not only this Player's Guide, but also the worlds in which you will be exploring this summer. I also would like to thank the Friends of the Belmont Public Library for supporting library programs like this one and the Lore Gremlins and Logistics Team and our many DMs for joining the meetings every week for these past six months to provide input, decision-making, and their incredible ideas. This has been a journey for us already, but yours has just begun.

Your Con Director,
Hannah Lee

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General Overview

How to Play a Super Dungeon

Our virtual D&D Super Dungeon is a summer-long handcrafted adventure in which all the games are interconnected. This means you, as the player, can have your character go on as many adventures as you'd like by any DM and still be part of the same story. It is also an adventure where many races (known as Genera and Peoples in our guide) have been redefined. What does this mean? While many of the races and classes in the 5th Edition Player's Handbook remain, the origin, religions, and cultural keystones of these identities have been overthrown in a new world and new story found nowhere else but in this game.

What has changed? In this player guide, you will find two places of origin for your characters:

- **Ritenus**, a modern era with Genera of warforged and animalfolk and interplanar creatures, and...
- **Sostenus**, a medieval era with Peoples of varying humanoids.

Each time period will have its own set of races and classes that suit it best. Choose your world and get started.

***Question:** I am a new player. Will it be hard to learn to play?*

Answer: All our DMs are very good at introducing the game to new players. You won't be the only one learning on the fly!

***Question:** Can I bring my character from a different game into this one?*

Answer: In order to fit into the world each player will be required to make a new 5th level character that fits into the setting. We will have character creation workshops to help you achieve this.

We aim for this Super Dungeon to be accessible to both new and experienced players, but this Player's Guide will not have all the rules. Having access to the **5th Edition Player's Handbook** is essential to help you understand the game rules of D&D and various subclasses you can choose for your character. We are also allowing spells, classes, and subclasses from **Xanathar's Guide to Everything**, **Tasha's Cauldron of Everything**, **Eberron: Rising from the Last War**, and a few more. Please be aware that the campaign settings, religions, cultural descriptions, and even many items from any of the above books may not be applicable to this Super Dungeon.

At the end of each game session, a player will be requested to write a Quest Log of their adventures. This is a necessary component of the Super Dungeon, as the notes you leave behind will aide the adventurers who follow behind you.

The World of Ritenus

Welcome to Ritenus. The islands of Ritenus are teeming with life of all shapes and sizes, from the mighty Loxodon to the clever goblins, and all here are animalfolk. Over the past few hundred years, Ritenus has reached scientific heights previously undreamed of, and the isles now echo with the sounds of clanking machinery and the bustle of trade.

The Story So Far

238 years have passed since the birth of the new World Dragon. Ritenus has progressed technologically, crafting machines and warforged more advanced than ever. But a few moons ago, a mysterious rift appeared in the sky, right above the floating city of New Estanos. The Adventurer's Guild sent adventurers through to investigate the cause of the rift, but none ever returned. Instead, strange messages began appearing in recently excavated ruins, featuring the names of those that had been sent. Now you have been sent to investigate this same rift. What will you find? What stories will be told?

The History of Ritenus

- ~2,000,000 BLX (Before Laxavis Wars) - Species gain sentience. The Pantheon emerges.
- ~4,000 BLX - Gods become less active on the material plane, genera on the same islands develop mutually beneficial relationships
- ~2,000 BLX - Writing becomes an effective recording tool; Library of Jakardia's role as a temple expands into a place of knowledge, but has no political power.
- 0 BLX - A sudden increase in technological development leads to the Laxavis Wars, the first series of conflicts between genera of different islands. Simultaneously, the gods go to war and remake the Pantheon.
- ALX 10 (After Laxavis Wars) - High Council is chosen over the Library of Jakardia as a tool to maintain peace.
- ALX 218 - The World Dragon dies and the High Council hires adventurers to resolve the issue, leading to the birth of a New World Dragon and a shift in how magic can be used.
- ALX 220 - The High Council dissolves after the Dragonborn Empire splits into factions and leaves a power vacuum behind.
- ALX 221 - The Flying Isles of Estanos collide with the mountains of Praxlarr and destroy the Kobolds' ancestral caverns. The emergence of Warforged, previously known as Technological Adventurers, leads to societal upheaval in determining which genera are considered sentient. The first blunderbuss is invented.
- ALX 247 - Each island builds independent republics after decades of near anarchy. To control the rise in crime and internal conflicts, a small group of aging heroes found The Adventurers Guild and offer their protective services to townspeople free of charge.

- ALX 305 - The number of guilds grow as animalfolk seek stability against the ever-changing opinions of their republics. Technology develops at an accelerated pace due to the race to discover sustainable flight technologies.
- ALX 406 - The invention of the elemental engine leads to the first flying city, New Estanos, by Warforged.
- ALX 456 - A rift in time appears above Praxlarr.

Technology

Over the past two centuries, innate magic that came from nature and the gods became volatile and forced animalfolk to develop new, more reliable magitech devices to aid them in everyday tasks. Even as the new World Dragon matured and magic became once again stable, the reliance on these devices for magical and nonmagical animalfolk alike did not waver. You will often see a sorcerer lighting a candle using a flintspark instead of bothering to remember the spell and the soft glow of flashdown lamps line the cities' smog-burdened streets.

- The Time Train: a magical train conducted by Tor Avipaxtu, the god of Time. It was set up in collaboration with the Tinker's Guild and the Adventurer's Guild as a way of returning adventurers to the Iron City after they step through the time rift. Works by homing in on the tickets carried by the party.
- Warforged: sentient automatons. See the genera section for more detail.
- Railroads: rail lines now run within and between most major cities on Ritenus. These trains are powered by elemental energy, and bear the risk of exploding occasionally.
- Airships and dirigibles: air travel has become fairly common, though still expensive, with blimp-like magical airships that transport people and cargo across Ritenus.
- Electricity: artificers have discovered how to harness the power of the elemental subplane of electricity to power their inventions. This field is still young, but already there are a wide variety of applications being tested.
- Newspapers: the primary way of getting information has shifted from bards and town criers to newspapers, which can be printed quickly and cheaply with new automated presses. Most cities have several competing papers.
- Sending spell stations: the magitechnical revolution increased access to certain spell scrolls, and enterprising businessmen took advantage of this opportunity to set up a network of sending spell stations. For a fee, one can have up to 25 words transmitted across the isles instantly.
- Submarines: advanced in submersible technology has allowed the creation of vessels that function completely underwater, which allows for increased communication between the surface dwellers and the tritons.

The Guilds

These are the most powerful political institutions of Ritenus. Players can choose to be part of a guild in backstory creation.

Major Guilds:

- The Adventurer's Guild
- The Union of Warforged Workers (UWW)
- Unified Coalition of Metalworkers, Bricklayers, Stonemasons, and Carpenters (UCMBSC - they're working on the acronym)
- The Banker's Guild
- The Watchmaker's Guild
- The Tinker's Guild
- The Arcane Academy
- The Shipworkers Union
- The Alchemical Alliance
- The Society of Scientific Researchers
- The Legalization Action and Aid Committee

Minor Guilds:

- The Cartographer's Guild
- The Organization for Ecological Preservation
- The Entertainer's Union
- The Toymaker's Guild
- The Chronologists

Recommended Classes

If you have the Player Guide in PDF format, you can click on each Class to learn more about it.

Best Fit	Can Fit	Talk to Your DM
<ul style="list-style-type: none">• Artificer• Wizard• Rogue• Fighter• Bard	<ul style="list-style-type: none">• Cleric• Paladin• Barbarian• Monk• Warlock	<ul style="list-style-type: none">• Druid• Ranger• Sorcerer

***Con Director's note: We are allowing all subclasses from Xanathar's Guide to Everything, Tasha's Cauldron of Everything, and the Player's Handbook. We do not include Unearthed Arcana or unofficial content in the character creation process.*

Casting Spells

Spells that work on humanoids are all able to be used on animalfolk. Animalfolk do not fall under the “beast” or “monster” category.

As a spellcaster during the decline of magic, effects similar to that of the Wild Magic table for Wild Magic Sorcerers may affect your party without warning when you cast a spell. There have been rumors of objects that will help alleviate this symptom, but until they are found, these situations can occur at your GM's discretion.

The Genera of Ritenus

Playable Genera	Origin	Favored Gods	Special Notes
Aarakocra (Medium birdfolk)	The Flying Isles of Estanos—lost 235 years ago	The Phoenix	Aarakocra resettled in New Estanos, but many still live among land-dwellers.
Aasimar (Humanoid, Planar)	Celestia, the plane of the gods	The Pantheon	Many Aasimar remained in Ritenus after god-wars ruined their ancestral plane.
Centaur (Medium horsefolk)	Jakardia	Vicnaritas	
Dragonborn (Medium dragonfolk)	Praxlarr	Lunaros (the New World Dragon)	After the World Dragon's rebirth, the Dragonborn Empire fell and civil disputes still litter the land.
Genasi (Humanoid, Planar)	Elementia, planes of the elements	The Little God (Water), GrakGrak and Grumble (Earth), Phoenix (Fire), The Chratel (Air), Constellation Gods (dormant)	Genasi have become integral in the maintenance of Elemental Engines, the primary source of energy in Ritenus.
Goblin (Small fey)	Praxlarr	Yl (now deceased)	Goblin culture is strongly tied to invention and business administration.
Kalashtar (Humanoid sometimes, Planar)	Somnia, the plane of dreams	Bcaesorr & Sidastrea	Many Kalashtar remained in Ritenus after god-wars ruined their ancestral plane.
Kenku (Flightless ravenfolk)	Bracorax	Bcaesorr & Sidastrea, Pupsilludo	Kenku are original thinkers in this world, with the capability of speaking on their own and inventing unique devices.
Kobold (Small dragonfolk)	Praxlarr	GrakGrak and Grumble	After the Estanos Disaster, Kobolds obtained a protected status.
Lizardfolk (Medium lizardfolk)	Tulch	Ugrok-nuez	Lizardfolk have settled in every part of Ritenus due to their wartorn history-but are still very few.
Minotaur (Medium oxenfolk)	Cretus	Asprotavros	Minotaur are strongly religious and like puzzles.
Tabaxi (Medium catfolk)	Cretus	None	Tabaxi are natural wanderers and have a strong nomadic culture.
Turtle (Medium turtlefolk)	The Orosea Isles	Tor Avitpaxu	Most Turtles are devoted to tradition and slow to accept the new technology of Ritenus
Warforged	Tulch, given sentence by the Yuan-ti	Any	Warforged, previously T.A.U., are bards more often than warriors.

Nonplayable Genera	Origin	Favored Gods	Special Notes
Firbolg	Trinka	The Little God	Firbolgs celebrated the birth of
Loxodon	Belreuit	The White Dragon	Since the death of their god at the hand of one of the Six Great Evils, the Loxodon's culture has declined and they are now endangered.
Triton	Sostenus	The Chratel	
Yuan-ti	Tulch	None	Yuan-ti have devoted themselves to take care of the warforged they gave sentence to and are strictly pacifist.

***Con Director's note: All Ability Score adjustments are following the variant option from Tasha's Cauldron of Everything. Otherwise, much of the builds remain the same as what is written in each genera's respective guidebooks. You will find much of the cultural keystones have changed. There is no canon Underdark.*

Aarakocra

Medium birdfolk

Ability Score Increase: One score increases by 2, and another score increases by 1.

Age: Aarakocra reach maturity by age 3. After the Laxavis Wars and the death and rebirth of their patron deity, Aarakocra don't usually live longer than 30 years.

Size: Aarakocra are about 5 feet tall. They have thin, lightweight bodies that weigh between 80 and 100 pounds. Your size is Medium.

Speed: 25 feet.

Flight: 50 feet. To use this speed, you can't be wearing medium or heavy armor.

Talons: unarmed strikes. If you hit with talons, you deal slashing damage equal to 1d4 + your Strength modifier.

Languages: Common, Aarakocra, and Auran.

Aarakocra Culture

Description: Overmining of a mysterious compound on The Flying Isles of Estanos led to its eventual decline and destruction in a crash against the mountains of Praxlarr. Due to this, Aarakocra became land bound until New Estanos, the Iron City, was built 187 years later by warforged. After the crash, their royal family abdicated all power, but partnerships between Aarakocra and Goblins led to the foundation of powerful guilds that now orchestrate many of the dealings between isles.

Religion: They worship the Phoenix, the ever burning god of life and the sun. Most Aarakocra worship the Phoenix, yet only a few gain magic from it. Aarakocra gifted by the Phoenix are born with red feathers on the edge of their wings that harmlessly burn and fall off, then regrow every midnight.



Aasimar

Medium humanoid (planar)

Ability Score Increase : One score increases by 2.

Age: Aasimar can live up to 160 years.

Size: Aasimar can be 5-7 feet tall.

Speed: 30 feet.

Darkvision : Blessed with a radiant soul, your vision can easily cut through darkness. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Celestial Resistance : You have resistance to necrotic damage and radiant damage.

Healing Hands : As an action, you can touch a creature and cause it to regain a number of hit points equal to your level. Once you use this trait, you can't use it again until you finish a long rest. This racial bonus isn't amazing, but can be a clutch racial trait.

Healing Hands : You know the light cantrip. Charisma is your spellcasting ability for it.

Languages: You can speak, read, and write Common and Celestial.

Aasimar Culture

Description: Aasimar were the direct servants of the gods, but when the demiplanes began to collapse 238 years ago, they became refugees in Ritenus. They and other interplanar refugees were given the Underdark as a place to reside until they could choose to return to the demiplanes, but a select few refused to return to a life of servitude and have tried to integrate into Ritenus society. Those who have remained do their best to avoid getting the gods' attention.

Religion: Aasimar believe they were specially chosen by the ancient gods to survive a great apocalyptic disaster that destroyed much of the world they came from. They wandered between demiplanes for millennia until the Pantheon was reformed and they became messengers and aides and warriors for the gods—even to the point of sacrificing their own lives in the Laxavis Wars.



Centaur

Medium horse/fey folk

Ability Score Increase : One score increases by 2, and another score increases by 1.

Age: Centaurs mature by 18 and can live up to 80 years.

Size: Centaurs stand between 6 and 7 feet tall, with their equine bodies reaching about 4 feet at the withers. Your size is Medium.

Speed: 40 feet.

Fey: Your creature type is fey, rather than humanoid.

Charge: If you move at least 30 feet straight toward a target and then hit it with a melee weapon attack on the same turn, you can immediately follow that attack with a bonus action, making one attack against the target with your hooves.

Hooves: Unarmed strikes. If you hit with them, you deal bludgeoning damage equal to 1d4 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

Equine Build: You count as one size larger when determining your carrying capacity and the weight you can push or drag. Climbing decreases your speed 4:1.

Survivor: You have proficiency in one of the following skills of your choice: Animal Handling, Medicine, Nature, or Survival.

Languages: Common and Sylvan.

Centaur Culture

Description: After the destruction of the Library of Jakardia and the dissolution of the High Council, Centaur culture decentralized from academic pursuits. Many centaurs became dissatisfied with the tenure system required to gain a vote in local government and rebelled. So many abandoned the Library that the site in Jakardia was never rebuilt and the smaller library branches in different islands became dependent on local communities for funding. Instead of relying on the centaur base of all knowledge, public academies funded by the guilds became a primary source of learning. Despite this shift, the renown Centaurs gained as cloistered researchers has now turned into a stereotype many try to disavow.

Religion: The worship of Vicnaritas, a god of knowledge and conquest, has shifted from purely academic pursuits to a strong interest in public safety, helping others, and enforcing justice. Many Centaurs have found their passions as law enforcement officers, social workers, lawyers, and judges as well as adventurers and guild artisans.



Dragonborn

Medium dragonfolk

Ability Score Increase: One score increases by 2, and another score increases by 1.

Age: Young dragonborn grow quickly. They walk hours after hatching, attain the size and development of a 10-year-old human child by the age of 3, and reach adulthood by 15. They live to be around 80.

Size: Dragonborn are taller and heavier than animalfolk, standing well over 6 feet tall and averaging almost 250 pounds. Your size is Medium.

Speed: 30 feet.

Languages: Common and Draconic.

Breath Weapon: You can use your action to exhale destructive energy. It deals damage in an area according to your ancestry. When you use your breath weapon, all creatures in the area must make a saving throw. The DC of this saving throw is 8 + your Constitution modifier + your proficiency bonus. A creature takes 2d6 damage on a failed save, and half as much damage on a successful one. The damage increases to 3d6 at 6th level, 4d6 at 11th, and 5d6 at 16th level. After using your breath weapon, you cannot use it again until you complete a short or long rest.

Color	Damage Type	Attack
Black	Acid	5 by 30 ft. line
Blue	Lightning	5 by 30 ft. line
Brass	Fire	5 by 30 ft. line
Bronze	Lightning	5 by 30 ft. line
Copper	Acid	5 by 30 ft. line
Gold	Fire	15 ft. cone
Green	Poison	15 ft. cone
Red	Fire	15 ft. cone
Silver	Cold	15 ft. cone
White	Cold	15 ft. cone

Damage Resistance. You have resistance to the damage type associated with your ancestry.

Dragonborn Culture

Description: The Holy Dragonborn Empire, once the most powerful kingdom in Ritenus, fell into decline the years after the hatching of the new World Dragon. After the dispersal of many of its core clergy over theological disputes, the Church could no longer support its local constabularies and the people elected governors to lead them, leading to a major shift in Dragonborn politics. This decentralization enabled the early Guilds to take root in their opulent, ancient cities and flourish. Dragonborn are still the most numerous race in Ritenus and have the longest history amongst the genera, although much of their written records have been lost.

Religion: The primary god of the Dragonborn, Ouranos the World Dragon, died and a new World Dragon, Lunaros, was born. This change split the church and many genera still blame them for the chaos that ensued after the World Dragon's death. Despite this, many dragonborn are proud that, out of all the gods, only theirs can be seen every night in the sky above Ritenus.



Genasi

Medium humanoid (planar)

Ability Score Increase: One score increases by 2 and another by 1

Age. Genasi mature at about the same rate as humans and reach adulthood in their late teens. They live somewhat longer than humans do, up to 120 years.

Size. Your size is Medium.

Speed. 30 feet.

Languages. You can speak, read, and write Common and Primordial.



Air Genasi

As an air genasi, you are descended from the djinn. Air genasi typically have light blue skin, hair, and eyes. A faint but constant breeze accompanies them, tousling the hair and stirring the clothing. A few display odd patterns in their flesh or grow crystals from their scalps.

Unending Breath. You can hold your breath indefinitely while you're not incapacitated.

Mingle with the Wind. You can cast the Levitate spell once with this trait, requiring no material components, and you regain the ability to cast it this way when you finish a long rest. Constitution is your spellcasting ability for this spell.



Earth Genasi

As an earth genasi, you are descended from the cruel and greedy dao, though you aren't necessarily evil. You have inherited some measure of control over earth, reveling in superior strength and solid power. You tend to avoid rash decisions. Some earth genasi always have bits of dust falling from their bodies and mud clinging to their clothes. Others are as shiny and polished as gemstones. The most arresting have fissures in their flesh, from which faint light shines.

Earth Walk. You can move across difficult terrain made of earth or stone without expending extra movement.

Merge with Stone. You can cast the Pass without Trace once per a long rest. Constitution is your spellcasting ability for this spell.



Fire Genasi

As a fire genasi, you have inherited the volatile mood and keen mind of the efreet. You tend toward impatience and

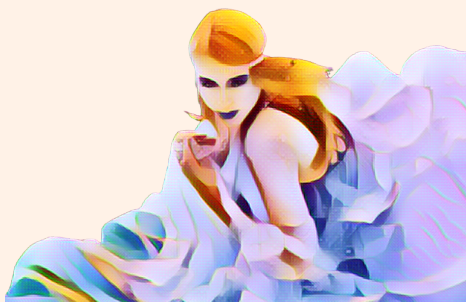
making snap judgments. Rather than hide your distinctive appearance, you exult in it.

Nearly all fire genasi have a high skin temperature and often flaming red, coal-black, or ash-gray skin tones. The more human-looking have hair like flames--some even too hot to touch. Some are accompanied by the faint scent of brimstone.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light.

Fire Resistance. You have resistance to fire damage.

Reach to the Blaze. You know the Produce Flame cantrip and can cast the Burning Hands spell once per long rest. Constitution is your spellcasting ability for these spells.



Water Genasi

The lapping of waves, the spray of sea foam on the wind, the ocean depths—all of these things call to your heart. Most water genasi carry beads of moisture that collect on their skin and hair. They smell of fresh rain and clean water. Blue or green skin is common. A water genasi's hair might float freely, swaying and waving as if underwater.

Acid Resistance. You have resistance to acid damage.

Amphibious. You can breathe air and water.

Swim. You have a swimming speed of 30 feet.

Call to the Wave. You know the Shape Water cantrip and can cast the Create or Destroy Water spell as a 2nd-level spell once per a long rest. Constitution is your spellcasting ability for these spells.

Genasi Culture

Description: Expelled from their demi-planes during the crisis of the World Dragon centuries ago, Genasi have developed an unusual fondness of the inhabitants of the Material Plane, specifically kobolds. Most genera found them a bit too odd to be friendly with until the elemental engines were invented—at which time they became invaluable partners to the guilds. Genasi are often hired in lieu of hiring expensive, unionized warforged. Many who have left that career path are scarred by workplace injuries from poorly-maintained elemental engines.

Religion: Each element of genasi worships a different god. Because of this and their innate personality differences, there has been no unified settlement of Genasi since the early days of their migration.

Goblin

Small fey

Ability Score Increase: One score increases by 2, and another score increases by 1.

Age: Goblins reach adulthood at age 8 and live up to 60 years.

Size: Goblins are between 3 and 4 feet tall and weigh between 40 and 80 pounds. Your size is Small.

Speed: 30 feet.

Darkvision: You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Fury of the Small: When you damage a creature with an attack or a spell and the creature's size is larger than yours, you can cause the attack or spell to deal extra damage to the creature. The extra damage equals your level. Once you use this trait, you can't use it again until you finish a short or long rest.

Nimble Escape: You can take the Disengage or Hide action as a bonus action on each of your turns.

Languages: Common and Goblin.

Goblin Culture

Description: Goblins are masters of magitech and ingenious engineering, as a rule - though if you're looking for practicality, you may wish to look elsewhere. Ask a goblin for a magic sword and you could easily end up with a back-mounted cannon that fires glowing sword blades instead. Despite their inclination to the absurd, goblins were the leaders in the industrial revolution, and their group still contains the largest percentage of artificers and magical inventors in the world.

Religion: For centuries, goblins have followed Yl, goddess of luck and chaos. They believe that she controls the fates of mortals with the rolling of her cosmic dice, and that the root of all existence is random. However, they also believe that for those who show ingenuity and initiative, she is sometimes willing to tip fate in their favor. This religion has proven oddly persistent, despite the proven fact that Yl died 238 years ago in the rebirth of the World Dragon. Most outsiders currently regard the worship with a mix of skepticism and wariness.



Kalashtar

Medium humanoid (planar)

Ability Score Increase: One score increases by 2, and another score increases by 1.

Age. Kalashtar develop physically at the same rate as humans do and have similar lifespans.

Size. Your size is Medium.

Speed. 30 ft.

Dual Mind. You have advantage on all Wisdom saving throws.

Mental Discipline. You have resistance to psychic damage.

Mind Link. You can speak telepathically to any creature you can see, provided the creature is within a number of feet of you equal to 10 times your level. You don't need to share a language with the creature for it to understand your telepathic utterances, but the creature must be able to understand at least one language.

When you're using this trait to speak telepathically to a creature, you can use your action to give that creature the ability to speak telepathically with you for 1 hour or until you end this effect as an action. To use this ability, the creature must be able to see you and must be within this trait's range. You can give this ability to only one creature at a time; giving it to a creature takes it away from another creature who has it.

Severed from Dreams. Kalashtar sleep, but they don't connect to the plane of dreams as other creatures do. Instead, their minds draw from the memories of their otherworldly spirit while they sleep. As such, you are immune to magical spells and effects that require you to dream, like the Dream spell, but not to spells and effects that put you to sleep, like the Sleep spell.

Languages. You can read and write Common, Quori, and one other language of your choice.

Kalashtar Culture

Description: Born in the Demiplane of Dreams, ruled by The Twilight Twins, Bcaesorr & Sidastrea, Kalashtar culture is strongly tied to memory. In the demiplane, memories could be stolen or traded or sold and thus were considered to be transient in nature and were hoarded as treasures. Many Kalashtar engrave magical moving images on their skin in order to recreate important events they do not wish to forget. While some newer generations enjoy the freedom of sharing their memories widely in the form of stories and songs, the older generations still find it abhorrent to tell stories of one's own past and will only tell stories of a communal nature to their family. Because of this, Kalashtar are very good at hiding their emotions and have become sought out as mystics, dream interpreters, and criminal interrogators in modern day Ritenus.

Religion: Those who did not wish to return after the planes reopened were cut off from their gods completely as punishment. A Kalashtar could enter the service of another god, but would be considered an Oathbreaker in doing so.

Kenku

Flightless ravenfolk

Ability Score Increase: One score increases by 2, and another score increases by 1.

Age: Kenku have shorter lifespans than most animalfolk. They reach maturity at about 12 years old and can live to 60.

Size: Kenku are around 5 feet tall and weigh between 90 and 120 pounds. Your size is Medium.

Speed: 30 feet.

Expert Forgery: You can duplicate other creatures' handwriting and craftwork. You have advantage on all checks made to produce forgeries or duplicates of existing objects.

Kenku Training: You are proficient in your choice of two of the following skills: Acrobatics, Deception, Stealth, and Sleight of Hand.

Mimicry: You can mimic sounds you have heard, including voices. A creature that hears the sounds you make can tell they are imitations with a successful Wisdom (Insight) check opposed by your Charisma (Deception) check.

Languages: Common and Auran.

**Theme Master's Note:*

Kenku are original thinkers in this world, with the capability of speaking on their own and inventing unique devices.



Kenku Culture

Description: Kenku do not oppose visitors, and in fact welcome them when they can bring new information for their pursuits. Though attitudes are slowly changing and the true history of the Kenku being revealed, some are still put off by their strange appearance, unusual mannerisms, and their history of being cursed by the gods. Few members of other genera choose to reside in their secluded forest cities. Most Kenku do not wander far from their island either, but quite a few leave for research purposes and can be found elsewhere. When they are on other islands, they are often isolated, sometimes by choice and sometimes not.

The Kenku have mostly given up their former animosity toward the Aarakocra. Following the destruction of the Flying Isles of Estanos and the death of the Phoenix, the Aarakocra's main god, they even began to feel sorry for the genus. With the development of flying technology, the Kenku are also less upset about the Aarakocra's previous monopoly on flight.

Religion: The main Kenku gods are the twins Bcaesorr & Sidastrea. With the increase in technology in Ritenus recently, their worship has moved away from shaman style magic. Their followers now desire to truly understand how the world of Ritenus works and discover all of its secrets.

Pupsilludo remains a minor god, but the Kenku are grateful to him for his help in the war against the Six. Though he remains a trickster at heart, he's also clever and helps inventors and researchers alike discover new breakthroughs.

Leadership: Following the war against the Six, the Kenku monarchy rapidly lost power. Eventually, Prince Aterbrati willingly gave up their governmental power. Though the former royal family still holds societal power, the Kenku are now ruled solely by the Occidendum, their legislative body. Various guilds, such as the Society of Scientific Researchers and the Arcane Academy hold significant influence.

Kobold

Small dragonfolk

Ability Score Increase: One score increases by 2.

Age: Kobolds reach adulthood at age 6 and can live up to 120 years but rarely do so.

Size: Kobolds are between 2 and 3 feet tall and weigh between 25 and 35 pounds. Your size is Small.

Speed: 30 feet.

Darkvision: You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Grovel, Cower, and Beg: As an action on your turn, you can cower pathetically to distract nearby foes. Until the end of your next turn, your allies gain advantage on attack rolls against enemies within 10 feet of you that can see you. Once you use this trait, you can't use it again until you finish a short or long rest.

Pack Tactics: You have advantage on an attack roll against a creature if at least one of your allies is within 5 feet of the creature and the ally isn't incapacitated.

Sunlight Sensitivity: You have disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight when you, the target of your attack, or whatever you are trying to perceive is in direct sunlight.

Languages: Common and Draconic.

Kobold Culture

Description: Kobolds are the progenitors of Door Door Fast Travel, a portal system that almost operates properly with the aid of new technological developments. After the destruction of their home nest on Praxlarr 236 years ago, they built a memorial on the site and now each Kobold must make the pilgrimage to the memorial once in their lifetime. They are the most prolific genera throughout Ritenus. Kobolds have become desirable employees to guilds, as many have developed a love of making things and are master craftsfolk in their preferred areas.

Religion: Kobolds have developed a strong liking to the Little God after one of their ancient heroes, Kovri of the Cinderrocks, developed a relationship with the Firbolgs of Trink. They now have temples littered throughout Ritenus giving homage to the Little God and their traditional gods of the earth, Grak Grak and Grumble.

Leadership: Young kobolds are particularly impressionable and will follow a "Boss Boss." Temple leaders are often seen as the major influences in Kobold decision-making, but craftsfolk that have developed mastery in their fields barely follow orders from their guild leaders.

Lizardfolk

Medium lizardfolk

Ability Score Increase: One score increases by 2, and another score increases by 1.

Age: Lizardfolk reach maturity around age 14 and rarely live longer than 60 years.

Size: Lizardfolk are a little bulkier and taller than animalfolk. Your size is Medium.

Speed: 30 feet, and you have a swimming speed of 30 feet.

Bite: unarmed strikes. If you hit with it, you deal piercing damage equal to 1d6 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

Cunning Artisan: As part of a short rest, you can harvest bone and hide from a slain beast, construct, dragon, monstrosity, or plant creature of size Small or larger to create one of the following items: a shield, a club, a javelin, or 1d4 darts or blowgun needles. To use this trait, you need a blade, such as a dagger, or appropriate artisan's tools, such as leatherworker's tools.

Hold Breath: You can hold your breath for up to 15 minutes at a time.

Hunter's Lore: You gain proficiency with two of the following skills of your choice: Animal Handling, Nature, Perception, Stealth, and Survival.

Natural Armor: You have tough, scaly skin. When you aren't wearing armor, your AC is 13 + your Dexterity modifier. You can use your natural armor to determine your AC if the armor you wear would leave you with a lower AC. A shield's benefits apply as normal while you use your natural armor.

Hungry Jaws: In battle, you can throw yourself into a vicious feeding frenzy. As a bonus action, you can make a special attack with your bite. If the attack hits, it deals its normal damage, and you gain temporary hit points (minimum of 1) equal to your Constitution modifier,

and you can't use this trait again until you finish a short or long rest.

Languages: Common and Draconic.

Lizardfolk Culture

Description: Most of their civilization was destroyed by the Yuan-ti of old. Not very much infrastructure. Rely on hunting and fishing for food, not farming, so they aren't affected by the crop failings. Since then, they have closed much of their borders to outsiders and only recently have been developing relationships with nearby islands and connecting with the Adventurer's Guild. They are a bit behind on technological advancements, but the warforged who remained after gaining sentience have helped them create strong and enduring buildings.

Religion: The Lizardfolk god is Ugrok-nuez, god of the hunt. Although he is like them and their god, the Lizardfolk don't really worship Ugrok-nuez, as he didn't help them out much while the Lizardfolk were being conquered by the Yuan-ti. Ugrok-nuez doesn't really mind it though, as he spends most of his time hunting in his jungle demi-plane.

Leadership: They have a loose coalition of leaders who meet annually, but many guilds interested in the natural resources of the jungle island have begun to invest heavily in the political system on Tulch.

Minotaur

Medium oxenfolk

Ability Score Increase: One score increases by 2, and another score increases by 1.

Age: Minotaurs mature by 18 and can live up to 80 years.

Size: Minotaurs average over 6 feet in height, and they have stocky builds. Your size is Medium.

Speed: 30 feet.

Horns: Unarmed strikes. If you hit with them, you deal piercing damage equal to 1d6 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

Goring Rush: Immediately after you use the Dash action on your turn and move at least 20 feet, you can make one melee attack with your horns as a bonus action.

Hammering Horns: Immediately after you hit a creature with a melee attack as part of the Attack action on your turn, you can use a bonus action to attempt to shove that target with your horns. The target must be no more than one size larger than you and within 5 feet of you. Unless it succeeds on a Strength saving throw against a DC equal to 8 + your proficiency bonus + your Strength modifier, you push it up to 10 feet away from you.

Imposing Presence: You have proficiency in one of the following skills of your choice: Intimidation or Persuasion.

Languages: Common and Minotaur.

Minotaur Culture

Description: In honor of their patron goddess, this is a matriarchal society, with head females of each household having a voice in society... the eldest of these females is the Head Matriarch. Large family groups live together in caves tunneled into the faces of the mountains... and society shares resources equitably with little class stratification... women tend to lead in government and men tend to lead in war, although it isn't exclusive. Other trades are generally equally represented among the sexes, and many priests are non-binary.

Religion: Minotaurs often worship Asprotavros - the white bull mother who came from the sea and gave birth to the first minotaur who walked on land.

Leadership: The Head Matriarch is Kiladre Delhefen, who meets directly with citizens who are in need of public assistance, either in judicial matters or financial aid.



Tabaxi

Medium catfolk

Ability Score Increase: One score increases by 2, and another score increases by 1.

Age: Tabaxi have lifespans equivalent to animalfolk.

Size: Tabaxi are taller on average than animalfolk and relatively slender. Your size is Medium.

Speed: 30 feet.

Darkvision: You have a cat's keen senses, especially in the dark. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Feline Agility: Your reflexes and agility allow you to move with a burst of speed. When you move on your turn in combat, you can double your speed until the end of the turn. Once you use this trait, you can't use it again until you move 0 feet on one of your turns.

Cat's Claws: Because of your claws, you have a climbing speed of 20 feet. In addition, your claws are natural weapons, which you can use to make unarmed strikes. If you hit with them, you deal slashing damage equal to $1d4 + \text{your Strength modifier}$, instead of the bludgeoning damage normal for an unarmed strike.

Cat's Talent: You have proficiency in the Perception and Stealth skills.

Languages: Common and one other language of your choice.

Tabaxi Culture

Description: Tabaxi are traders, once they leave their litters, they often go out into the world and explore -- many tabaxi still have ties to their home clans and return home; tabaxi that stay to raise families may become clan leaders -- some tabaxi become rogue and belong to no clan.

Religion: Tabaxi as a society are atheist but many wandering Tabaxi may convert to local religions.

Leadership: Each Tabaxi clan is ruled by the fiercest Tabaxi - any gender. Rogue Tabaxi leave the protection and rules of their birth clans but they may be granted return by facing a trial to prove their worth. Since the industrial revolution, Tabaxi have been active members in many guilds and are known to devote their loyalties to their guild above that of their clan if the two conflict.



Tortle

Medium turtlefolk

Ability Score Increase: One score increases by 2, and another score increases by 1.

Age: Young turtles crawl for a few weeks after birth before learning to walk on two legs. They reach adulthood by the age of 15 and live an average of 150 years.

Size: Turtle adults stand 5 to 6 feet tall and average 450 pounds. Their shells account for roughly one-third of their weight. Your size is Medium.

Speed: 30 feet.

Claws: Unarmed strikes. If you hit with them, you deal slashing damage equal to 1d4 + your Strength modifier.

Hold Breath: You can hold your breath for up to 1 hour at a time. Tortles aren't natural swimmers, but they can remain underwater for some time before needing to come up for air.

Natural Armor: Due to your shell and the shape of your body, you are ill-suited to wearing armor. Your shell provides ample protection, however; it gives you a base AC of 17 (your Dexterity modifier doesn't affect this number). You gain no benefit from wearing armor, but if you are using a shield, you can apply the shield's bonus as normal.

Shell Defense: You can withdraw into your shell as an action. Until you emerge, you gain a +4 bonus to AC, and you have advantage on Strength and Constitution saving throws. While in your shell, you are prone, your speed is 0 and can't increase, you have disadvantage on Dexterity saving throws, you can't take reactions, and the only action you can take is a bonus action to emerge from your shell.

Survival Instinct: You gain proficiency in the Survival skill. Tortles have finely honed survival instincts.

Languages: Aquan and Common.

Tortle Culture

Description: Tortles are quite sociable and welcome visitors and trade to their home islands, the Orosea Isles. With the increased openness of Ritenus following the war with the Six, many members of other genera also choose to reside in Tortle territory due to the calmness of their society. A significant portion of the population wanders the other lands of Ritenus, exploring distant lands and bringing back fantastical stories. However, despite their calm nature, Tortles are less forgiving toward rulebreakers in their society. Anyone who commits a grave crime will be reformed (forcefully if need be) or, if necessary, kicked out. Ritenus' technological revolution has not affected the Tortles as much as the other genera. Because of their religion, they tend to continue to follow the old ways of doing things and maintain their traditions. However, they are slowly seeing the merits of the new ways and changing.

Religion: Tortle society has great respect for their elders, and so it is only understandable that their god is one of the oldest. They believe Tor Avitpaxu made their islands into a peaceful paradise. He calmed the oceans and made them fertile, coaxed plants out of the ground, and gave them a nice balmy climate - not too hot and not too cold. A peaceful, languid god, Tor Avitpaxu teaches the Tortles to not make trouble and maintain peace. He also cautions them against judging, and to seek redemption before more extreme actions. Tor Avitpaxu's followers have also been the slowest to adapt to the increase in technology in Ritenus. The most devout remain steadfast in following the old ways and cautious, at best, when adopting new technology.

Leadership: Ruled by a republic. Their legislative body is called the Sarcinae and chosen every couple of years, along with their domestic leader. All Tortles that are present and of age during the voting day are allowed to vote. Recently, there has been conflict over whether the other genera living in the Orosea Isles should also be given a vote - this dispute has yet to be resolved.

Warforged

Medium construct

Ability Score Increase: One score increases by 2, and another score increases by 1.

Age: A typical warforged is between two and thirty years old. The maximum lifespan of the warforged remains a mystery.

Size: Your size is Medium. To set your height and weight randomly, start with rolling a size modifier.

- Size modifier = 2d6
- Height = 5 feet + 10 inches + your size modifier in inches
- Weight in pounds = 270 + (4 x your size modifier)

Speed: 30 feet.

Constructed Resilience. You were created to have remarkable fortitude, represented by the following benefits:

- You have advantage on saving throws against being poisoned, and you have resistance to poison damage.
- You don't need to eat, drink, or breathe.
- You are immune to disease.
- You don't need to sleep, and magic can't put you to sleep.

Sentry's Rest. When you take a long rest, you must spend at least six hours in an inactive, motionless state, rather than sleeping. In this state, you appear inert, but it doesn't render you unconscious, and you can see and hear as normal.

Integrated Protection. Your body has built-in defense.

- You gain a +1 bonus to Armor Class.
- You can don only armor with which you have proficiency. It takes 1 hour to don or doff armor.

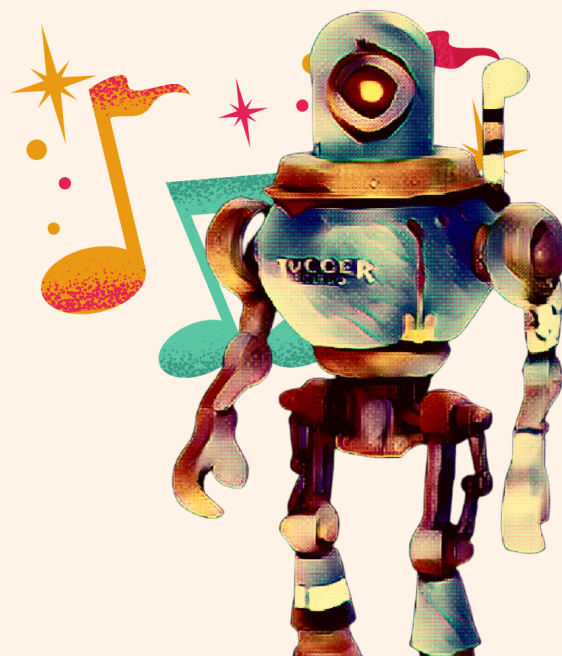
Specialized Design. You gain one skill proficiency and one tool proficiency of your choice.

Languages. You can speak, read, and write Common and one other language of your choice.

Warforged Culture

Description: The term, "Warforged," was originally a slur to newly sentient Technological Adventurers that was reclaimed in the epic poem, "Upon the Yonder Warforged Shore," sung by the famous bard, Sevensies, in the early Industrial Era. The first Warforged were bard tourists. After several decades of cataloguing different parts of Ritenus, they approached the Yuan-ti to make more of their kind, as they wanted to retire. These same Warforged can be found sitting in various glades or rusting in rivers. Whether they are still alive is undecided, so they have not been moved. Over time Warforged developed a musicality similar to birds whistling over clanging pots. They are known for their lackadaisical approach to deadly ventures and find creative ways to help others. The Union of Warforged Workers (UWW) was formed to help mitigate some of these tendencies through the process of strongly-negotiated contracts.

Religion: Warforged do not ascribe to any one religion and often consider their existence to be rather humorous. They follow the credo, "Life is one step in the bigger adventure."



Other Genera

These genera are not playable by adventurers.

Triton Culture

Location: Underwater.

Description:

Religion: Tritons worship their creator gods the Chratel (storm gods) and Eadros, and the environmental guardian goddess Persana. They believed that the world was created when the great and powerful winds met with the magic waters and in turn hatched all of the Tritons from a great egg that emerged from an undersea volcano. The tritons place a great significance on building monuments to their gods and goddesses and also on protecting the sacred undersea spaces. It is believed that the gods and goddesses leave tokens of their stewardship of humanity in the form of pearls and beautiful undersea caves and natural locations.

Leadership: Each Triton society has its own form of leadership. They are a patriarchal feudal society of individual city states loyal to a king. They are ruled by both the king and a mer-council. The priesthood also has a great deal of power in Triton society and priesthood is an inherited position, thus there is a priestly class.

However, they send ambassadors from the three major regions of intersectional trade: Nados Quickfin (Central Sea), Graskin Blubberfold (Eastern Sea), Tristiana Angla (Western Sea)

Yuan-ti Culture

Description: After the pacifist Yuan-ti apprentices of Trasta imbued Warforged with sentience, they scattered across Ritenus. While their numbers remain small, they are known to be helpful and intelligent members of society. Many have devoted themselves to temple service while others remain entrenched in research, trying to surpass the genius of their ancestors.

Religion: Most Yuan-ti worship the Pantheon, with many ascribing to the Loxodon's Simple Virtues.

Firbolg Culture

Home Island: Trinkia (near The Maw)

Description: When Firbolgs are born, their parent places them in a hollow of a sturdy and ancient tree and the baby absorbs the memories of that tree. They are taken care of by the animals and plants around them until they are able to walk and gather food for themselves. They will not meet another Firbolg until they have reached maturity. After the World Dragon's rebirth, they made

Religion: Worships the Little God. Regards nature as sacred. Will only build shelters from fallen trees or branches and will share foraged food with wild animals.

Leadership: Firbolgs do not have government or leadership. They rarely pair together, spending most of their time alone taking care of their chosen piece of land in communion with nature.

Loxodon Culture

Home Island: Belreuit (west of Frozen Wastes, north of West Reach)

Description: Isolated. Loxodon are not averse to visitors or outsider trade, but few races are willing to deal with their rigid view of morality, and their staunch loyalty to their own communities -- or the consequences that follow even minor misgivings against either.

Religion: Young Loxodon are raised to follow a code of conduct handed down since the origin of their people, known as the Simple Virtues: to Give, to Receive, to Defend, to Persevere, and to Atone. Since the death of their previous god, the Loxodon have split into the followers of two separate religions. Most Loxodon have converted to the worship of the godlike white dragon known as Raxtusar. Despite this, a small group have rejected Raxtusar and remain loyal to their long dead god.

Leadership: Loxodon society is primarily a matriarchy, which is heavily influenced by both physical might and adherence to the Simple Virtues. They believe that albinos of their race are divine representations of the moral purity of their people, and such individuals are often raised to the highest ranks.



The Islands

The calm shores of Ritenus's isles are now a hubbub of trade, innovation, and experimentation. Airships cut through the ocean skies with incredible speed and the fresh smell of the ocean has turned sour as creatures of the deep expel the poisons deposited by new factories. Despite heated protests from The Organization for Ecological Preservation, little is done to stem the tide of pollution that these poorly-regulated centers of industry create. The exception remains for the protected isle of Trinkka, guarded jealously by Firbolgs and Genasi, and the Frozen Wastes of the north.

Belreut:

- Although the island appears barren of resources at first glance, it has rich veins of metal ore that guilds have mined extensively over the years. After the Loxodon deity was killed by one of the Six Evils, the White Dragon took its place.

Bracorax:

- The increased demand for lumber due to industrialization and airships has cut back the once dense forestry of Bracorax. In the deeper forests, sunlight rarely manages to reach the mossy

forest floor. Mist blankets the island during the morning and night, but is now mixed with an alchemical tang from experiments by shaman and science guilds and the thrum of distant elemental engines. The primary political entity, The Occidendum, has become significantly influenced by the Arcane Academy and Society of Scientific Researchers.

Cretus:

- Cretus has four barren mountains surrounded by lush jungles and forests. It has a North and South Island on its eastern side. Some dangerous animals and many harmless ones exist in the jungles and mountains. Its major cities are Clawport, a crowded bustling city with Tabaxi clans and traders, and Knossos, the religious capital of Minotaur faith. Recently, archaeological digs in this area have discovered remnants of an ancient civilization.

Frozen Wastes:

- This location is not populated by any sentient creatures, but has unique ruins that have become a central point of archaeological disputes.

Jakardia:

- Jakardia is mostly a windswept plain with few trees. The Centaurs, who are the most populous to the region, have developed cities with wide roads and ramp-accessible buildings. These low-lying, spread-out series of white stone buildings are now covered in industrial soot and exposed gearworks. The Unified Coalition of Metalworkers, Bricklayers, Stonemasons, and Carpenters (UCMBSC) has its base here. The ruins of the Library of Jakardia have become a major sightseeing destination.

New Estanos:

- Built in ALX 406 by Warforged in partnership with guild entrepreneurs, New Estanos now encompasses several flying cities that operate under the control of the guilds. To encourage innovation and trade, the cities combine in an impressive clockwork display once every three years above Praxlarr to host a World's Faire.

Orosea Islands:

- A group of tropical islands with a dense population of Tortles and Lizardfolk. Shorelines contain white sand beaches, palm trees, clear blue waters teeming with fish and seaweed. The interior of the islands is significantly more wooded, with a tropical forest. Settlements tend to be on the fringes of the forest, near the water. Different islands in the group are connected by bridges and ferry services. The Head of the Sacrinae determines major political decisions.

Praxlarr:

- Praxlarr is a hub of invention and competing Guild operations. The industrial centers of Tehranoss, New Keteratonik, and Excelli are packed with genera of every type and have become inundated with new inventions, but the remnants of the height of the Dragonborn Empire can be seen in the soaring spindles of towers, intricately carved temples, and palaces with vast domes that defy gravity. A transcontinental railroad and airship stations have allowed industry to flourish in even the smallest of towns.

Trinka:

- Trinka is a temperate island covered in giant deciduous forests and populated by Firbolgs and Genasi. A few extinct volcanoes dot the landscape and the freshwater lakes are so pure you can

see gemstones glitter in the riverbed silt. Every sound is clear and sharp without the bustle of industry and you will never see a smoke trail marking the sky because fire is taboo among the Firbolg.

Tulch:

- The mid-sized island of Tulch is covered in a vast tropical rainforest. A thick canopy envelops the skyline, engulfing almost all of the island into an endless artificial night. Predators stalk prey at all hours of the day, so it can be dangerous to explore the island outside of defined settlements. Several resorts dot the beaches and it has become a hub for the Alchemical Alliance and Shipworkers Union due to its rich natural resources.

The Gods

The genera of Ritenus are watched over the Pantheon, a collection of the gods born from the World Dragon's power and the beliefs of each genera. Though they live in demiplanes, these gods are not deaf to the happenings on the material planes. Some are even said to travel among the mortals in disguise...

The Core Pantheon is made up of gods shaped from the consciousness of animalfolk and the World Dragon's magic. Their survival depends not only on their followers, but also the World Dragon's sustaining magic. When the previous World Dragon died, their demiplanes began to destabilize and many of the inhabitants of the demiplanes became refugees on the Material Plane.

- **Bcaesorr & Sidastrea, aka The Twilight Twins:** Heads of the Pantheon. Bcaesorr is the god of the moon, dreams, and sleep. Sidastrea is the goddess of the night, the night sky, nightmares, and death.
- **Charchaeon:** The builder god of machinery and construction. Primarily worshiped by Warforged.
- **Lucretor:** The god of commerce and capitalism.
- **Wilehelion:** The god of ingenuity and the animalfolk spirit to accomplish anything on their own. Somewhat contradictory.
- **The Phoenix:** Previous Head of the Pantheon. Was killed by Athaeos the Soulstealer 235 years ago, but resurrected in the last century. Represents fire, light, and life.
- **The Little God:** Powerful but tiny god of nature worshipped by Firbolgs. Deep connection to nature domains and druidic lore.
- **Tor Avitpaxu:** God of peace and ancient traditions.
- **Vicnaritas:** God of knowledge.
- **Asprotavros:** Origin god of the minotaurs. Represents protection and family.
- **Ugrok-nuez:** God of the hunt. Strong in warrior/hunter traditions.
- **Grak Grak and Grumble:** Earth gods of the Kobolds.

Non-core Pantheon:

- **The Chratel:** Storm gods of the Tritons.
- **Pupsilludo:** Trickster god.
- **Yl:** Goddess of luck and chaos, now deceased.
- **Lunaros:** The young new World Dragon that sits in the sky as a moon of Ritenus.

Outcasts:

- Warlocks make pacts with other outcast gods who retained their power.

The World of Sostenus

Welcome to Sostenus. These enchanting lands teem with peoples of all races, shapes, and sizes. From the elves of the Frozen Wastes to the giants of the Maw, these varied cultures live in mostly peace and harmony. The land has always swarmed with secrets, danger, and magic, allowing it to be a great proving ground for aspiring adventurers and heroes-in-training alike. But recently, monster attacks and other disturbances have reached an all time high. Perhaps something more sinister is lurking behind the serene landscape...

The History of Sostenus

- ~200,000 BTC (Before Telurian Collapse): Humanoids evolve.
- ~10,000 BTC: The gods begin to take an interest in humanoids and teach them the use of fire and farming.
- 1,368 BTC: Elves create the first notable kingdom, believed to be a precursor to what is now A'arthedral.
- 1,108 BTC: Relusian War, a major conflict between the Giants and an alliance of humanoid races.
- 593 BTC: Emergence of the human Telurian Empire, which spread across the entirety of the West Reach and most of the Maw.
- 0 ATC (After Telurian Collapse): Telurian Empire collapses under the weight of a civil war, fracturing into the modern day kingdoms
- 212 ATC: The 4-year's war between the kingdoms of Cirrayne and Peford leads to enmity between elves and humans.
- 430 ATC: The Giant Migration brings all giants out of hiding to create a refuge on Tabor Island.
- 540 ATC: War of the Seas breaks out between Hel-Jak, Kitaren, and El-Fuago over trade dominance in the oceans.
- 552 ATC: Treaty of Weixing signed to allow free trade between the isles (with the exception of Tabor)
- 575 ATC: Mad King Abricchi Dinamo the Seventh, First of His Name takes the throne in El Fuago
- 583 ATC: The War Against Kyrassous unifies the kingdoms
- 623 ATC: A rift in time opens in the sky above Sostenus.

The War Against Kyrassous

40 years ago, in Sostenus reckoning, the world faced a threat like none seen before. Prophets and seers had begun to warn of a great power bent on restructuring reality, and scholars connected this threat with **Kyrassous**, a primordial god of order that is only spoken of in the vaguest myths.

Naturally, many were skeptical of this prediction, believing it to be a fabrication created to destabilize the kingdoms. Tensions built between church and state, and it seemed that the kingdoms were poised to destroy themselves before any god could. It was the midst of this brewing chaos that a mysterious figure emerged, who introduced themselves as Lan, and gave no personal information other than that they were “a god, or something”. Through some impossible combination of magical demonstrations, trickery, and downright luck, Lan managed to persuade the kingdoms to take the threat seriously. And thus the peoples of Sostenus began to decide their plan.

Over the eons, heroes of Sostenus had been granted relics from the gods, treasured artifacts of great power. Faced with no alternative but the destruction of their world, the kingdoms gathered these artifacts and reforged them into keys, which they could use to seal Kyrassous away. The greatest heroes of the generation engaged the god in battle, drawing him to a place where he could be trapped. The prison that they constructed drew on the power of the world itself, and the peoples of Sostenus believe that it will hold for millenia.

Recommended Classes

If you have the Player Guide in PDF format, you can click on each Class to learn more about it.

Best Fit	Can Fit	Talk to Your DM
<ul style="list-style-type: none"> • Paladin • Fighter • Sorcerer • Druid • Ranger • Wizard • Bard • Cleric • Barbarian • Rogue 	<ul style="list-style-type: none"> • Monk • Warlock 	<ul style="list-style-type: none"> • Artificer

***Con Director's note: We are allowing all subclasses from Xanathar's Guide to Everything, Tasha's Cauldron of Everything, and the Player's Handbook. We do not include Unearthed Arcana or unofficial content in the character creation process.*

The Peoples of Sostenus

Playable Peoples	Origin	Favored Gods	Special Notes
Dwarves	Hel-Jak, the North and more	Fiducam for the forge and Ludivicia for the riches of the earth	Dwarves do not have animosity towards others, but prefer speaking in Dwarven.
Elves	Desert, Tundra, Forest, and more	Faterra, goddess of the earth Amplnat, god of nature Sciear, god of the air	Elves are artistic and devoted to nature.
Gnomes	Los Fuegos and more	Anemos, god of wind, Lymqua, goddess of water	City gnomes learn languages easily and love new challenges.
Half-Elves	—	Fiducam, goddess of the hearth Faterra, goddess of the earth	Half-elves often live in rural areas and live similarly to humans.
Halflings	La Agua Santa	All gods	Halflings love food and festivities, but consider them to be serious business.
Half-Orcs	—	All gods	Half-orcs choose their own destiny and build communities for other outcasts.
Humans	Peford (and more)	Ludivicia, goddess of the riches of the earth	Humans have a tendency towards ambition and greed, but the few who choose a righteous path are heroes.
Tieflings	Hel-Jak	N/A	Tieflings were created by Incendix but have little regard for the gods.
Nonplayable Peoples			
Giants	Tabor Island	N/A	Giants have isolated themselves on Tabor Island and are not often found elsewhere.
Orcs	North of Peford	Arebellux, god of fire Faterra, goddess of the earth	Orcs live in the vast plains north of Peford and can be volatile towards outsiders.

***Con Director's note: All Ability Score adjustments are following the variant options from Tasha's Cauldron of Everything. Otherwise, much of the builds remain the same as what is written in the Player's Handbook. You will find a few extra languages are available to some builds and much of the cultural keystones, particularly of Tieflings, have changed. Since there is no canon Underdark, Duergar and Drow subraces are excluded from this guide.*

Dwarves

Medium humanoid

Ability Score Increase: One score increases by 2.

Age. Dwarves mature at the same rate as humans, but they're considered young until they reach the age of 50. On average, they live about 350 years.

Size. Dwarves stand between 4 and 5 feet tall and average about 150 pounds. Your size is Medium.

Speed. Your base walking speed is 25 feet. Your speed is not reduced by wearing heavy armor.

Darkvision. Accustomed to life underground, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Dwarven Resilience. You have advantage on saving throws against poison, and you have resistance against poison damage.

Dwarven Combat Training. You have proficiency with the battleaxe, handaxe, light hammer, and warhammer. Tool Proficiency. You gain proficiency with the artisan's tools of your choice: smith's tools, brewer's supplies, or mason's tools.

Stonecunning. Whenever you make an Intelligence (History) check related to the origin of stonework, you are considered proficient in the History skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

Languages. You can speak, read, and write Common and Dwarvish.

Hill Dwarf

Ability Score Increase. Wisdom score increases by 1.

Dwarven Toughness. Your hit point maximum increases by 1, and it increases by 1 every time you gain a level.

Mountain Dwarf

Ability Score Increase. Strength score increases by 2.

Dwarven Armor Training. You have proficiency with light and medium armor.

Dwarven Culture

Description: Kingdoms rich in ancient grandeur, halls carved into the roots of mountains, the echoing of picks and hammers in deep mines and blazing forges, a commitment to clan and tradition, and a dislike of speaking other languages – these common threads unite all dwarves. Due to the nature of their work, dwarves are almost intolerably competitive and find it offensive to speak Common when they believe Dwarvish to be a much more stolid and reliable language.

Religion: Dwarven craftsmen and miners worship gods respective to their positions; Fiducam for the forge and Ludivicia for the riches of the earth. Those who go outside these societal constraints find their own paths of worship, but they always respect those that their ancestors relied upon.

Elves

Medium humanoid

Ability Score Increase: One score increases by 2.

Age. Although elves reach physical maturity at about the same age as humans, the elven understanding of adulthood goes beyond physical growth to encompass worldly experience. An elf typically claims adulthood and an adult name around the age of 100 and can live to be 750 years old.

Size. Elves range from under 5 to over 6 feet tall and have slender builds. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. Accustomed to twilit forests and the night sky, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Fey Ancestry. You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Trance. Elves do not sleep. Instead they meditate deeply, remaining semi-conscious, for 4 hours a day. The Common word for this meditation is "trance." While meditating, you dream after a fashion; such dreams are actually mental exercises that have become reflexive after years of practice. After resting in this way, you gain the same benefit a human would from 8 hours of sleep.

Keen Senses. You have proficiency in the Perception skill.

Languages. You can speak, read, and write Common and Elven.

Elven Culture

Description: Elves, renowned for their grace and mystical abilities, have rich culture filled with nature and artisan skills. Elves are adventurous and have plenty of curiosity, useful traits to have with a lifespan of over 700 years.

Religion: Fattera, Amplnat, and Sciear are the most important of the constellation gods to the elves, though they respect all of the constellation gods, for they all oversee important parts of nature.



Gnomes

Small humanoid

Ability Score Increase: One score increases by 2.

Age. Gnomes mature at the same rate as humans, and most are expected to settle into adult life around the age of 40. They can live to 350 years on average, but it's not too uncommon for them to reach 500 years of age.

Size. Gnomes are between 3 and 4 feet tall and weigh around 40 pounds. Your size is Small.

Speed. Your base walking speed is 25 feet.

Darkvision. You have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Gnome Cunning. You have advantage on all Intelligence, Wisdom, and Charisma saves against magic.

Languages. You can read, speak, and write Common and Gnomish and one other language.

Forest Gnome

Ability Score Increase. Dexterity score increases by 1.

Natural Illusionist. You know the Minor Illusion cantrip. Intelligence is your spellcasting modifier for it.

Speak with Small Beasts. Through sound and gestures, you may communicate simple ideas with Small or smaller beasts.

Rock Gnome

Ability Score Increase. Constitution score increases by 1.

Artificer's Lore. Whenever you make an Intelligence (History) check related to magical, alchemical, or technological items, you can add twice your proficiency bonus instead of any other proficiency bonus that may apply.

Tinker. You have proficiency with artisan tools (tinker's tools). Using those tools, you can spend 1 hour and 10 gp worth of materials to construct a Tiny clockwork device (AC 5, 1 hp). The device ceases to function after 24 hours (unless you spend 1 hour repairing it to keep the device functioning), or when you use your action to dismantle it; at that time, you can reclaim the materials used to create it. You can have up to three such devices active at a time. When you create a device, choose one of the following options:

Clockwork Toy. This toy is a clockwork animal, monster, or person, such as a frog, mouse, bird, dragon, or soldier. When placed on the ground, the toy moves 5 feet across the ground on each of your turns in a random direction. It makes noises as appropriate to the creature it represents.

Fire Starter. The device produces a miniature flame, which you can use to light a candle, torch, or campfire. Using the device requires your action.

Music Box. When opened, this music box plays a single song at a moderate volume. The box stops playing when it reaches the song's end or when it is closed.

Gnomish Culture

Description: The hustle and bustle of a Gnomish city, with its sharp-tongued traders and noisy entertainments, is a wonder to behold. Gnomes pride themselves in being quick-witted jesters and expert hagglers. Because of the open nature of their portside cities, they have learned to adapt quickly to other cultures and find languages easy to pick up. They are natural explorers and more curious about the world than they are judgmental. The less-common forest gnome prefers to live alone and is stereotyped to be overly fond of food.

Religion: Because so many gnomes live in desert port-side cities, they give reverence to the Constellation Gods of Water and Wind, but temples of every type are easy to find in a Gnomish city.

Half-Elves

Medium humanoid

Ability Score Increase: One score increases by 2, and two different scores increase by 1.

Age. Half-elves age at much the same rate as humans, reaching adulthood at the age of 20. They live much longer than humans, however, often exceeding 180 years.

Size. Half-elves are more or less the same size as humans, ranging from 5 to 6 feet tall. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. Thanks to your elven heritage, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Fey Ancestry. You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Skill Versatility. You gain proficiency in two skills of your choice.

Languages. You can read, speak, and write Common, Elven, and one language of your choice.

Half-Elf Culture

Description: Half-elves are common in the villages surrounding the major human and elven cities, although if they are a first-generation half-elf, they are more often raised by their human parent than their elven one. Thus, half-elves are more likely to follow in the footsteps of their ambitious human side than that of their longer-lived relatives. Older half-elves in small towns are often considered elders of the town and are no longer considered either elf or human, but are regarded with respect due to their long memory and are often relied upon to watch young children during the busy harvest season.

Religion: Those who are born in small towns and villages often give reverence to Fiducam of the Hearth and Fatterra the Goddess of the Earth due to their reliance on a good harvest and warmth in cold winters. Half-elves in other places tend to find their own paths towards religion or no path at all.

Halflings

Small humanoid

Ability Score Increase: One score increases by 2.

Age. A halfling reaches adulthood at the age of 20 and generally lives into the middle of his or her second century.

Size. Halflings average about 3 feet tall and weigh about 40 pounds. Your size is small.

Speed. Your base walking speed is 25 feet.

Lucky. When you roll a 1 on an attack roll, ability check, or saving throw, you can reroll the die. You must use the new result, even if it is a 1.

Brave. You have advantage on saving throws against being frightened.

Nimble. You can move through the space of any creature that is of a size larger than yours.

Languages. You can speak, read, and write Common and Halfling.

Lightfoot Halfling

Ability Score Increase. Charisma score increases by 1.

Naturally Stealthy. You can attempt to hide even when you are only obscured by a creature that is at least one size larger than you.

Stout Halfling

Ability Score Increase. Constitution score increases by 1.

Stout Resilience. You have advantage on saving throws against poison, and you have resistance to poison damage.

Halfling Culture

Description: Scattered in peaceful villages and hamlets across Sostenus, Halflings enjoy strong family bonds and a reliance on traditions. They are particularly fond of festivals and enjoy several varieties of mealtimes through-out the day, denoting their importance by the measure of how long the sun has been in the sky. Halflings are fiercely devoted when it comes to their professions and loved ones. Many are skilled artisans and gardeners, with their bountiful harvests being the envy of all others.

Religion: Halflings prescribe each day of the week to every god and will have annual celebrations for them. There are twelve days in a halfling week.



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Half-Orcs

Medium humanoid

Ability Score Increase: One score increases by 2, and another score increases by 1.

Age. Half-orcs mature a little faster than humans, reaching adulthood around age 14. They age noticeably faster and rarely live longer than 75 years.

Size. Half-orcs are somewhat larger and bulkier than humans, and they range from 5 to well over 6 feet tall. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. Thanks to your orc blood, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Menacing. You gain proficiency in the Intimidation skill.

Relentless Endurance. When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. You can't use this feature again until you finish a long rest.

Savage Attacks. When you score a critical hit with a melee weapon attack, you can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

Languages. You can speak, read, and write Common and Orc.

Half-Orc Culture

Description: The warlike culture of Orcs and ambitious personalities of Humans often leads Half-Orcs to a crossroads when they reach of age: do they choose a life of solitude, shunned by both sets of people, or do they ascribe to the values of one or the other of their kind, forever to be slighted because of their difference in appearance? Half-orcs often have the most freedom in choosing their destiny because of these challenges and often find ways to build found families with other outcasts like themselves. It is unusual, but possible, to find a Half-Orc with an elven parent.

Religion: It is not uncommon to find Half-Orcs choosing to dedicate their lives to the many Constellation Gods, who do not prescribe to any peoples, but accept followers of all.

Humans

Medium humanoid

Ability Score Increase: Choose one of the below options.

- Standard Ability Score Increase. Your ability scores each increase by 1.
- Variant Ability Score Increase. Two different ability scores of your choice increase by 1.
 - Skills. You gain proficiency in one skill of your choice.
 - Feat. You gain one Feat of your choice.

Age. Humans reach adulthood in their late teens and live less than a century.

Size. Humans vary widely in height and build, from barely 5 feet to well over 6 feet tall. Regardless of your position in that range, your size is Medium.

Speed. Your base walking speed is 30 feet.

Languages. You can speak, read, and write Common and one extra language of your choice.

Human Culture

Description: Humans are short-lived, commonly evil, mostly power-hungry creatures. They are the everyman of the races, beside their endless ambition. Human's ambition often leads them down darker paths, tempting humans to become warlocks and warlords alike. They often seek adventure, riches, and power. Until about age 13, humans are often pure-hearted and don't understand the common wants of the rest of their race. Or, even if they do, they hardly think of the dark methods used to obtain it. Oftentimes human rulers grow to be racist, and banish those who are not humans out of their cities and kingdoms. That being said, there are a few who rise up to be better than the rest of their people. These heroes often go down in legend, not for magical powers, or great skills in power, but their pure determination that allowed them to rise above the rest.

Religion: Humans worship many gods, but most find themselves drawn towards Ludivicia, goddess of the riches of the earth. This may be because their ambition goes hand-in-hand with Ludivicia's willingness to reward those who seek her riches, or because, well, they just seek her riches. However, this doesn't keep Ludivicia's human worshippers from honoring and respecting her.



Tieflings

Medium humanoid

Ability Score Increase: One score increases by 2.

Age. Tieflings mature at the same rate as humans but live a few years longer.

Size. Tieflings are about the same size and build as humans. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. Thanks to your heritage, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Hellish Resistance. You have resistance to fire damage.

Languages. You can speak, read, and write Common, Dwarvish, and Infernal.

Bloodline of Incendix

The tieflings connected to Incendix command the power of fire and darkness, guided by a keen intelligence.

Ability Score Increase. Intelligence score increases by 1.

Infernal Legacy. You know the *Thaumaturgy* cantrip. Once you reach 3rd level, you can cast the *Hellish Rebuke* spell once as a 2nd-level spell. Once you reach 5th level, you can also cast the *Darkness* spell once. You must finish a long rest to cast these spells again with this trait. Charisma is your spellcasting ability for these spells.

Tiefling Culture

Description: A Tiefling's fiery and impulsive nature often leads them into trouble and their unusual heritage makes them distrusted by other humanoids. Their ancestral home in the deep caverns of Hel-Jak has led them to have amiable negotiations with Dwarves, but they do not have the personality suited to the forge and often leave their caves to find adventure and mischief among the other peoples of Sostenus. It is said that a Tiefling of few words is more frightening than a Gnome with a pick-axe, although the circumstances of how that phrase came about leads only to wild speculation.

Religion: The infernal nature of Tieflings is often ascribed to their belief that they were created in a brief rebellion by Incendix against his parent god, Arbellux. It is believed Incendix stole power from the Earth Goddess in order to craft a peoples in his own fiery image to gain more followers. But his obsession disappeared nearly as soon as it began and Tieflings stayed deep in the caverns in which they were born, only to mingle with other humans later in their histories. Their respect for their supposed creator is minimal to say the least.



Other Peoples

These peoples are not playable by adventurers.

Giant Culture

Location: Tabor Island

Description: Towering above the other humanoids Giants are powerful and imposing. This often led to a mass discrimination against them and they were often attacked or killed simply due to their large appetites and occasional sheep-theft. Their numbers were significantly decreased in the Relusian War and they stayed in hiding for almost 1500 years. The half-giant wizard, Gargana, was the one who sent a message to all giants to come and find refuge on Tabor Island on 430 ATC. Giants are now synonymous with gentleness and a love of gardening.

Religion: Due to their many needs for sustenance, they give offerings to Fatterra, Goddess of the Earth, and her underlings.

Leadership: While the structure of Giant government is generally unknown, many still believe they follow a rite of combat.

Orc Culture

Location: North of Peford, in the Mountains of West Reach, and Mossfaun Marsh

Description: The warlike culture and capabilities of the Orcs often lead them to battle, joining warbands led by fierce chiefs. Whether they trudge through the Marshes of Mossfaun, scale the mountains of West Reach, or the plains and forest north of Peford, Towns and cities alike fear the sound of an Orcish warhorn. Yet not every Orc seeks to pillage and destroy, like the traders who march up and down the West Reach to bring goods to Cirrayne, or the mining orcs of the mountains. Due to Orcs not being very coordinated, as their warbands usually only contain 15-100 Orcs, Orcs are a very varied race with many different ideals, but many value freedom and military strength.

Religion: The Orcs do not worship one god, but many pay tribute to the constellations gods. Orc tributes lean towards Arbellux and Fatterra.

Leadership: Orcs in the West Reach generally follow chiefs who oversee modest amounts of orcs who are usually nomadic with some exceptions in the Mountains. Some notable chiefs include Kela the Many Toothed, Grey Saelgan, and Serowyn Zintar.



The Kingdoms

Kingdom of Peford:

- Peford is a medium-sized kingdom, located on West Reach Island, North of the Lake and South of the Mountains. Peford has control over most of the center of West Reach Island, and therefore all trade going from the south to north and from north to south.

Kingdom of Cirrayne:

- The elven metropolis of Cirrayne is an artisan hub and popular trading location. Exports include pottery, leather working, baked goods, etc. Cirrayne relies heavily on imported industrial goods, and suffers from a lack of factories.

Kingdom of El Fuago:

- El Fuago is a kingdom that is ruled by the northern gnomish city, Los Fuegos, and has a southern rural territory, La Agua Santa. It is a central trading location for textiles and dried goods. The dry climate is ideal for processing and exporting a variety of spices that are sold at a high price.

- In Early Civilization, Los Fuegos was ruled by kings, ending with the reign of the Mad King–Abriichi Dinamo the Seventh, First of His Name. His exploits are widely renowned.
- In the time the rift appears, Los Fuegos is a free market republic that facilitates the Spice Trade between isles and is ruled by the Court of Princes. The title “prince” is given to anyone who owns a mansion in the densely-packed coastal city, indeterminate of gender.

Kingdom of Hel-Jak:

- This dwarven stronghold in the southwestern seas was built to stand the test of time. A long line of dwarven kings and queens reigned throughout its prestigious history. Gemstones and armor have been the primary exports for this kingdom and it collects magical items as imports.

Kingdom of Tabor Island:

- This island was claimed by the diaspora Giants who wanted to live in their own society. While currency differences have blocked much of the trade between this kingdom and its neighbors, many desire its rich lands and the potential power of the Giants who live there.

Kingdom of Hiemiu:

- In the northern half of East Reach, nomadic halflings and mining dwarves form the kingdom of Hiemiu. Exports include animal products like milk and cheese, precious ores, and finely forged weapons and other materials. However, they must import vegetables and wood - both in short supply on the barren plains.
- The city of Weixing is the one major settlement and is a sprawling underground city populated primarily by dwarves.

Kingdom of Kitaren:

- The kingdom of Kitaren is composed of two drastically different components - the peaceful quiet farming gnomes of the countryside and the grand city of Quears, home to the finest gnome artisans. Other craftsmen also make their home in Quears. Kitaren exports both agricultural products and fine works, but suffers from a lack of other natural resources, having to import metals and raw materials

Kingdom of A'arthedral

- The ice spires of A'arthedral were first built in the earliest era of civilization and can be seen glittering against the northern auroras. However, due to the ice floes and icebergs that litter the sea channel and the long trek to cross over hostile territory it takes to reach them, there is much left to explore.

The Gods

The peoples of Sostenus are watched over by the twelve Constellation Gods, who have existed long before mortals ever walked this land, ruling over the elemental planes of water, fire, air and earth. These gods are neither particularly kind to mortals nor particularly cruel. Instead, they are usually content to simply watch what the mortals do. However, their aloofness does not mean ignorance. It is said that if you please them, they will reward you, if you anger them they will punish you - a fact the legends can attest to.

The Greater Constellations were the first of the constellation gods to come into being, and draw their power directly from their respective elemental planes.

- **Lymqua:** Goddess of the elemental plane of water. Associated with justice and mercy, considered more benevolent than the other greater constellations.
- **Arbellux:** Hotheaded god of the elemental plane of fire. Associated with love, but also war and conflict. Values strength and dedication.
- **Sciear:** Cunning god of the elemental plane of air. Associated with secrets and knowledge. Enjoys tricking mortals and fooling around
- **Faterra:** Goddess of the elemental plane of earth. Associated with freedom and fate. Considered the least active of the greater constellations.

The Lesser Constellations were formed later out of the elemental planes. They are less powerful than the greater constellations and serve as their assistants. However, mortals do still worship them as individual gods.

- **Calluvia:** Goddess of precipitation. Considered even more benevolent than Lymqua.
- **Piscius:** God of oceans, lakes, rivers, etc. Associated with law.
- **Fiducam:** Goddess of hearth and forge. Values faithfulness.
- **Incendix:** God of the untamed flame. Represents passion.
- **Anemos:** God of the winds. Associated with stealth.
- **Kaelentia:** Goddess of sky. Values wisdom.
- **Ludivicia:** Goddess of the riches of the earth. Also considered the god of fortune.
- **Amplnat:** God of nature. Associated with opportunity.

Code of Conduct

Introduction

The 2022 Super Dungeon is an open environment for players to create positive memories and experiences. As such, we want to ensure that both the in-game and out-of-game conduct of players reflects this goal.

1 Gaming Conduct

We recognize that this is a Role-Playing convention and that ideas and words expressed by individuals are often “in character” and not meant to offend or make anyone uncomfortable. However, we also recognize that things being said in character are still capable of offending or causing discomfort and thus also need to be regulated.

1.1 Communication

Everyone gets a turn to speak at the table. We want everyone to enjoy themselves, and that means no one character is more important than the others. Regardless of Charisma or Intelligence scores all players should be given a right to communicate in regard to strategy and receive equal opportunities to role-play.

1.2 Meta-gaming

We understand that at times it is difficult to differentiate between in-character and out-of-character knowledge; however we do request that no one takes advantage of knowledge they gain through out-of-character means.

1.3 In-Character

Being in-character can excuse some conduct, but this should not carry over to out-of-character conduct. Any and all in-character conduct and backstory should be monitored by the player to make sure it adheres to the code of conduct, especially section 2.4, or the PG-13 regulation. Remember to be sensitive and mature at all times.

2 Interpersonal Conduct

Outside of gaming regulations these are things to always be taken into account while on the venue.

2.1 Ethics

Basic code of ethics and conduct:

- Do not violate any federal, state, or local laws,; facility rules; or convention policies
- Comply with the instructions of your GMs
- Do not use anything in a threatening or destructive manner against person or property
- Do not threaten or endanger the safety of oneself or others
- Always conduct oneself in a mature manner

2.2 Respect

We expect players, GMs, and administration to respect each other's views, opinions, and beliefs. Try to keep everyone around you comfortable and respect their property and person.

2.3 Harassment

This Super Dungeon is dedicated to providing a harassment-free experience. Harassment includes but is not limited to discrimination or negative remarks on the basis of gender, sexual orientation, disability, physical appearance, body size, race, religion, or affiliation. Convention participants violating these rules may be subjected to punishments outlined in section 3.3 of this document.

2.4 PG-13

This Super Dungeon is an open environment for participants of ages 10-18 and for this reason we request all conduct and language, in-character or otherwise, to be "PG-13." Convention participants violating these rules may be subjected to punishments outlined in section 3.3 of this document.

3 Violations

3.1 Reporting

Anyone is capable of reporting another individual's conduct to a GM. Such reports are encouraged and all of them will be looked into to the best of our ability.

3.2 Warnings

A GM warning is any warning issued by the GM in game towards a player in regard to their conduct; these warnings are to be taken seriously as any GM has the right to remove a player from their session. Depending on the severity of the conduct, GMs can keep records of any events and administer punishments.

3.3 Punishment

3.3.1 Removal from Session

All GMs maintain the right to remove players from their session. These removals should abide by the PrinceCon code of conduct. Even if no significant citation is found, however, a GM may remove a player for any level of perceived discomfort they or the players experience. PrinceCon is an open event where we consider our players' and GMs' comfort to be a priority; this authority is given to GMs for this sake.

3.3.2 Removal from the Super Dungeon

In any situation where negative behavior is cited and continues uncorrected administration may decide to remove you from all aspects of the Super Dungeon; this applies to both players and GMs. In certain situations, if it is decided that the behavior is of sufficient severity, as determined by student officers and administrative officials, the perpetrator may be removed without first receiving a warning.