

CHAPTER 1: BACKGROUNDS

CHIS DOCUMENT COVERS THE VARIOUS Rhyonian Background options available to player characters. From across all walks of life, ambitions, and personal skills, these Backgrounds represent the starting off point for Rhyonis' adventurers!

All Rhyonis Homebrew content was made by myself, Rhyonis creator, Austin Rose. Thank you for taking a look at my work and I hope you look forward to seeing more! Until next time, remember, in a cold and dark world, we are each other's warmth and light!

ARELYUM ARCANIST

The Arelyum is a remarkable feat of magical and technological innovation. It is a teleportation network that connects the vast majority of the realm of Rhyonis and is overseen by the Open Palm and the Arcanists who operate it. While these Arcanists tend to be Steamfinger Gnomes who've studied the workings of the Arelyum from their infancy, the Arelyum is known to hire those who have proven themselves to be worthy of the secrets and operation of the network. These outside hires tend to be accomplished mages or interns from the Arcane Citadel of Arhan-Zoul. To work for the Arelyum is a great honor and, for most, there is no greater way to experience the realm and all it has to offer for the wondrous diversity that the Arelyum brings through its doors.

Languages. The Arelyum was created by Bohatsvi Goldpalm and its systems operate with gnomish script but serves the realm of Rhyonis at large. This grants you the ability to read, write, and understand Gnomish and one language of your choice to parley with foreign officials.

Skill Proficiencies. Arcana, Insight

Tool Proficiencies. Arcaligraphy Kit and Scrivener's Runes, tools of the trade to operate the Arelyum's networks.

Starting Equipment. *Writ of Passage*, Arelyum uniform, Arcaligraphy set and Scrivener's runes, and 50 gp.

FREE PASSAGE

Your service to the Arelyum has granted you free access to use its services so long as you are able to present your *Writ of Passage* to an Arelyum Attendant. While you may not extend this passage to your allies, Arelyum Attendants will look upon your allies more favorably than they would before and will be less likely to follow up

on your purposes for travel. If you abuse your passage or make a negative reputation for yourself, the Arelyum reserves the right to refuse you service and may require payment for a regular *Arelyum Registration Form* or deny you access to the Arelyum entirely.

BORDERING WOOD PATROL

Between the continents of Ish-Gahn to the south and Qarte to the north, there lies a magical forest known as the Bordering Wood. This region of Rhyonis is the largest forest in all of the realm and is home to wild and unstable magics. Spellcasters, magical beasts, elementals, and magnificent monsters roam the land here, taking advantage of all that the Wood has to offer. It is due to the secrets that the Wood holds that people from all across the realm are equally drawn to, and repelled by, the magic kept within. In response to these prying eyes and grabbing hands that a devoted force of protectors have dedicated their lives to keep the denizens of the Bordering Wood safe. This force, known as the Bordering Wood Patrol, or BWP, have been around for thousands of years and are broken down into several divisions that come together in smaller squads with representatives for each division (Defense, Magical Relations, Scouts, and Wildlife) to make well-rounded groups of operatives. These operatives are highly skilled and are renowned as masters of their individual fields but all receive additional training to be considered a member of the BWP.

Skill Proficiencies. Arcana or Nature, Survival

Languages. Primordial and Sylvan

Tool Proficiencies. Land Vehicles

Starting Equipment. A map of several Bordering Wood configurations, an extra quiver with 20 arrows, 2 bear traps, a pouch of trail rations, traveler's clothes, and 10 gp.

ACCUSTOMED TO THE UNUSUAL

The Bordering Wood is ever-changing and trees uproot themselves to find the proper place they desire. This can be done nearly at will and multiple times throughout the day the layout of the Bordering Wood could be radically altered. Having received special training to navigate, and living alongside these trees, Bordering Wood Patrol operatives are adept at traversing the wilds. As such, they cannot be lost when traveling except by magical means. This makes

them an invaluable asset to any team, especially those that seek passage through heavily wooded and misleading areas.

CITADEL STUDENT

The realm's premier center of arcane learning and extraplanar study is none other than the illustrious Arcane Citadel and Eldritch Observatory. Magical practitioners from across the world flock to Arhan-Zoul for a chance to prove their aptitude for magic and be granted a scholarship to at least one of the Citadel's many schools. Some students do get accepted to multiple and are permitted to learn from all of them with full admittance while others aren't so innately gifted and do need to buy their way in. There is some shame felt for the latter form of entry, but once the hands on, practical learning comes into play, some show greater aptitude than originally expected. During their time within the Citadel, a student is permitted to practice magic under the tutelage of one of the Deans of the schools or another knowledgeable professor. They are also offered resources to learn more outside of classes with hands on experience, being granted assignments to travel across the continent, even working alongside the Shaded Coalition if they show extreme promise and capability.

Skill Proficiencies. Arcana, History

Tool Proficiencies. You are proficient in Arcaligraphy, granting you the ability to read, copy and cast spells from scrolls as if you were a Wizard equal to half of your Character Level.

Starting Equipment. Upon departing for your adventure, you gain a coin purse containing 20 gp, Citadel School robes, common clothing, a scholar's pack, an arcography set, Citadel Arelyum Credentials, and a small spell book that you have been working on since you were accepted into your chosen School.

STUDENT'S LODGING

You are granted free lodging within your school of choice on the grounds of the Arcane Citadel so that you may spend time copying scrolls for them. In addition, so that you may come and go from the grounds of the Citadel as you see fit, you have free passage through the Arelyum Outpost in the School of Conjuration when you use it to gain passage to or from this location. At any point your actions prove you unworthy of this privilege, your right to use the Citadel can be revoked and you could potentially be expelled from the grounds.

DIVINE PROVINCE SCRIBE

The Divine Province is a collective of religious facilities known as Abbeys that house and protect churches of the various deities who contribute to the realm's well-being. These churches invite people from all across the world to practice their faith and prove the strength of their devotion. Many of these faithful are granted free lodging in the church of their choice while they work for the grounds, learning the ways of the church and specific deity. The main duty for these Scribes is to copy ancient religious texts, prayer books, spell scrolls, and ritual tomes. Occasionally, Scribes will hear their deity calling to them from these writings and they are summoned for a higher calling beyond the stacks.

Skill Proficiencies. History or Arcana, Religion

Tool Proficiency. You are proficient in Arcaligraphy, granting you the ability to read, copy and cast spells from scrolls as if you were a Cleric equal to half of your Character Level.

Starting Equipment. Upon departing for your adventure, you gain a coin purse containing 10 gp, vestments, common clothing, a priest's pack, an arcography set, Province Arelyum Credentials, and a small prayer book that you have been working on since you were initiated into your church.

COMPENSATORY SERVICE

Your time within the Divine Province and under the care of your church, you have been awarded free passage to and from the Arelyum Outpost within the Church of Alternia of the Divine Province. Additionally, while in the care of your church, you are granted free healing service to treat any poisons, diseases, and missing hit points. These services can be activated whenever you enter your church's grounds within the Divine Province. At any point, your church may cut you off from these complimentary services if you ever fall out of good standing with them or appear to be overusing them.

DRAGON DISCIPLE

Dragon Disciples are truly legendary Rhyonians who've been raised, or taught, by a dragon from somewhere across the realm. As an apprentice to their dragon patron- who took the individual under their tutelage- they have been granted insights into the machinations of the dragons, introduced to magic, taught ancient fighting styles, or even collect a horde of their own. Few Dragon Disciples are known to walk the realm

but the few that do are fierce warriors who stand by their convictions with the ferocity of their masters. Most Dragon Disciples are inherent magic users by nature and their spellcraft tends to revolve around their patron's elemental affinity. However, it isn't uncommon for a dragon to take interest in a warrior or martial expert as opposed to a spellcaster. Regardless of their personal ability, a Dragon Disciple is looked upon with great reverence by Drakin and other dragons who recognize the disciple's master's investment. Some of the most notable Dragon Disciples go on to be diplomats, political leaders, anarchists, or a great threat to the stability of the realm itself.

Skill Proficiencies. Arcana and History

Languages. Draconic and one other language of your choice

Starting Equipment. 20 gp, a faded scale from your Dragon Master, Draconic passages outlining your training, a scroll with the magical signature of your Dragon Master, a simple weapon of your choice.

RESPECT OF DRAGONKIND

Your training shows and you are given a special force of presence that is visible to dragonkin. Beyond just your mannerisms and understanding of draconic conversation, this presence grants you leeway with Drakin and even dragons themselves. At the DM's discretion, you may find communications with draconic entities easier than others, or potentially within their gullet

GLADE SERVANT

Deep within the Life Glade- the home of the Spring Tree of Life, Rhyonis, from which all life originates- there are servants to the various powers that be. These servants are known as Glade Servants and they are entrusted with ancient wisdom and the ability to affect the flow of Life Essence in short bursts moderately. These bursts can restore minor wounds and even greater ones with limited, concentrated usage. The servants are typically indentured to a Seed Tender or some other Druid who works to protect Rhyonis, and they are responsible for keeping the Druid in peak health to perform their duties. When a Glade Servant has served their purpose and their master passes or sends them off to find another path, they leave the Glade to explore the realm and spread the wisdom of Rhyonis and His Life Essence to propagate new life and foster peace where unrest can be found. While Glade Servants are incredibly rare outside of the Life Glade, those

who come to call them allies swear by their capabilities and believe them to be truly crucial to the success of their adventures.

Skill Proficiencies. Nature and Medicine

Skill Proficiencies. Healer's Kit

Languages. Primordial and Sylvan

Starting Equipment. 10 gp, a twig from Rhyonis, a collection of luminous flower seeds from the Life Glade, a walking stick, traveler's clothes, and a healer's kit.

ESSENCE SURGE

You learn the *Spare the Dying* cantrip, being able to stitch together minor wounds that would see the end of a life. This uses your Wisdom Modifier as its spellcasting ability and doesn't count against any cantrips you may know.

Additionally, once per long rest, you are able to call upon the powerful Life Essence of Rhyonis that you carry within you to release it in a small burst of restorative magic. This ability requires you to touch a creature as an Action and you are able to restore a number of hit points to them equal to $1d6 + \text{your Wisdom Modifier}$.

GREY GHOST

The Grey Ghosts are a mysterious organization that lives outside the law of any one government. From within the shadows of the Gravel Way, they patrol and observe Rhyonis, acting as they will for the betterment of the realm, as they see. Their primary objective is to execute the vampires that would use the subterranean network of caves to steal beings through to their homeland of Theurgius. They are elegant as they are deadly, silent as they are lethal, and pious as they are ruthless. Using a sliding scale of color that acts as their denotation of rank and type of mission they undertake, these entities exist within dark and light, as well as all the shades of grey in between, performing a number of deeds across the spectrum of gruesomeness. For the most part, the extremes of their order keep rigidly to their duties but are known to guide other Grey Ghosts on missions more suited to their particular skill sets. White Ghosts are sent out on diplomatic or rescue missions while Black Ghosts are responsible for assassinations, torture, and espionage. These duties fall into the lap of many a Grey Ghost who will act against the vampires with little instruction. As the entire world is, most Grey Ghosts have been negatively impacted by the actions of the vampires and find themselves calling this order a home and family as theirs were, more often than not, destroyed by the undead leeches of Theurgius.

Skill Proficiencies. Stealth and your choice of one of Deception, Insight, Nature, Perception, or Survival.

Tool Proficiencies. Disguise Kit and Thieves Tools

Starting Equipment. 20 gp, a collapsible short bow, a quiver of 20 arrows, a disguise kit, a set of thieves tools, and two daggers.

COMMUNICATIONS THROUGH SHADOWS

You can hear the whispers of the other Ghosts through shadows. When you are secluded in a time of rest, you can connect to your network of Ghosts to recover information and share knowledge you've picked up on your travels. This feature can only be utilized during a long rest and in a place of complete darkness.

HENGE COURIER

Within the Druidic Henges of Arhan-Zoul, the Druids that live in the various independent circles of the Henges rely on frequent correspondence to relay news to one another. This news may be an imposing danger, new discoveries, or major events that must be discussed by the archdruids who rule the circles. In the event that travel is impossible for the Druid themselves, they will often depend on messengers known as Henge Couriers. These entrusted couriers are able to travel across various circles as welcome and celebrated guests. Many Henge Couriers are treated as honorary circle members while they are delivering their messages and the duty itself is a highly lauded and respected one.

Skill Proficiencies. Acrobatics or Athletics and Animal Handling or Nature

Languages. Druidic, Sylvan, and Primordial

Starting Equipment. 10 gp, a quarterstaff, traveler's clothes, a satchel with random pebbles and runic markings, an emblem stating your position as a Henge Courier, and a Druidic missive meant to be delivered to a contact within the Druidic Henges.

NATURE'S TEACHINGS

You are well-versed in the basic teachings of druidic magic and the ability to send short-range messages to relay correspondence. While it is in your teachings to physically relay the information you are entrusted with, this magic is a minor fail-safe to ensure that you are never caught unaware or fall short. Using your Wisdom Modifier as the spellcasting ability, you learn the *Druidcraft* and *Message* cantrips.

HENGE TENDER

When Arhan-Zoul was founded, there was a singular seed that bloomed from the boughs of Rhyonis, the Spring Tree of Life, within the Life Glade of Ish-Gahn. This was a sign to the ancient archdruids and their disciples that there were great things on the horizon and that their presence must occupy at least a portion of this new land. Without the time to argue their point, once word had reached them that the new land had cooled enough to be tread upon and sustain life, the Druids made their move with this new seed, the Seed of Rhyonis, that would bloom into the Summer Tree of Life, Rhyona. To this day, nearly 2500 years later, Druids known as Henge Tenders flock to these Trees of Life to tend to them and ensure their henges are kept secure and pristine. Being a Henge Tender is a great honor within the Henges and to those who know the vital service these Tenders provide to the realm at large. By caring for the very earth the Trees of Life are planted in, Henge Tenders create Life Essence itself to suffuse into and across the land. Many a great diplomat and heroic adventuring party have found a Henge Tender in their ranks and recognize them to be pillars of stability for the realm whose very foundation has been dangerously unbalanced.

Skill Proficiencies. Medicine and Nature

Tool Proficiency. You are proficient in Arcaligraphy, granting you the ability to read, copy and cast spells from scrolls as if you were a Druid equal to half of your Character Level.

Languages. Druidic and Sylvan

Starting Equipment. 10 enchanted *Good Berries* that preserve their magic for ten days, an explorer's pack, a staff made of wood from a Tree of Life, and a set of druidic vestments.

NATURAL CONNECTIONS

Your time serving the druidic circles of the Henges has granted you a connection within the Blooming Court that you can call upon for assistance as a trusted ally. The Henges have deep connections across the world and within their ranks that, when you visit the Henges, you may partake in yourself. This aid may be offered to you as healing, protection, and other gifts as the Blooming Court sees fit. At the very least, when you are in the Henges, you will be treated as an honored member of the Court and granted free housing and food. You will be afforded these luxuries so long as you stay in good faith with the Blooming Court and work to the preservation of the wilds of Rhyonis.

MURDER ELF

One of the most efficient militant organizations in all of Rhyonis, the Murder Elves are a collective of Forest Elves and Avinaries in service to The Huntress. This sect of highly trained and deadly warriors is based out of the Feathered Forest of Ish-Gahn. They work in the name of the Huntress but serve directly under their leader, the Murder Matron. While they are also viewed as a religious organization, their primary duties are focused on patrolling the Dragon's Spine Range and the Life Glade to protect the cycle of life. The Huntress strives to restore balance to the realm by casting out aberrations, undead, and fiends that would taint the natural order of the wilds.

Both respected and feared across the world for their intense efficiency, it is believed that when a Murder Elf, or a murder of them, appears, their feathered armor ride the wind like crows only to rain down The Huntress' fury on those She scorns. In recent years, the secretive ways of their order has come to light and they seem to be working towards an event known as "The Final Hunt".

While they have been mainly reclusive before this event, they are regarded as a dark omen for the death they bring, but also a sign of good fortune for the lives they inevitably save.

Skill Proficiencies. Acrobatics or Athletics, and Survival or Stealth

Tool Proficiencies. Trap Making Tools

Starting Equipment. Upon departing for your adventure, you've gathered a coin purse of 15 gp, an explorer's pack, traveler's clothes, and the specialized weapon of the Murder Elves, a Crow Bow; a unique weapon that can be used as a shortbow or detached to be wielded as two short swords.

AT HOME IN THE WOODS

While within the wilds of untamed woods and forests, you are truly at your best. Your deeply ingrained training comes out in bursts of muscle memory, granting you advantage on all checks used to navigate the area. These skills include, but are not limited to, *Stealth, Perception, Investigation, Survival, Acrobatics, and Athletics*. Conversely, the way you move about the world is immediately recognizable as militant and intimidating, occasionally making it hard to navigate social situations in comparison to your adventures in the wilderness.

CROW BOW

The specialized weapons of the Murder Elves of the Feathered Forest from Ish-Gahn, the Crow

Bow is actually a brilliantly constructed composite weapon. While in its shortbow form, it is completely functional with a bowstring that extends from the hilt of the conjoined shortswords that form it. The diligent training required to use the bow is part of the basic regimine for the Murder Elves and can be implemented as a bonus action to switch the weapons between its two states once proficient.

CROW BOW

Properties	Statistics
Damage	1d6 piercing as a shortbow or 1d6 piercing as twin shortswords
Range	80/320 ft. as a shortbow or 5 ft. as shortswords
Misc.	Light, Ranged, Special, Training

OMNIPOINT

One of the Emerged Gods of the Rhyonian Pantheon is an omnipresent entity known as Omniscience. They were born into this world the moment the Gift of Sentience was imparted on the First People of Rhyonis; when consciousness and understanding bloomed across the realm for all, in addition to the dragons who had enjoyed such a privilege for millennia. The emergence of thought across so many minds was so powerful that it gave rise to a deity capable of seeing through all minds and knowing all that was known. As such, Omniscience is regarded as the Deity of Knowledge and Magic and is among one of the most powerful- yet withdrawn and reserved- deities of the realm. They act through Their disciples and only exist to oversee knowledge and share wisdom, and see through the darkness of deception. The most gifted of these disciples are a sect of beings known as Omnipoints. They are stationed primarily in Areezah, the capital city of Arhan-Zoul, but are known to travel the entire world to lend their skills to all who may be in danger of falling for foul trickery and deceit. While they are greatly appreciated by those in need, Omnipoints generally make individuals uncomfortable as they are believed to be able to read thoughts and some feel as if they are an invasion of privacy by their very nature.

Skill Proficiencies. Insight, Perception

Languages. You may choose three languages of your choice to understand, speak, and write.

Starting Equipment. 20 gp, a quarterstaff, grey Omnipoint uniform, a set of casual clothing, a brooch declaring yourself an Omnipoint, and a journal describing recent encounters with potential corruption for you to uncover.

MINOR PORTENT

Omnipoints receive occasional communication with the deity they serve, Omniscience. These communications come in mysterious, prophetic glimpses that range in clarity and potency, typically resulting in visions of the future. At the end of every long rest, you receive a vision that grants you the ability to roll a d20. Record the result rolled and hold on to it until you complete your next long rest. At any point a roll of a d20 is needed to be made, you may instead decide the roll is the number determined by your vision. You must decide to use this feature before the die is rolled.

OPEN PALM ACCOUNTANT

The Open Palm is an organization founded by the Goldpalm family and is partnered with the Arelyum Teleportation Network. They are responsible for collecting gold for the Arelyum's services and oversee the trade that is done internationally over the Fabrication Nexus. They even have accounts that are available to anyone who wishes to pay for one that can be utilized to store goods or coin. Those who oversee these accounts, and the various transactions to and from them, are known as Open Palm Accountants. While it isn't a glamorous job, it is highly sought after by the gnomish population of Qarte as they are known to garner the favor of Bohatsvi, God of Craft, Trade, and Wealth. This favor can grant one good fortune with business transactions, crafting endeavors, and even positive financial windfall. Those who do take on the role of an Open Palm Accountant are often tasked with one of two duties: overseeing accounts from an Open Palm Branch, or traveling to various Branches to ensure they are operating under proper protocol.

Skill Proficiencies. Persuasion or Deception, Insight

Languages. Gnomish and one of your choice

Starting Equipment. As an Open Palm Accountant, you start the game with an account card that authorizes your access to your account and any beneficiaries you grant access to the account (if any), up to 125 gp either in your account or on hand, traveler's clothes, and appraiser's tools.

SAVINGS PALM ACCOUNT

Open Palm Accountants are offered a free Palm Account that they are able to access from anywhere across Rhyonis through various shops with Palm Scanners or Open Palm Branches.

They are gifted with the account so long as they work alongside the Open Palm and the fee per Phase is waived. The Accountant may choose to have beneficiaries that are able to access their Account on their behalf but, more often than not, Accountants are known to be fairly guarded with their coin.

REVILER

Where the Shaded Coalition targets its recruits based on their potential, the Revilers are an order that strive for self-serving free will. When an individual seeks to truly live their life freely, out from the guise of any government that would conform their way of thinking, or enslave them and their skills, the *Phantom* calls. Jaeana the Phantom is an untraceable entity responsible for the Revilers. They are a changeling individual with the innate ability to mask their presence from those around them physically as well as from great distances.

Much to their benefit, Jaeana, and all those they take into the service of the Revilers, are shrouded from divination and other means of discovering ones location. Jaeana herself is a chaotic creature who revels in the anarchy their order creates, though if any set out to disrupt the cycle they have found within the folds of the realm, Jaeana will release their protection and allow a Reviler to be found by anyone who may be looking for them. With the Revilers, one gains free reign to act as they wish with protection from discovery, so long as they don't threaten to reveal any other Reviler who seeks to live apart from the world as it is.

Though not always, Jaeana will often recruit those who refuse to join the Coalition before they are turned into a persecuting government. In such a case, Jaeana will ask for a favor to be repaid when they see fit.

Skill Proficiencies. As a Reviler, you had made your way through life as a master of your personal line of skills, whatever they may be. Choose two skills to gain proficiency with to represent this expertise and personal training.

Divination Ward. You are marked by the leader of the Revilers, Jaeana the Phantom, and warded by their defense against divination. While under the protection of the Revilers, you are immune to any source of divination magic that would reveal your exact location and you cannot be scryed upon. However, this is completely at the whim of the Phantom and may be removed without your knowledge.

Equipment. After being brought into the protection of the Revilers, you are outfitted with gear fitting your style and are pushed out into the world to find your way, safe from any prying

eyes that would seek to deter you from living as you wish. In addition to a pouch with 75 gold, you are provided with the following:

- a weapon of your choice with which you are proficient
- a side arm with which you are proficient, be it a weapon or shield
- a set of armor with which you are proficient
- and a Spellcasting focus of your choice if you are capable of casting spells

FEATURE: PALM ACCOUNT RESERVE

Jaeana outfits all of their Revilers with a secret Palm Account that is utilized to relay messages and house any fail safe emergency goods you may need during your travels. During your adventure, the Revilers may add or take things from the Account based on how you operate within the realm. Jaeana is known to send requests through these accounts, or threats in the event a Reviler blatantly makes scenes and endangers the obfuscation of the organization. As a Reviler, it is important to live life as you desire, but keep in mind that if you go against the order that grants you that freedom, they can just as easily take it away!

SHADE COALITION OPERATIVE

Within Arhan-Zoul, the Land of New Beginnings, there is an entire organization formed from criminals native across the realm. When such a person's deeds find them in hot water, the enigmatic leader of the Coalition, The Veil, will dispatch their operatives to recruit them before they fall into custody of a foreign government or are murdered themselves by vigilantes or some other ill-tidings. In such an event, this Rhyonian is given the choice; join the Coalition, utilizing their skills for the betterment of society within Arhan-Zoul, be turned in to the governing forces they broke the laws of, or, in extreme cases, executed outright. Unsurprisingly, these recruits are often happy to acquiesce and fall in step with their new lives as part of the Coalition, exchanging their honed skills in the defense of the realm for survival.

Despite the contractual obligation, and the Operatives role within the confines of the Shaded Coalition, the organization itself is a tight-knit group that loves each other like a family, and they fight to defend the realm as their home. Once an official Coalition Operative, they are outfitted with gear, contacts within the organization, room and board, equipment, and

missions to undertake periodically based on their specialization. Life for the Coalition's Operatives is never an easy one- constantly fighting for people that would rather see them imprisoned or dead- but the permission to utilize their skills in part to help those they've spurned grants these talented individuals a new lease on life. Though the organization doesn't have an official motto, they revere the words of the Goddess of Sentience, Angehlah, and believe that for all, truly, *life is yours for the taking!*

Skill Proficiencies. You were a skilled expert in some field that may or may not have gained you some ill repute, resulting in your induction into the famed Shaded Coalition. Choose any two skills to gain proficiency in as these were your bread and butter, making your way of life a breeze before the Coalition caught up to you.

Bonus Proficiency. You gain an additional proficiency or language of your choice. This skill should be related to your particular specialty and what initially drew the eye of The Veil to you. This proficiency may be a tool, skill, weapon, armor, instrument, gaming set, crafter's tool, or vehicle.

Thieves CANT. Most communications within and regarding the Coalition are coded in some way. As part of your initiation into the Coalition, you were taught the many ciphers that they use for their intel being Thieves CANT.

Equipment. Upon setting out from the Coalition's base of operations you report to, you are officially inducted into the Coalition and outfitted with a set of equipment based suited on your combat style and expertise. In addition to being provided 50 gold pieces worth of credit to choose what you may from the Coalition's stores, you are provided with your choice of the following:

- A weapon of your choice with which you are proficient
- A side arm with which you are proficient, be it a weapon or shield
- A set of armor with which you are proficient
- And a Spellcasting focus of your choice if you are capable of casting spells

FEATURE: EYES OF THE VEIL

The Veil is a masterful diviner who is said to only have even been seen in the flesh by the current Mantle of Arhan-Zoul; Gustava Servin. It was The Veil's involvement with the Shaded Coalition as part of Servin's Proposal of Improvement that granted him his position as the ruler of Arhan-Zoul. Though The Veil appeared the day Servin took up the Mantle from Aumerilla Mantle, when they ascended together into the Hourglass above the city, The Veil was never to

be seen in the public again. Since then, they have kept to the shadows, operating solely from within the Shaded Coalition, surveying the realm, and dispatching their operatives to save it or other potential members. Though as an operative, you may not be able to contact The Veil personally, their eyes are always on you and will frequently relay messages to you or provide aide when you need it on your journeys.

SOUNDLESS CANYON DWELLER

The southern portion of Arhan-Zoul is dominated by a massive desert known as Arhan-Ikar, or the Land of Ash. This once fertile jungle was lush and beautiful and pristine, but also held a great sickness known as Sand Lung that ravaged the people here until the entire jungle was burned to cinders by the God of Cleansing Fire, Frey-Uum. The most concentrated flames He exhaled were focused at the center of the jungle and were so hot and intense that they carved deep into the earth, creating a deep canyon scar. The canyon was altered and seemingly cursed by some ancient magic sealed deep within the land that caused it to devour sound as it traveled beneath the surface level and into the canyon's depths. There are small clusters of people of various races that have adapted to this bizarre deafening magic and call the Soundless Canyon home. These people, known as Soundless Canyon Dwellers, are reclusive and mysterious, widely unknown, and misunderstood by the people who live above them in the sound-filled world of Rhyonis.

Skill Proficiencies. Athletics, Survival

Tool Proficiencies. Mason's Tools

Starting Equipment. Breathable clothing, pen and ink, scrolled parchment, mason's tools, a spyglass, 50 ft. of rope, and 20 gp.

SILENT COMMUNICATION

The Canyon Dwellers have adapted to their environment's silent nature. This has allowed them to develop the ability to communicate telepathically at short distances, circumventing the need for audible communication. This telepathy is limited only by its short range which is roughly 30 ft. In that radius, Canyon Dwellers can communicate with anyone who understands a language and has an Intelligence of at least 4. The Canyon Dwellers do this for their own survival, to warn those around them of potential threats and encroaching dangers.

THEURGIAN SURVIVOR

Theurgius, the Dark Continent, is without question, the most dangerous place in all of Rhyonis. Its long and sordid history is rife with tragedy and chaos as it has been home to land grab squabbles, extradimensional warfare, and, for the last several millennia, a vampiric scourge. There are countless accounts of pain and suffering to have found their way out of Theurgius, but living survivors and refugees are incredibly rare. Whether a Theurgian Survivor has found rescue by some militant savior, escaped through the endless tunnels of the Gravel Way, or some sort of Divine Intervention, the accounts that they relay to pockets of civilization are imperative for deepening the understanding of the state Theurgius finds itself in, cut off from the outside world as it is. While they are rare, Theurgian Survivors do share a battle-hardened weariness that is steeped into their bones as they have seen true horrors.

Skill Proficiencies. History or Religion, Survival

Languages. Celestial and Infernal or Abyssal

Tool Proficiencies. One instrument of your choice

Starting Equipment. A dagger, broken chains, a letter containing the name of a Theurgian liberator, a fang of a vampire, and 5 gp.

UNPHASED BY THE MUNDANE

The insurmountable horrors that the denizens of Theurgius have endured have steeled their nerves in the face of lesser evils. From demons to vampires to devils to mutated monsters, the Theurgian Survivor has witnessed things normal Rhyonians couldn't even dream of. The Survivor has advantage on saving throws against fear-inducing effects from undead, monstrosities, fiends, and aberrations, and immunity to fear from creatures of other types. They also have a reputation for being hardened and cold individuals but considering what they've seen in their time, one could hardly blame them.

ZARDONISYS CIVILIAN

The ancient sea-faring people known as the Zardoniclasts were once Rhyonians but have long since left Rhyonis *terra firma* behind them. After having been contacted by the entities from beyond the stars known as Zardon Rhyos, the Zardoniclasts constructed a remarkable vessel that has been their homestead for several millennia. This vessel, Zardonisys, is like a miniature planet that has several smaller vessels which orbit it: the homes of the Zardoniclasts. While Zardonisys itself is where they find their community and their true calling of spatial

exploration, the civilians live within these vehicle-like homes that they use to soar from Zardonisys to the various planets, moons, and comets they wish to explore. Someday, the Zardoniclasts intend on returning to their former home to either save it from a dark, looming threat, or retrieve their descendants to bring them into Zardonarys to teach them their ways.

Languages. Zardonic

Skill Proficiencies. Arcana, Perception

Tool Proficiencies. Navigator's Tools and Vehicles

Starting Equipment. Star Chart denoting your Light Night, Navigator's Tools, a staff, a map of Zardonisys, 25 gp, and Zardonisys civilian clothing.

MAP THE STARS

The Zardoniclasts have always had a deep connection to the stars; the Zardons they were born under and have followed for their entire lives. You feel at home whenever you find yourself beneath the light of the Zardons. So long as you are under direct starlight, you cannot become entirely lost unless by magical means and have advantage on Survival (Wisdom) checks to retrace your path and to find safe cover.