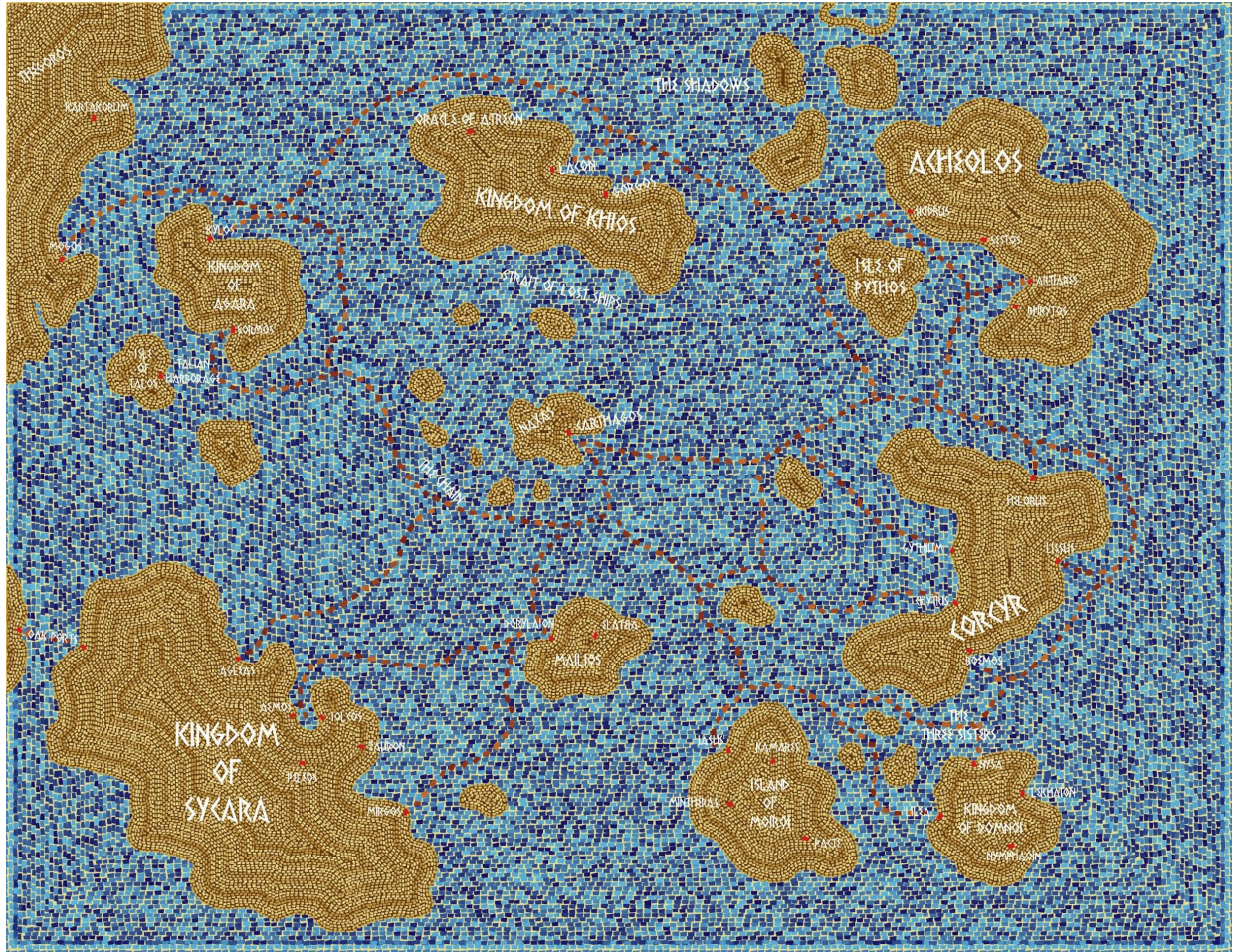




CULTURES OF THE ARCHIPELAGO

“Race” is a misnomer for the inhabitants of the Circle Sea. While the scholars at the Great Library recognize three races, they do not mean by this what we moderns of Earth do with that term. The races of the Circle Sea are technically the Delians, Haxians, and the Mirranians. These are, however, more general-ancestral modes of descent than anything else.

Among the Delians (the latecomers) are the Acheolans, Naxans, Sycarans, and Agarans. Delians are said to come from the territory beyond the Shadows, and to have first established the pious kingdoms of Acheolos before they moved south and westward.

The Haxians are the native inhabitants of Khios, Corcyr, Moiroi, and Damnoi. The Mirranians are the natives of Mailios and the sedentary (but not tribal) peoples of Thegoros.

Much more important than these “lines of descent” (which mark only “kindred peoples”) are the cultures from which they come. These are Acheolans, Agarans, Corcyrans, Damnonoi, Khians, Mailians, Moiroi, Naxians, Sycarans and Thegorans. These cultures are each unique in the Circle Sea, and being raised in any of them provides the bonuses listed below.

It should be noted that slaves in each of these cultures do not necessarily share the overall benefits of the culture, but rather can use either the culture they were taken from or the generic “slave” culture.

ACHEOLAN

Acheolos is the kingdom nearest the Shadows and the lands from which the Delians migrated. It is a pious kingdom of shepherds, sailors, and priests.

ACHEOLAN TRAITS

Acheolans are the most pious people of the Circle Sea; their communities are filled with priests and monuments to the Divinities, and they are most attentive to the wishes of the gods.

Ability Score Increase. Your Wisdom score increases by 2 and your Dexterity score increases by 1.

Prayers for the Dead. You may cast Augury once every three days as though you were a cleric. Wisdom is your spellcasting ability for these.

Divine Aegis. Whenever you critically fail on any roll, you may reroll that roll. You must take the results of the second roll.

Warden of the Flock. You are proficient with staves, slings, and staff-slings.

Citizen-Militia. You are proficient in medium armor.

AGARAN

The island-kingdom of Agara is a land of sailors and fisherfolk. The Agaran navy is famed for its high-masted pentekonters. Its fleet is second to none, and Agara's allegiance has often been sought in the wars.

AGARAN TRAITS

Agarans are known for ranging all over the Circle Sea and for their mastery of carpentry, watercraft, and siege weaponry.

Ability Score Increase. Your Dexterity score increases by 2 and your Constitution score increases by 1.

Sea Legs. You receive advantage on all attack and damage rolls made from the deck of a ship or other rolling surface.

Voyagers. You receive advantage on all Constitution skill checks.

Trade Tongue. You know how to speak two additional modern languages or how to write one modern language of your choice.

Lights of Port. You receive advantage on Perception skill checks.

CORCYRAN

Corcyr, the largest of the trio of islands in the southeastern region of the Circle Sea, is known for its volcanic ridges, obsidian, and glass-making.

CORCYRAN TRAITS

Corcyrans are a dour people with a dedication to craftsmanship, art, and painting. They are known as consummate stoneworkers, metalworkers, and artisans.

Ability Score Increase. Your Strength score increases by 2 and your Dexterity score increases by 1.

The Tekhne. You receive advantage on all skill checks to make, appraise, or identify craft goods or other items.

Craftlore. You may attempt to identify magical items by following the rules for the wizard spell of the same name.

Maker's Tools. You have proficiency in all non-polearm hammers and picks. You have proficiency in one type of artisan's tools.

Trick of Mending. You know the wizard cantrip Mending. Dexterity is your spellcasting ability for this cantrip.

DAMNONOI

The most southerly island on the chain, Domnos is a windswept place with high eyries and rocky escarpments. The villages of Domnos are partially below-ground, and the people there dwell in these cavern-mansions three seasons out of the year.

DAMNONOI TRAITS

Damnonoi are a quiet, insular people who do not often venture beyond the cavern homes of their inhospitable island.

Ability Score Increase. Your Constitution score increases by 2 and your Intelligence score increases by 1.

Endurance Training. You gain the second wind ability once per rest as though you were a fighter. If you already have this ability due to your class, the die for recover is increased to a d12.

Calm Mind. You may automatically succeed on a save against a mind-altering enchantment or spell once per short rest period.

Tapping Speech. You know how to communicate through a secret language of taps and knocks. This tongue is specific to Domnos and can be taught as a language to other characters.

Miners. You are proficient in all forms of pick and hammer

KHIAN

The island of Khios is home to a vigorously expansionist empire. The Khians are ruled by elected kings, who are chosen from amongst the oldest warriors with the most experience in campaigns of war.

Khios has, at some time or another, been at war with most of the other islands in the Circle Sea except for Mailos, their longtime ally. Khios has oft considered itself to be rivals of Naxos.

KHIAN TRAITS

Khians are trained from birth in the use of all forms of weapons. They are brutally transformed into warriors in the service of the Khian state. They have an unswerving morale and have never been known to break in battle.

Ability Score Increase. Your Constitution score increases by 2 and your Strength score increases by 1.

Weaponcraft. You are proficient in all melee weapons and one ranged weapon of your choice.

Armored. You are proficient in medium and heavy armor.

Unbreakable. You are immune to fear and all morale effects.

MAILIAN

Mailos is the home of theater and the Bardic College. It is a small but wealthy island with a reputation for having emissaries everywhere, and pretending to be friends with everyone. This has given life to the term “in Mailian clothes” to mean a false friend.

MAILIAN TRAITS

Mailians are traders and merchants, musicians and performers, who travel throughout the islands.

Ability Score Increase. Your Charisma score increases by 2 and your Dexterity score increases by 1.

Beloved. The sight of a Mailian is a source of joy to most others in the Circle Sea. You receive advantage on all social skill checks.

Blessing of Dyonos. You receive advantage on any saving throw whose failure would kill you, whether by effect or damage.

Historians. You receive advantage on all skill checks to determine a historical fact or knowledge of the past.

MOIRENI

Moiroi, the island of the Fates, is the smallest of the three southeastern islands in the Circle Sea. It's said that it is an island of witches and sorcerers, descended from the Divinities.

MOIRENI TRAITS

The Moireni, unlike all other islands in the Circle Sea, maintain a supply of divine essence to permit commoners to receive the blessing of Immersion. Indeed, Moiroi is the only culture lacking a noble class.

Ability Score Increase. Your Charisma score increases by 2 and your Wisdom score increases by 1.

Fated. You may never receive advantage, disadvantage, or dice roll modifications (up or down) from a magical or divine source.

Rituals of the Moirai. You begin play with the feat Ritual Caster.

Divine Essence. You know a cantrip of your choice from the Sorcerer cantrip list. Charisma is your spellcasting ability for this.

NAXIAN

Naxas is the central island of the Great Archipelago, at least to Carthagian thinking. Naxians are “natives” of the island of Naxas, where the great city is to be found. Their island is said to be the dwelling place of the tutelary deity Bel-Amon, the trickster who stole the secrets of magic from the Divinities.

NAXIAN TRAITS

Naxians are universally trained in the arts of rhetoric, logic, and simple wizardry. All Naxians are inducted into a citizen-militia at the age of 10 and begin training with spears and slings to serve as the islands defense force. Even those who do not go on to study at the Great Library are taught the rudiments of magic and its functions as a form of devotion to Bel-Amon.

Ability Score Increase. Your Intelligence score increases by 2 and your Charisma score increases by 1.

Spellcraft. You know two cantrips of your choice from the wizard spell list. Intelligence is your spellcasting ability for these. The second cantrip cannot be one that deals damage.

Rhetor. You receive advantage on persuasion skill checks.

The Library. You receive advantage on arcana skill checks.

Weapon Training. You are proficient in spears and slings.

SLAVES

SLAVE TRAITS

Slaves are ubiquitous throughout the Circle Sea. They are kept by every society, and serve in many capacities, from laborers to tutors. They may be won in war or sold into slavery by their parents. Adults may legally sell themselves into slavery.

Ability Score Increase. Either choose the ability score increase of your home culture, or pick one ability score to increase by two.

Culture. Choose one racial feature from your home culture or one racial feature from the culture in which you currently live.

Friend Among Slaves. Gain advantage on all Charisma-based checks when interacting with other slaves.

Always Armed. You are proficient with knives.

SYCARANS

Sycara is one of the largest land masses in the Circle Sea. The people of Sycara are farmers and tillers of the earth and serve as one of the largest markets in the archipelago.

SYCARAN TRAITS

Sycarans are hardy, earthy people, close to the land. Though they maintain a sizeable navy, it is only rarely that Sycara becomes involved in the internecine wars of the Circle Sea.

Ability Score Increase. Your Constitution score increases by 2 and your Charisma score increases by 1.

Hearth and Home. When you are at your camp, in an inn or room where you're staying, or in your own home, you gain advantage on your attacks.

Staff and Sickle. You are proficient with staves. Choose one other to be proficient in: sickles, scythes, shortbows, or short swords.

Stalwart. You provide a saving throw bonus equal to your proficiency bonus to all allies within 5' of you.

Blessing of Deles. Once for every short rest, if you would be reduced to 0 hp by an effect, you may choose to be reduced to 1 hp instead.

THEGORAN

Thegoros is a landmass to the west of the Circle Sea. It is a harsh, rocky land, and its nearest reaches are filled with nomadic horse-tribes that settle in a place for a season and then move on. The great city of Kartakor stands along the Thegos River, and is said to be the burial site for the Thegoran god Mogil. Thegorans themselves are a horse-people; travelers, traders, and wanderers.

THEGORAN TRAITS

Thegorans generally learn to ride when they are children, as well as to master the art of hunting with the shortbow. They are not as comfortable on the ocean as other peoples of the Circle Sea

Ability Score Increase. Your Dexterity score increases by 2 and your Constitution score increases by 1.

Archers. Most Thegorans learn to use a bow for hunting. You are proficient in the shortbow and receive advantage when you are making any skill or ability check related to hunting.

Riders. Thegorans receive advantage on all Dexterity checks and when making any check related to horsemanship, riding, or animal husbandry.

Wanderer. You may move an additional 5' at the end of every round. You may disengage from combat with this movement.

CLASSES

BARBARIAN (MYRMIDON)

The barbarian class is known as the Myrmidon in the Circle Sea. The berserker path is essentially unchanged, but the path of the berserker has been replaced with the Path of the Demigod (see details below), and the "flavor" of the class now represents the unbridled rage of the warrior-divinity Aetros and those like him. As such, the Myrmidon has no special attunement to nature and the wilds, but is still often viewed with suspicion, caution, and severe respect by their peers due to their murderous and reckless reputations.

PROFICIENCIES

Armor: Light armor, medium armor, shields

Weapons: Simple weapons, martial weapons

Tools: None

Saving Throws: Strength, Constitution

Skills: Choose two from Acrobatics, Animal Handling, Athletics, Intimidation, and Perception.

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) an Epsilon axe or (b) any martial melee weapon
- (a) two hand-axes or (b) any simple melee weapon
- an explorer's pack and four javelins

The basic class features and abilities, as well as the Path of the Berserker is unchanged. The Path of the Totem Warrior has been replaced with the Path of the Demigod as detailed below.

PATH OF THE DEMIGOD

Some of the Myrmidon of the Circle Sea manifest their incredible strength and martial prowess through the presence of divine blood in their veins. Myrmidon choosing this path do not necessarily know from whence their divine blood comes, whether from distant ancestry or some more recent dalliance between gods and mortals.

DIVINE GOSSIP

Due to your parentage, the gods themselves will involve you in their family squabbles and may generally gossip with you about the goings on of the heavens and the earth. At 3rd level when you take this path, you gain the ability to cast *speak with dead* but only as a ritual.

DIVINE BLOOD

At 3rd level when you adopt this path, you or your DM will choose a deity who is related to you. From this point forward, you will have been "marked" by this divinity. Oracles and Seers may, at the DM's discretion, notice that you have been marked by the gods, and respond accordingly.

Your Myrmidon may be related to any of the major gods listed in the appropriate section, or minor gods not listed, however the abilities associated with several key gods have been listed below. If your deity is not listed, your DM will create the abilities that come with your bloodline.

Atreos. While raging you have resistance to all damage except psychic damage.

Lysos. While you're raging and aren't wearing heavy armor, you may make a Sneak Attack as per the Rogue ability against one foe who is on your flank or behind you. You may do this once per rage.

Noctua. While you're raging, your friends have advantage on melee attack rolls on any creature within 5 feet of you that is hostile to you.

Talos. While raging you can attack two foes with one swipe of a melee weapon, as long as your weapon is two-handed and the foes stand next to one another.

DIVINE SPIRIT

At 6th level, you gain additional magical abilities according to your bloodline. It is possible to switch bloodlines with DM permission, or for the DM to switch your bloodline for you as you discover either a more complex heritage, or that you have been duped or misled as to your heritage before.

Atreos. You are an avatar of battle. If you roll maximum damage on a martial weapon that has a die size of at least 1d6 (d6, d8, d10 and d12), roll a second time as though you had scored a critical hit. On critical hits, both dice may be rerolled in this fashion.

Lysos. You gain incredible might. Your carrying capacity is doubled, and you gain advantage on all Strength rolls to lift, pull, push, or break objects.

Noctua. When you drop an enemy while raging, you may immediately make a 5' step and make another attack. You may do this a number of times equal to your dexterity bonus each round.

Talos. Whenever you are aboard a ship, that ship cannot be sunk by weather.

DIVINE COUNSEL

Beginning at 10th level you have risen enough to the notice of the gods that they will heed your words and speak with you willingly. You gain the ability to cast *commune*, but only as a ritual.

DIVINE ASPECT

At 14th level, you again gain a magical ability based on your parentage. As with at 6th level, this may be the same as at previous levels, or different.

Atreos. While you're raging, any creature within 5 feet of you that's hostile to you has disadvantage on attack rolls against targets other than you. An enemy is immune to this effect if it can't see or hear you or if it can't be frightened.

Lysos. While you're raging, a creature of your choice within 5 feet of you takes thunder damage equal to your Strength modifier at the start of your turn.

Noctua. While you're raging, all spells that you save against are turned back on their caster.

Talos. Your movement is no longer hampered underwater and you gain the ability to breathe freely. Your movement speed doubles while you are swimming.

BARD (POET)

The bard class remains unchanged in the Circle Sea. Bards harness the divine power of Khaos which undergirds all reality. In this way, they steal their magic from the Divinities themselves.

CLERIC (ORACLE, SEER)

Although clerics as a character class still exist in the Circle Sea, but there are no religious organizations in the traditional sense. Civic religion is attended to by the officials of each city, who also hold temporary priesthood positions.

The cleric class, therefore, represents the seers or oracles that truly commune with the divine and can channel its power. They are not common, but are not exceedingly rare.

This means that clerics are not part of a hierarchy, nor are they ritual specialists, or even necessarily specialists in religion. They are **chosen** by their deities to communicate the future and to act with the blessing of that god. They have a personal relationship with their own god, like the Pythian Oracle or the Seer Tiresias in Greek legend.

DRUID (KYBELE)

Druids in the Archipelago serve the nature Divinity, Gaea, and all her children, kindred spirits, and local nature spirits. Although Gaea is one of the Old Gods and has no Mystery Cult or major temples, the druids... remember.

FIGHTER

In the Archipelago, fighters represent the great majority of the citizen-soldiers and fighting forces of the cities and kingdoms.

MONK (ATHLETE)

Perfection. While all those of merit strive for it, few attain it. To undergo agon and emerge triumphant is the only deed worthy of song and poems. Let the scholars and merchants cling to their scrolls and their money; true power comes from within. Let the Sworn and the warriors cower behind their shields; your heroic virtue is your armor. You participate in a tradition far older than any polis: the tradition of the Athlete.

CLASS FEATURES

As an athlete, you gain the following class features.

HIT POINTS

Hit Dice: 1d8 per athlete level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your

Constitution modifier per athlete level after 1st

PROFICIENCIES

Armor: None

Weapons: Simple weapons, javelin

Saving Throws: Strength, Constitution

Skills: Choose two from Acrobatics, Animal Handling, Athletics, History, Insight, Intimidation, Performance, and Religion

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a shortsword or (b) any simple melee weapon
- (a) five javelins or (b) 10 darts
- (a) an entertainer's pack or (b) an explorer's pack

UNARMORED DEFENSE

Beginning at 1st level, while you are wearing no armor and not wielding a shield, your AC equals 10 + your Strength modifier + your Charisma modifier.

PANKRATION

At 1st level, your practice of pankration ("All Force") gives you mastery of combat styles that use unarmed strikes and brutal grappling maneuvers.

You gain the following benefits while you are unarmed and you aren't wearing armor or wielding a shield.

- You can roll a d4 in place of the normal damage for your unarmed strike. This die changes as you gain athlete levels, as shown in the Martial Arts column of the Monk table (PHB. 77)
- When you use the attack action with an unarmed strike on your turn, you can make one unarmed strike as a bonus action.
- When you use the attack action with an unarmed strike on your turn, you can use a bonus action to attempt to grapple the target.

AGONIA & HEROIC FEATS

Starting at 2nd level, your training allows you to harness the heroic energy of agony. Your access to this energy is represented by a number of agony points. Your athlete level determines the number of points you have, equivalent to the Ki Points column of the monk table.

You can spend these points to perform various heroic feats. You start knowing three such feats: barrage of blows, patient defense, and heroic leap.

When you spend an agony point, it is unavailable until you finish a short or long rest, at the end of which you draw all your expended spirit back into yourself. You must spend at least 30 minutes of rest bathing or exercising to regain your agony.

Some heroic feats require your target to make a saving throw to resist the feat's effects. The saving throw DC is calculated as follows:

Agony Save DC = 8 + Prof. bonus + CHA mod.

BARRAGE OF BLOWS

As flurry of blows

PATIENT DEFENSE

Unchanged

DEFENSIVE WARDS

As step of the wind

UNARMORED MOVEMENT

Unchanged from monk. Exception: at 9th level you gain a swim speed and climb speed equivalent to your walking speed. This is instead of walking up vertical surfaces and walking on water.

HEROIC TRADITION

When you reach 3rd level, you commit yourself to a heroic tradition: the Way of the Open Hand (pankration), the Way of the Drunken Master (performance), or the Way of the Kensei (weapon master). These are unchanged from their equivalent monastic tradition.

PALADIN (SWORN)

Heavy thorax armor painted with the colors of his city, a Naxan drops his dory spear and swears oaths over the form of a fallen hoplite. The whispers of the Library's ghosts join his voice and the hoplite spits out blood and the arrow-head that lodged in his lung.

The Sworn are the elite fighting force of the Archipelago's cities. They are pacted and bonded with the city's gods and spirits, imbued with the will of its rulers. Swearing to a city and one of its aspects is a public affair; it elevates the Sworn to public office and sets them in a caste apart.

Sworn dwell in separate barracks and serve the highest political bodies in each city without intermediary.

In the Archipelago, Sworn replace the paladin class.

THE CITY AND ITS ASPECTS

Each city has a small number of Sworn to serve it. These pacted men and women are its elite fighting forces. There are multiple aspects to each city, and the Divinities and ghosts manifest in different ways.

The Swearing is a grand public ceremony in which a citizen enters the highest caste of public service, vowing to give their lives in the protection of the aspect to which they are pacted. This oath-making is always done at the city's public altar.

When one of the Sworn makes their oath, they do so to a specific philosophy or aspect of their home kingdom or city. In Carthagos, there are three orders of oath: Carthagos Biblikon, Carthagos Agorikon, and Carthagos Naolikon. These are the oaths of the Library, the Market, and the Temple.

The Ritual of Orkos (Oath-taking or Swearing), like the Ritual of Nerochytis (Immersion), requires Divine *ichor*, essence. This essence imbues the Sworn with a

permanent link to their city, the city's ancestral spirits, its nature spirits, and its native gods.

CLASS FEATURES

As one of the Sworn, you gain the following class features.

HIT POINTS

Hit Dice: 1d10 per sworn level

Hit Points at 1st Level: 10 + your Constitution modifier

Hit Points at Higher Levels: 1d10 (or 6) + your Constitution modifier per sworn level after 1st

PROFICIENCIES

Armor: All armor, shields

Weapons: Simple weapons, martial weapons, javelin

Saving Throws: Wisdom, Charisma

Skills: Choose two from Athletics, Insight, Intimidation, Medicine, Persuasion, and Religion

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a martial weapon and a shield or (b) two martial weapons
- (a) five javelins or (b) any simple melee weapon
- (a) a priest's pack or (b) an explorer's pack
- Scale armor and a polis sign

SENSE MIASMA

The power of the Divinities, raw Khaos, leaves a mark on the world. It is antithetical to the order of the cities. It's not only divinity that gives off this khaotic pollution, but anyone harboring ill intent toward the home city of the sworn. All of these, plus grave religious sins (such as incest, kin-slaying, and defiling the altars of the Divinities) produce *miasma* which can be detected by one of the sworn. As an action, you can detect the presence of *miasma*. Until the end of your next turn you know the location of any otherworldly, divine, or undead being within 60 feet of you, even those behind total cover. You know the type of any being whose presence you sense, but not its identity. Within the same radius, you also detect the presence of any place or object that has been consecrated or desecrated as well as anyone who has *miasma* clinging to them.

You can use this feature a number of times equal to 1 + your Charisma modifier. When you finish a long rest, you regain all expended uses.

LAY ON HANDS

Your very touch, blessed as it is with the power of the Rite of Orkos, can close the wounds of your allies. You have a pool of healing power that replenishes when you take a long rest. With that pool, you can restore a

total number of hit points equal to your sworn level x 5.

As an action, you can touch a creature and draw power from the pool to restore a number of hit points to that creature, up to the maximum amount remaining in your pool. This is khaotic and positive energy - thus, you can disperse this energy into the undead to deal damage to them. However, you must have a free hand, and laying on hands on a foe draws an attack of opportunity.

Alternatively, you can expend 5 hit points from your pool of healing to cure the target of one disease or neutralize one poison affecting it. You can cure multiple diseases and neutralize multiple poisons with a single use of Lay on Hands, expending hit points separately for each one.

This feature has no effect on constructs.

FIGHTING STYLE

These fighting styles should be selected as per the standard Player's Handbook Paladin class.

SPELLCASTING

Spellcasting for the sworn is the same as the standard Player's Handbook paladin class.

FURY OF THE POLIS

This feature works in the same way as the standard Player's Handbook paladin's Smite.

EXEMPLAR

This feature works in the same way as the standard Player's Handbook paladin's Divine Health.

PUBLIC OATH

This feature is the same as the Player's Handbook's paladin's Sacred Oath.

ABILITY SCORE IMPROVEMENT

This feature is the same as the Player's Handbook's paladin's Ability Score Improvement.

EXTRA ATTACK

This feature is the same as the Player's Handbook's paladin's Extra Attack.

AURA OF PROTECTION

This feature is the same as the Player's Handbook's paladin's Aura of Protection.

AURA OF COURAGE

This feature is the same as the Player's Handbook's paladin's Aura of Courage.

IMPROVED FURY OF THE POLIS

This feature is the same as the Player's Handbook's paladin's Improved Divine Smite.

NOMOS

This feature is the same as the Player's Handbook's paladin's Cleansing Touch.

PUBLIC OATHS

In order to become one of the sworn, one must attend the grand public celebration of Orkos that occurs once every five or ten years in the cities of the Archipelago. The final seal to that ceremony, undertaken when the sworn has reached 3rd level, is the final induction of the sworn into the ranks of the high public service caste.

CARTHAGOS BIBLIKON

This is a public oath sworn to defend Carthagos in its aspect as the home of the Great Library. The Sworn of the Library are wardens of knowledge; they reside on the Acraeus hill within the library grounds and receive permanent residence there in the Hall of the Highsworn. Above all, they devote themselves to the preservation of the knowledge of the library, the expansion of its influence, and the acquisition of new scrolls to add to its august collections.

TENETS OF THE BIBLIKON

Sworn of the Library often act as diplomats and emissaries, as they are considered to be the most loyal servants of Carthagos.

Shield of Man. Protect mankind from Khaos and the wrath of the Divinities.

Servant of Bel-Amon. Obey Bel-Amon in all things.

Defender of Lore. By no means allow knowledge to perish from the world, whether it be written or living.

Obey the Scholars. When your loyalties come into conflict, you must first serve the Library, then the city, and then scholarship in general.

OATH SPELLS

You gain oath spells at the sworn levels listed.

OATH OF THE BIBLIKON SPELLS

Sworn Level	Spells
3rd	<i>comprehend languages, detect magic</i>
5th	<i>arcane lock, locate object</i>
9th	<i>counterspell, magic circle</i>
13th	<i>fire shield, otilluke's resilient sphere</i>
17th	<i>legend lore, scrying</i>

CHANNEL DIVINITY

When you take this oath at 3rd level, you gain the following two Channel Divinity options.

Strike the Defiler. As an action, you can *hold* one foe who is tainted by miasma, is imbued with chaotic energy (including sorcerers and divine monsters), or who is bearing scroll-destroying fire. The creature must save on a Charisma saving throw or be restrained. While held, the creature repeats the saving throw at the end of each turn. On a success, it is free of the effect.

Turn the Tainted. You can use your Channel Divinity to repulse those who fall into the category above. As an action, you hold your palm outward and demand those tainted by pollution depart. Each creature within 30 feet of you that can hear you must make a Wisdom saving throw. On a failed save, the creature is turned for 1 minute or until it takes damage from you or your allies.

A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can only use the Dash action or try to escape from an effect that prevents it from moving. If there is nowhere to move, the creature can use the Dodge action.

FIRE WARDEN

Starting at 7th level, you and friendly creatures as well as all objects within 50 feet of you gain resistance to fire damage.

At 18th level, the range of this aura increases to 150 feet.

CLARITY OF PURPOSE

Beginning at 15th level, you are immune to charm and domination effects.

DEFENSIVE WARDS

At 20th level, you have resistance to damage from spells of level 5 or above and you are immune to damage from spells level 4 or below. You save against any spell effect automatically.

CARTHAGOS AGRIKON

This is a public oath sworn to defend Carthagos in its aspect as the center of trade in the Circle Sea. The sworn of the Agora live in the Barracks on the Market and protect the sea-lanes, trade, and culture within Carthagos. They answer directly to the Archon of the Agora and then to the Council of the Wise in their aspect as civic governors.

TENETS OF THE AGRIKON

Sworn of the Agora negotiate trade deals, slay pirates, and advance the cause of Carthagos abroad by spreading its word. They can act as emissaries of the city's trade organizations and of the Archon of the Agora.

The Rite of Exchange. Protect trade, and allow none to be taken unfairly advantage of.

Servant of Bel-Amon. Obey Bel-Amon in all things.

Defender of the Sea-Road. Show no quarter to thieves or pirates; they are to be exterminated as enemies of mankind.

Honesty. Emissaries of the Archon do not deceive or lie.

Single Battle. Prefer one-on-one battle to deceitful politicking when your honor is insulted.

OATH SPELLS

You gain oath spells at the sworn levels listed.

OATH OF THE AGORIKON SPELLS

Sworn Level	Spells
3rd	<i>comprehend languages, identify</i>
5th	<i>locate object, see invisibility</i>
9th	<i>dispel magic, hypnotic pattern</i>
13th	<i>compulsion, freedom of movement</i>
17th	<i>dream, hold monster</i>

CHANNEL DIVINITY

When you take this oath at 3rd level, you gain the following two Channel Divinity options.

Missile-ward. As an action, you can surround yourself and any allies within 10 feet with a protective field of divine power. This field grants a +3 AC bonus against missiles for a number of rounds equal to your sworn level.

Turn Sea-Beast. You can use your Channel Divinity to repulse oceanic monstrosities. As an action, you hold your palm outward and demand those tainted by pollution depart. Each ocean-going creature within 30 feet of you (or the ship you're on) must make a Wisdom saving throw. On a failed save, the creature is turned for 10 minutes or until it takes damage from you or your allies.

A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you or your ship. It also can't take reactions. For its action, it can only use the Dash action or try to escape from an effect that prevents it from moving. If there is nowhere to move, the creature can use the Dodge action.

FAR-TRAVELER

Starting at 7th level, you and friendly creatures as well within 30 feet of you may move an extra 10' at the end of their turn in combat.

At 18th level, the range of this aura increases to 60 feet.

FLEET-FOOTED

Beginning at 15th level, you are immune to spells and effects that would restrict your movement. You may use an action to undo any bonds that physically bind you.

THE MESSENGER

At 20th level, you cannot be held by any means. Locks spring open at your touch, chains fall slack. You may use the spell *charm person* as an action as though it were a cantrip.

CARTHAGOS NAOLIKON

Carthagos Naolikon, Carthagos of the Many Temples, is the city's aspect as a site of religious worship and of offerings given to the Divinities. The Sworn of the Naolikon serve the Divinities directly and spend their time in the city living in the sacred temples and generally deriving their food and living from the public donations of the city.

TENETS OF THE NAOLIKON

Sworn of the Temple represent the Divinities directly. They serve the Gods through their oracles and seers as well as through dreams and visitations.

Defender of the Gods. Allow no Divinity to come into disrepute, nor allow the profane touch of man to destroy any altar or divinity.

Valor. You may never retreat or show fear in the face of adversity for you are the proxy of the Gods.

Implacable Foe. You may never forget or forgive transgressions against the Gods and must always avenge those that you witness.

The Rites. You may never permit yourself to become polluted by miasma, willingly or unwillingly.

OATH SPELLS

You gain oath spells at the sworn levels listed.

OATH OF THE NAOLIKON SPELLS

Sworn Level	Spells
3rd	<i>bane, divine favor</i>
5th	<i>augury, continual flame</i>
9th	<i>beacon of hope, bestow curse</i>
13th	<i>divination, guardian of faith</i>
17th	<i>commune, insect plague</i>

CHANNEL DIVINITY

When you take this oath at 3rd level, you gain the **Sacred Weapon** and **Turn the Unholy** as Channel Divinity options from the Oath of Devotion in the Player's Handbook.

AURA OF FAITH

Starting at 7th level, you and friendly creatures within 30 feet of you are resistant to hostile magic.

At 18th level, the range of this aura increases to 60 feet.

PURITY OF SPIRIT

Beginning at 15th level, you are always under the effects of a *protection from evil and good* spell.

HOLY NIMBUS

At 20th level, you can emanate an aura of sunlight as per the *holy nimbus* ability under the Oath of Devotion in the Player's Handbook.

RANGER

In the Archipelago, the ranger class represents those hunters amongst mankind that devote themselves to the slaying of dangerous semi-divine beasts and monstrosities. They often do not spend a great deal of time in the polis, and are marginalized by their own nearness to the Khaotic, divine, and miasmatic.

ROGUE

Rogues play a large role in the Archipelago; from common thieves, to emissaries, spies, merchants, and

assassins, the rogue class represents a variety of archetypes.

SORCERER (GOETE)

Sorcerers in the Archipelago do not have access to the draconic heritage path. They are created by the Rite of Nerochytis; this is a ritual immersion in the ichor, divine essence harvested from a dead god or mythic beast.

Due to the power and scarcity of this resource, almost all sorcerers are members of the eupatridae (noble or “well-fathered”) social class. The Rite of Nerochytis exhausts a huge amount of ichor (divine essence) which then becomes miasmatic and must be disposed of.

In Carthagos, this rite is performed on the Cyclon Stone, where Nyx is said to have sacrificed her children and pooled their blood.

Each of the great kingdoms and city-states has their own compliment of noble sorcerers. While they first and foremost serve their own houses, they are also bound by the gift given to them through the Rite to come to the aid of their home when it is demanded of them.

WARLOCK (MAGIS)

Magissa are spellcasters who dabble in theurgic allegiances with the spirits that are either beneath the notice of the Gods, such as local nature spirits and the incarnations of rivers, or those that were consigned to the depths of the Underworld: the Old Gods, forbidden and secretive.

Magissa are thus the closest to “heretics” that one can come in a land without official priesthoods. They are set against the current order of the Divinities and are often driven to destroy their temples and holy places by their patron spirits.

Because the Circle Sea uses the 8-hour short rest and week long rest, magissa have a new special rule.

Sacrifice. By sacrificing a living creature of at least 2 HDs to their patron divinity, magissa may regain the use of their spells as though they had taken a short rest. This sacrifice takes 10 minutes and must be performed with the expenditure of 10 staters worth of incense, with a sacrificial blade worth at least 100 staters. The sacrifice generates a great deal of noise in the form of chanting and smoke in the form of incense, which may trigger wandering encounters if the area is not secure.

WIZARD (SOFOS)

The Wise are men and women who study the art of Goetia (magic) as it was shaped and crafted by none other than Bel-Amon the Trickster. They do not harness wild pure goetia like Goetes, nor do they steal it like the poets. They do not make bargains for it like the magissa do. They study the ebb and flow of

natural goetia and manipulate it using the rules secured by Bel-Amon.

The largest stronghold of the wise is undoubtedly the Great Library of Carthagos. This is where Bel-Amon deposited his first golden scrolls and where the art of goetia was given to man in the Amonnite Oracles.

BACKGROUNDS

These backgrounds will replace the standard backgrounds found in the Player's Handbook. You can also use the standard backgrounds with a little creative tweaking.

ACOLYTE OF THE MYSTERIES

You were raised in the service of one of the Mystery Cults. In general priesthood is not a dedicated caste in the Archipelago, but those who are sanctified to one of the many Mysteries are indeed set apart from the remainder of society and marked as forever initiated into that Mystery. You are not necessarily a cleric of that Mystery; being an Initiate or an acolyte is different from functioning as the channel of a Divinity.

Choose one of the Mysteries to have been raised in.

Skill Proficiencies: Nature, Religion

Rituals: Begin play with the feat Ritual Caster and choose only cleric rituals.

Equipment: A set of fancy Mystery Rites garb worth 50 staters, a piece of fancy jewelry fashioned in the form of your rite worth 100 staters.

FEATURE: FELLOWS IN THE MYSTERY

Other members of your Rite share a deep bond with you. Membership in a Mystery Rite is kept secret save for certain signs visible only to others in the same rite, such as a jeweled brooch or special ring. Recognizing membership in the same rite will get you access to accommodations from any other member of the mystery.

THE MYSTERIES

Bel-Amon. The patron Divinity of mankind, the rite of Bel-Amon is most often celebrated by Naxans. This rite gathers in strawberry groves or crocus fields. The rite celebrates its mysteries by dawn or dusk.

Dyonos. The patron of wine, music, festival, and song. Dyonos' sacred ornaments are the grape leaf, the vine, and the fennel stalk. His rite is celebrated at night and in ecstatic visions.

Deles. The patroness of fertility, grain, and the harvest. Deles' rites are celebrated at dawn and she is most worshipped in Sycoros.

Lysos. The Far-Strider, who imprisoned the Old Gods, Lysos' rites are celebrated during storms and in oak groves, atop mountains or hills.

Noctua. This rite is worshipped only in Khios. Noctua is one of the goddesses of battle, and the rite venerates her as the general and tactician. Her rite is celebrated at dawn or dusk, usually in cities or on battlefields.

Nyx. The daughter of Khaos, the Night; she is one of the few Old Gods whose mysteries are still celebrated. She is worshipped in cypress trees in the dead of starless nights.

The Moirai. The three Fates, the Mystery of the Moirai is almost exclusively worshipped by slaves, midwives, and women. Their holy places are in holly groves and amongst flax plants, and they are worshipped at the full, half, or new moons.

Mogil. The Old God of Thegoros, Mogil is worshipped almost exclusively in Kartakor. His rite is performed at sunrise, in the presence of much smoke and blood.

d8 Personality Trait

- 1 **God-haunted.** I see the hands of the gods in everything that happen in the world. I attribute everything to their scheming.
- 2 **Social climber.** I use every relationship to your utmost to achieve recognition.
- 3 **Proselytizer.** I never let an opportunity pass when you could praise your deity.
- 4 **Secretive.** I am clandestine and secretive with all your affairs, particularly your past.
- 5 **Theomarch.** The world is the way it is because of the battle between the gods. Everything embodies this conflict.
- 6 **Beloved of the Gods.** The gods love me, and will not allow me to con to harm.
- 7 **Riddlespeaker.** I always couch your words in mystic riddlespeak, like an oracle.
- 8 **Sacrificer.** I never begin a new venture without offering up sacrifices the necessary tutelary deities.

d6 Ideal

- 1 **Piety.** All things I do, I do for the gods.
- 2 **Prayer.** Prayer and sacrifice are the meat and drink of the gods, and cannot be ignored.
- 3 **Hero-Worship.** I model my actions after a hero of old.
- 4 **Khaos.** I will protect the source of divinity, and all that it entails.
- 5 **Tradition.** The old traditions are best.
- 6 **Power.** I seek power in all things, and the gods are merely a stepping stone.

d6 Bond

- 1 **My city.** I would die to protect my city or kingdom.
- 2 **An oracle.** I will never gainsay an oracle of my faith.
- 3 **A physical shrine or temple.** I always ensure that my devotion helps the shrine.
- 4 **A pilgrimage site.** Journeying to this site is important to me.
- 5 **A holy relic.** Recovery of this relic is first and foremost above all.
- 6 **A divine monster.** This divine beast represents my faith.

d6 Flaw

- 1 **God-blind.** I can see nothing but the gods in all things, and cannot attribute to random chance or human design what can be attributed to the gods.
- 2 **Hatred of another faith.** I despise another god or faith.

- 3 **Reliant on oracles.** I cannot act without consulting an oracle.

- 4 **Terrified of monsters.** Divine monsters instill the ultimate terror in me.

- 5 **Boastful.** I never turn down the opportunity to boast.

- 6 **Hatred of own faith.** I despise being part of a mystery cult.

CRAFTSMAN

Craftsmen in the Circle Sea have almost no regulations, and certainly no guilds. They are small crafters, working in individual shops or small ateliers. You were raised as one of these craftsmen, and learned a craft at the hands of your father, mother, or other master.

Skill Proficiencies: Insight, Persuasion

Tool Proficiencies: One type of artisan's tools.

Languages: One of your choice.

Equipment: A set of artisan's tools (one of your choice), a letter of introduction from a market master or city archon, a set of travelers clothes, and a pouch containing 15 staters.

FEATURE: CRAFT KNOWS CRAFT

You can identify craftgoods by city and region if you examine them for 1d10 minutes. You can also appraise the approximate value of goods if you examine them for the same period of time.

With a successful persuasion check, you can buy or sell goods at a 10% markup or a 10% discount from whatever rate you've already negotiated.

d12 Craft

- 1 **Mason**
- 2 **Sculptor**
- 3 **Potter**
- 4 **Miner**
- 5 **Whitesmith**
- 6 **Goldsmith**
- 7 **Weaponsmith**
- 8 **Armorsmith**
- 9 **Vintner**
- 10 **Leatherworker**
- 11 **Carpenter**
- 12 **Weaver**

d8 Personality Trait

- 1 **Whipmaster.** I was trained in an atelier that made heavy use of slaves. I never forget to remind slaves of their station.
- 2 **Diligent.** I work until your bones ache.
- 3 **Steady.** I know it takes long dedication to finish a project, and move slowly but steadily toward my goals.
- 4 **Taciturn.** I don't speak much, and when I do every word is measured.
- 5 **Charitable.** I am apt to give away coin and services for little or nothing.
- 6 **Miser.** No one can make you part with a stater unless I am given something in return.
- 7 **Marketeer.** I never turn down an opportunity to make gold.
- 8 **Tippler.** I've developed an afternoon drinking habit.

d6 Ideal

- 1 **Hard work pays off.** I believe that those who turn their minds to a task will be rewarded.
- 2 **Craftskill is all that matters.** When all is dust, even the bones of my

children, the crafts I gave the world will still be here.

- 3 **The Divinities watch over us all.** All things I do are to honor the God even my crafts.
- 4 **Fame rings out.** I will become the most renowned craftsman in the Circle Sea and join the Gods.
- 5 **I'm in it for the coin.** All I care about is making money.
- 6 **Community.** You are part of a community of citizens.

d6 Bond

- 1 **My craft tools.** The tools I use to make my crafts are ancestral, going back generations. I will not lose them.
- 2 **My workshop.** I was trained in a craftshop and I have a deep fondness for it.
- 3 **A legendary craftgood.** I have crafted a masterpiece, but it was purchased by a buyer who was not worthy and now I cannot get it back.
- 4 **A debt.** My workshop was deeply in debt and I took out a loan from some noble eunatric family. I still owe them.
- 5 **A teacher.** I owe my skill and craft to a master at the art, and I will do anything to make his or her life comfortable.
- 6 **A material.** I will do my utmost to acquire more of this rare and expensive material with which to practice my craft.

d6 Flaw

- 1 **Parochialism.** I don't trust people from other cities or other kingdom. Their goods are inferior to ours.
- 2 **Obsessive.** Once I get an idea, I cannot abandon it for any reason.
- 3 **Shadow of the Master.** Everything I do is to live up to the esteem of a teacher, a goal I can never fulfill.
- 4 **Visionary.** I experience visions of projects. I must attempt to work or them, until a new vision arrives.
- 5 **Structuralist.** I never deviate from the forms handed down by the masters of old.
- 6 **Hoarder.** I cannot bring myself to dispose or sell of my best works.

EMPOROS

Emporos are the traders and merchants of the Circle Sea. Although they are citizens of a given kingdom or city, they are often at home in many lands and many foreign places. They learn a variety of languages, and spend much time at sea carrying the goods of their countrymen to other markets.

Skill Proficiencies: Perception, Persuasion

Languages: Three of your choice.

Tool Proficiencies: Navigator's Tools and one of (a) Vehicles (land) or (b) Vehicles (sea)

Equipment: A set of navigator's tools, a set of travelers clothes, and a pouch containing 50 staters.

FEATURE: CONNECTIONS ABROAD

You always feel at ease in any city in the Circle Sea and know basic information about their economies, ports, etc. as well as the proper etiquette amongst merchants.

Additionally, when you buy or sell trade goods, if you spend 1d4 days investigating the port of call you are purchasing or selling them in, you can buy for the minimum price in the region and sell for the maximum.

d8 Personality Trait

- 1 **Laconic.** Long journeys at sea have given me the curt and dry humor of a sailor. I say very little, and keep my answers clipped and short.
- 2 **Bloviator.** I love to talk. Hearing myself talk is among my greatest joys.
- 3 **Always Looking for a Bargain.** I will attempt to make a profit out of any situation.
- 4 **Fair day's work, fair day's wage.** I am very scrupulous about paying my workers and agents what they are due, and I never shortchange anyone or allow myself to be shortchanged.
- 5 **Everyone loves a merchant.** I spend my coin wildly to establish myself in foreign ports.
- 6 **Been everywhere.** I've seen everything and been everywhere. Nothing is a surprise to me.
- 7 **Always a new horizon.** I love exploring strange lands and immersing myself in their customs.
- 8 **Voyaging prayers.** Before setting out by sea, I always attend to at least one shrine and make a sacrifice.

d6 Ideal

- 1 I live to travel and see new things. The more fresh experiences I have, the better.
- 2 I am saving my money to live comfortably and retire.
- 3 I thrill from the experience of victory over someone or something.
- 4 My adventures and my trade should serve my city or my kingdom.
- 5 The sea is my only master, and I will never stay too long in one place.
- 6 The cold embrace of Pythos and his gold is all I need in this world.

d6 Bond

- 1 My word is my bond; I have given my word to someone important and I must fulfill this promise.
- 2 My shipmates and employees are my family and I will do anything to protect them.
- 3 I made an oath to Talos to make sacrifices to him in every single port of the Circle Sea.
- 4 I owe a debt to someone for bailing out my business and I must pay it back.
- 5 My family, back home, must get whatever coin I can spare. They are why I travel.
- 6 I cheated someone, and they are out for revenge.

d6 Flaw

- 1 I cannot bear to part with coin unless I'm sure I'm getting the best bargain.
- 2 If a fight is going badly, I will be the first to run.
- 3 I'd rather talk than fight anyone.
- 4 I get melancholy when I stay in one place too long, and begin to yearn for the sea.
- 5 I'm never certain my coin is secure, and I worry about placing it in a more secure location whenever I'm not actively with it.
- 6 I'm only as loyal as my last coin.

FARMER

While farmers feed the great kingdoms and cities, it is often the case that, because they live outside the civic boundaries, they are not considered citizens of those very cities.

It is possible you lived on a barley or wheat farm, or on an olive or grape plantation.

Skill Proficiencies: Athletics, Animal Handling

Tool Proficiencies: One of (a) brewer's supplies (b) carpenter's tools (c) cook's utensils (d) leatherworker's tools (e) potter's tools (f) smith's

tools (e) tinker's tools (f) weaver's tools or (g) woodcarver's tools and herbalism kit.

Equipment: A set of artisan's tools (from above), an herbalism kit, one simple melee weapon, one simple ranged weapon, and a pouch containing 15 staters.

FEATURE: STEADFAST

It's harder to beguile a farmer with magic than it is other people, perhaps because of their deep connection to Gaea. You receive advantage on all saves to shake off or prevent charms.

d8 Personality Trait

- 1 I never repeat myself and I say only what needs to be said.
- 2 I obey authority figures (or at least as long as they're directly in front me).
- 3 I take my time before I speak.
- 4 I wake up earlier than everyone else and go to bed later than they do.
- 5 I never let a day pass when I don't do some manual labor.
- 6 I make my own tools and generally don't trust the handicrafts made others.
- 7 I rise and set with the sun, like a good god-fearing citizen.
- 8 I am awestruck by the great ruins of generations past.

d6 Ideal

- 1 The gods of my ancestors watch over me and I must always please them.
- 2 I owe no loyalty to a "kingdom" or a "city," but only to the spirits of the land.
- 3 I will always obey guest-right and offer hospitality to those in need.
- 4 I must store my harvests and keep them safe; they are for myself and my close kin alone.
- 5 Local customs were handed down by the divinities themselves and I will always obey them when I can.
- 6 The world is full of danger, and the laws of men mean nothing.

d6 Bond

- 1 I will do everything I can to protect my family farm and help it prosper.
- 2 One of my ancestors was a hero and I must live up to their semi-divine name.
- 3 My farm was destroyed in a war and I must rebuild it.
- 4 A member of my family was made a slave, and I must find and rescue them.
- 5 My farm was raided when I was young and I have made it my oath to destroy all pirates.
- 6 Those with whom I share guest-rite are as family to me.

d6 Flaw

- 1 I must always store away enough resources for the next dearth, and will not be persuaded to gamble everything on a single course.
- 2 I am mistrustful of city-dwellers, merchants, and outsiders.
- 3 I never come to a new place without sacrificing some significant amount to its spirits and gods.
- 4 I am terrified of magic and the supernatural.
- 5 I was engaged in a long-running feud with a local eupatrida, who hates me enough to sully my good name.
- 6 My family is said to be descended from a legendary coward, lawbreaker, or defier-of-the-gods.

LAWBREAKER

Wherever there are cities and laws in the Circle Sea, there too are lawbreakers. Branded by their

Skill Proficiencies: Deception, Stealth

Tool Proficiencies: One type of gaming set, thieves' tools

Equipment: A crowbar, a set of dark common clothes including a hood, a gaming set, and a pouch containing 15 staters.

FEATURE: THE UNDERWORLD

You know the underworld of one city very well. You can retreat there if need be, and have a network of friends and allies within that city. In other cities you have less-well-known contacts, but can still presume upon them to help you.

d8 Personality Trait

- 1 I talk very quickly, and at length.
- 2 I always watch over my shoulder for the law.
- 3 I love to play pranks on people.
- 4 I never go to a marketplace without trying to grab some extra coin.
- 5 I can't bear to be unarmed, even if it means concealing weapons.
- 6 I sleep with my eyes open, literally.
- 7 I don't trust anyone, even my friends.
- 8 I'm never comfortable with my back to a door.

d6 Ideal

- 1 I always look out for my crewmates.
- 2 I take care of myself above all.
- 3 The only thing that matters is getting power.
- 4 I will do anything not to miss another meal in my life.
- 5 I'll use any trick to protect my friends.
- 6 I will redeem myself for the crime I committed against my city.

d6 Bond

- 1 I am in the service of an important emporos or criminal underlord.
- 2 I serve my city or kingdom, regardless of my propensity to plunder.
- 3 I work with a guild of smugglers and thieves in my home city.
- 4 I serve a god and my stealthy acquisitions make up part of my offerings.
- 5 I lost a friend in a heist, and I must redeem myself for it.
- 6 I will become the greatest thief that ever lived.

d6 Flaw

- 1 I owe an important emporos or criminal underlord a great debt.
- 2 If I see something I want, I will stop at nothing to acquire it.
- 3 I will never allow myself to be caught, and will run if it appears I will be.
- 4 I fly from the seat of my pants and don't do well with plans.
- 5 I don't mind if innocent people get hurt in my schemes.
- 6 I put myself first in a pinch.

NOBLE (EUPATRIDAE)

Unlike feudal nobility influence and power comes from being a member of a potent lineage and *oikos* or household. There are no cadet branches, no patriarches, and no formal "families." Eutpatric lineage is claimed directly through relationship to a common ancestor.

Skill Proficiencies: History, Persuasion

Tool Proficiencies: One type of artisan's tools.

Languages: One of your choice.

Equipment: A set of fine clothes, a signet ring, a scroll of history worth 500 staters, and a pouch containing 100 staters.

FEATURE: NETWORK OF WEALTH

Nobles are treated with deference and respect by authorities and common-folk alike. When in foreign cities, you will be hosted by the eupatridae there. When in your home city, your relations will pay for your lifestyle. Either way, you never need to pay and your lifestyle will always be high.

d8 Personality Trait

- 1 I can't stand being in dirty places, with dirty people, or in dirty gear.
- 2 I will only purchase the very finest of goods and won't pay less.
- 3 I deserve to be served by lesser people, and do not lower myself to tasks more suitable to a menial.
- 4 I overpay everyone for everything, for it hurts me none and helps the much.
- 5
- 6
- 7
- 8

d6 Ideal

- 1 Eupatridae exist to serve the greater good.
- 2 I will use my position to bring honor to my family.
- 3
- 4
- 5
- 6

d6 Bond

- 1 I am a member of a famous and respected family, whose name I am responsible for whether I like it or not.
- 2
- 3
- 4
- 5
- 6

d6 Flaw

- 1 I have attracted the envy of a powerful eupatridic rival from another family.
- 2
- 3
- 4
- 5
- 6

SCHOLAR

As per the Player's Handbook.

d8 Personality Trait

- 1
- 2
- 3
- 4
- 5
- 6
- 7
- 8

d6 Ideal

- 1
- 2
- 3
- 4
- 5
- 6

d6 Bond

- 1
- 2
- 3
- 4
- 5
- 6

d6 Flaw

- 1
- 2
- 3
- 4
- 5
- 6

SAILOR

As per the Player's Handbook sailor entry.

d8 Personality Trait

- 1
- 2
- 3
- 4
- 5
- 6
- 7
- 8

d6 Ideal

- 1
- 2
- 3
- 4
- 5
- 6

d6 Bond

- 1
- 2
- 3
- 4
- 5
- 6

d6 Flaw

- 1
- 2
- 3
- 4
- 5
- 6

SLAVE

Skill Proficiencies: Athletics, Intimidation
Tool Proficiencies: Vehicles (land)
Equipment:

FEATURE: ENDURANCE

Slaves are faced with brutal conditions in the households, fields, or workshops of their masters. Regardless of whether they work under the sun or as tutors, all slaves receive advantage on Constitution checks.

d8	Personality Trait
1	
2	
3	
4	
5	
6	
7	
8	

d6	Ideal
1	
2	
3	
4	
5	
6	

d6	Bond
1	
2	
3	
4	
5	
6	

d6	Flaw
1	
2	
3	
4	
5	
6	

VETERAN

Skill Proficiencies: Athletics, Intimidation
Tool Proficiencies: One gaming set, vehicle (land)
Weapon and Armor Proficiencies: one martial melee weapon and medium armor or three martial weapons
Equipment: A set of common clothes, a sign of rank, a pouch with 10 staters.

FEATURE: PATH OF THE WARS

Those who have served their city, whether as chiliarchs or a slave in the baggage train, have seen Atreos come to life. As a veteran, you have an unspoken bond with other soldiers of your city. If you display your sign of rank, whatever it was, in your

home kingdom, island, or city, you will be taken in by your own people for a night and may even find contacts and allies who have also fought in the wars.

d8	Personality Trait
1	
2	
3	
4	
5	
6	
7	
8	

d6	Ideal
1	
2	
3	
4	
5	
6	

d6	Bond
1	
2	
3	
4	
5	
6	

d6	Flaw
1	
2	
3	
4	
5	
6	

THE DIVINITIES

The Divinities can be roughly divided into three categories, of which Khaos stands above and beyond them all.

Khaos was first, and He gave rise to the Old Gods out of his formlessness. His daughter, Gaea, staved in his skull and fashioned from the empty cup thereof the Circle Sea. This became the Foundations of the Earth upon which Gaea laid her creations. His sister-wife, Nyx, hovered overhead and watched, always just outside of her elder sister Gaea's reach.

Nyx was made pregnant with Khaos' brood, then hid herself away near the Acraeus. When Gaea prophesied that her children would imprison her, Nyx brought them to the Cyclic Rock and sacrificed them as they were born, filling the depression there with ichor.

From this boiling cauldron of divine blood, the Cyclic Gods were born. First of all came Pythos, then came Talos, and lastly came Lysos. It was Lysos who plotted to overthrow Nyx and the brood of the Old Gods, including Mogil. Gaea and the Moirai were left untouched while the rest were imprisoned in the Abyss. The three brothers set their strongest member,

pale Pythos, to watch over the pit and ensure that Nyx and her siblings would not escape.

There are other kinds of divinities, of course: Gaea herself is autogenetic and produces many children. The spirits of the land and rivers are Gaea's offspring.

Indeed, there are three cycles of races that come from Gaea. When Nyx castrated her brother-husband Khaos, from the blood of his wound there sprang the Giants, the elder race of the Archipelago. They are also called the Earthborn.

It is said that the Giants were the first smiths, and it is Giant-craft wielded by most of the Gods. The King of the earthborn, Eurydamon, wed one of Gaea's other children: the naiad Myrtoessa. From this union there came the Medomoi, the Wise Ones.

Bel-Amon is one of the Medomoi, and mankind are said to be the "little brothers of Bel-Amon."

ÆPHRES

Aephres is the daughter of Boryos, the westbound oceanic current, and Eos, the Dawn. Aephres joined with Lysos and his kindred during the Gigantomachy. She is neither an Earthborn Giant nor a Cyclic God, but rather one of the original Old Gods of the second generation.

Aephres has often dallied with Lysos, producing from their union Atreos and Dyonos. She is the goddess of love, of sex, and of women. Her symbols are the pomegranate, the apple, and the dove.

ACREON

Acreon the Earthborn Giant is a son of Gaea. He is the master smith of the Earthborn, said to have created the most powerful weapons in the world. He crafted Talos' trident, taught Haesos to make Lysos' javelins, made the Sword of Atreos, and even the Rod of Bel-Amon.

ATREOS

The mightiest of the Cyclic Gods in war and combat, Atreos is the god of fury, madness, and battle. Sacrifices are made to this son of Lysos whenever an army sets off for war, and whenever deaths are tallied on the field.

His animal is the dog, and his bird is the vulture.

ARTEMA

The Kyklic goddess of the moon, chastity, and the hunt, Artema is the lunar twin sister of Paeros. They are often called the Twin Archers.

Her animal is the bear, her bird the hawk.

BEL-AMON

The youngest of the Gods, Bel-Amon is a trickster; he is the god of law, mankind, magic, and tricks. Bel-Amon is the god of cleverness and cunning, and is thought to watch over men and protect them. He is kin to mankind, having been born not of Nyx's bloody murders, but of the Earthborn Giants.

His symbol is the winged helm, the hawk, and the staff of command.

DELES

The Cyclic Goddess of harvest, grain, fruit, and the growing world. Deles is a kindly goddess who inspires the rain; though she is said to die each year and be reborn at the hand of Pythos, she is often depicted as eternal and recurring. She is sister to Lysos, Pythos, and Talos.

Her symbol is a sheaf of wheat or a cornucopia.

DYONOS

Cyclic God of wine, vines, inspiration, poetry, music, and festivals. Dyonos is also the god of fury and madness, over which he shares some similarities with Atreos. He is the patron of artists, and often acts as a psychopomp for the dead.

His symbol is the fennel staff, the wine leaf, and the kylix cup.

EOS

The Spirit of Dawn, Eos is often worshipped in conjunction with her Old God husband, Astraeos; she is the mother of the Anemoi, the winds, and commands them at the beginning of each day as she rises. However, after dawn, it is Talos who issues commands to the Anemoi.

GAEA

Old Goddess of the earth and of nature. Gaea is sister to Nyx, and it is her work (having slain Khaos and emptied out his head) that all mortals tread upon. She is mother to the many various nymphs, dryads, and naiads, and men of the world.

HELIOS

Helios, the Watcher, is the Old God of the Sun. It is said that he joined with Lysos in throwing down Nyx, Khaos, and their brood. He is also called "the Wandering Sun." His wife, Demes, is the Old Goddess of the Silvery Moon.

Helios is constantly seeking after relationships with stars, mortals, and other lovers.

HAESOS

Cyclic god of work, effort, volcanoes, earth, and smiths. He is also called *the Shieldmaker*. Haesos is the son of Lysos and Gaea, and is often depicted working in a forge. He is the patron of craftsmen, and is said to have studied under the Earthborn Giant smiths, and have indeed lived with them in his youth.

KHAOS

First of the Old Gods, Khaos is the father of all monsters and technically the father of the Cyclic Gods through the sacrifice of Nyx. His head was shattered to provide the Foundation of the Earth upon which Gaea set up her kingdom.

The symbol of Khaos is the black Cyclic Stone.

LYSOS

Chief of the Cyclic Gods, lord of the heavens. Lysos won his place in a dice game after defeating his mother, Nyx, and rescuing his siblings. He is a wild god, doing whatever he pleases, hypocritical and sometimes cruel. He loves his own children and half-children to the exclusion of all else.

The tree of Lysos is the oak, and his symbol is the bull.

NOCTUA

Lysos' daughter, Noctua is the Cyclic Goddess of generals, warfare, strategy, and cunning. She is often called Noctua Promachos. As opposed to her half-brother Atreos, Noctua represents the discipline and order of generals and campaigns. Some myths attribute her birth to an affair between Lysos and Gaea.

Her symbol is the helmet and spear. Owls are sacred to noctua, as are olive trees and serpents.

NYX

The Old Goddess of night, motherhood, and darkness. Nyx is sister to Gaea, and ruled where Carthagos now stands. She has no symbology, save perhaps the empty circle of the new moon. Her children are the Oneiroi, the dream-spirits of night, and the Phantmasos, the spirits of poison.

THE MOIRAI

The Goddesses of Fate. They are likely coeval with Khaos himself. These three are also called the Weavers, and control the Threads of Fate.

MOGIL

Tutelary patron of the Thegorans. Old God of death, money, mines, and the underworld, he now serves Pythos in the underworld.

PAEROS

The Solar Twin of the Archers, Paeros is the Kyklic god of healing, archery, music, art, and numbers. He is responsible for plagues, and teaching the art

PYTHOS

Cyclic God of foreknowledge, death, and healing. He is lord of the underworld. Pythos' symbols are pythons, a drinking horn, a scepter surmounted by a skull, a cypress tree, or a key. He locks the gates of Hell and is warden over the defeated Old Gods and the souls of the dead.

TALOS

Cyclic God of the sea, heritor of Ogen's realm, Talos is the storm-god, the sea-god, and the wave-god. His symbols are dolphins, and the fish-spear or harpoon.

His harpoon was legendarily fashioned by Acreon, the smith of the Old Gods and brother to Gaea and Nyx.

Triton, the Wave Rider, is servant to Talos. Triton was once the Old God of the Sea, but now has been demoted to the rank of mere servitor.

LANGUAGES IN THE CIRCLE SEA

Archaic. Archaic versions of each of the languages exist and are usually only found in inscriptions on tombs or old weapons.

Divine Languages. These tongues are difficult for PCs to learn. They include **Ereboic** (the language of the Underworld and the priests of Pythos), **Dryadic** (the language of trees, plants, and animals, descended from Mother Gaea), **Ouranic** (the language of the heavens, of birds, and of the Cyclic Gods), and **Titanic** (the language of giants and ancient gods).

Damnonoi Tapping Language. This language can only be taught by Damnonoi, and is "spoken" by making a series of knocks and taps on solid surfaces. In Domnos, this is used to communicate in tunnels.

Koine. This is the most common language, and is spoken as the trade tongue of the Circle Sea. It is spoken on many of the islands as a primary tongue.

Khia. The language of Khios, Khia is harsh and guttural.

Naxian. The language of Carthagos and the island of Naxas, this language is spoken primarily on that and surrounding islands.

Mailian. The second most common language in the Archipelago, Mailian is the tongue of poetry, of art, and of mystics.

Thegoran. Different from all other languages in the Circle Sea, Thegoran comes from the wanderings of the tribes in the west and has its roots in some far-western tongue.

Sycaran. The great island of Sycoros is large enough that it has its own dialect that is not mutually intelligible with that of the other islands.

CARTHAGOS

Carthagos: the jewel of Naxas, the largest city in the Circle Sea, rivalling even the great Kartakor in population and far surpassing it in splendor, is the great metropolitan heart of the cult of Bel-Amon and the seat of the Great Library, which serves as both a cultural landmark and a body of government.

HISTORY OF NAXAS

The island of Naxas was originally inhabited by a Haxian people centuries ago. It is said that Naxas was the site of Nyx's prison after the War of the Divinities and the inhabitants were ruled by a Priestess of Nyx.

When the Delians came, they were welcomed onto Naxas. The island flourished, and the worship of Nyx was discarded for that of Lysos Acraeus, whose temple was built atop the ruined Temple of Nyx.

The Naxans trace their modern history back to the reign of the Tyrant Phantigor and the Second Khian War. Phantigor is said to have dismissed the Assembly when they protested against his levy of a new military tax to fight the Khians and, as a result, the common folk of Naxas withdrew from the cities and refused to till the fields.

Phantigor was forced into exile on Agara and the Khians took possession of most of Naxas' trade routes. The Naxans called themselves thereafter *Naxas Eleutheros*, the "Free Naxans."

Perhaps this spirit is what attracted Bel-Amon the Thief to Naxas after he stole the secret of magic from the Halls of Lysos. He presented this secret first to Naxas, and his temple was built atop the Acraeus on two successive temples of the past. It would become, centuries later, the foundational site of the Great Library.

GEOGRAPHY

The city of Carthagos is the chief city of Naxas and rules the other minor cities on that island. It sits in a commanding height in the valley of Koilos at the head of the Bay of Limnos.

The Acraeus is the tallest hill in Koilos. Once the site of the Temple of Nyx, it was then converted to the shrine of Lysos Acraeus. It was joined by the Palace of Phantigor, which was converted to the Temple of Bel-Amon when that Divinity descended on the city with his winged helm. Atop the old Acraen Temple there now stands the Great Library of Carthagos. Together with the Temple of Bel-Amon these two monuments can be seen for cords and cords in all directions. Even out at sea, the first that a ship can see of the city is the statue of Bel-Amon atop his Acraen temple.

Carthagos stands between the rivers Eridamnon and Menandrión, both of which provide water to the city. The Eridamnon was dammed (legendarily by Bel-Amon, but potentially by the first Lawgiver, Ptolos) and redirected beneath the city walls to provide water pressure, public fountains, and sewer drainage to the city.

The city proper is girdled by a white wall said to have been originally built by the Old Gods in the days when this was a fortress of Nyx. They are impervious to magical assault and wide enough across to mount onagers and other siege machinery. They follow the line of the nearest hills and are pierced by six gates: one, facing north, which leads to the olive groves of Elia, called the Eliagic Gate; one, facing east and leading to the stone quarries of Diogares, the Diogene Gate; one facing west, leading to the town of Diplyon, the Diplyon Gate; and two facing south-east and south-west, the so-called Port and Nekropolis gates. The last is the Piraeon Gate, facing south-east as well.

A flat black volcanic rock stands near the Acraeus, just to east. This is the Cyclon Stone, sacred to Nyx. It is also where public festivals that require the expenditure of holy ichor take place. A depression in the heart of the stone is said to be a bowl carved by Nyx to spill the smoking blood of her children.

ECONOMICS AND POLITICS

Population: 800,000

Government: The Assembly and the Council of the Wise

Military: Polemarch Archaeos Neledos

Law: Archon of the Court Olymfa Philaidos

The city of Carthagos and its port, Piraeon, is the center of trade and exchange in the Archipelago. Carthagian weights and measures have been adopted by all islands save Khios (and they have mostly rejected them out of spite).

These weights and measures have also resulted in the following denomination of coinage. Each city-state and kingdom of course mints its own versions of these coins, but they share a uniform weight and names:

Triters. These are platinum coins minted from an alloy of platinum mined in the most volcanic islands.

Staters. The standard gold coin of the Archipelago.

Hecte. These are electrum coins, worth 5 drachmae each.

Drachmae. These are silver coins, worth one tenth of a stater.

Obols. These are very small silver coins, each worth one tenth of a drachma.

Political offices

Council of the Wise. The Council is not composed of Eupatridae of Carthagos, but rather of Wise who each date back the 150 years to the arrival of Bel-Amon and the founding of the Library. Although they could easily each have founded their own powerful lineage, the Councilors have instead forsworn heirs and rule Carthagos through the Library.

The Councillors are Nessos, Orpheos, Polikrates, Pythagoras, Antikos, Melite, Hypatia, Aspasia, Nikarete.

The city's executive body is the Council of the Wise, which is directed by the Library Assembly. The Assembly is a deliberative body composed of all full Kyrioi (Masters) of the Library; in addition to teaching lectures, it is the duty of a Kyrios to sit on the Assembly.

The Polemarch: Archaeos Neledos. The Polemarch is in command of the city defenses and all necessary preparations for war. Technically, Archaeos is also in charge of the Carthagian fleet, but practically this job usually falls under the directorship of the Archon of the Market.

The safety of the city gates is also guaranteed by the Polemarch, as is the watch set on the walls. The charge to enter, however, which is 2 obols, is set and paid to the Archon of the Market.

Archaeos is a tall man with striking blond hair and green eyes. He is known for his ruthlessness in persecuting pirates and his stringency for calling up citizens into training.

The Archons are magistrates appointed by the Assembly. They have the following duties:

Archon of the Market: Philemon Execedos. The Archon of the Market is tasked with maintaining order in the Agora, keeping the city's sacred weights and measures, ensuring no one is cheated, enforcing trade laws, and keeping the trade routes to Naxos open. In this capacity, the Archon of the Market has the authority to detain thieves, command the Carthagian fleet, and serve as the head of the Sworn of Carthagos Agorikon.

Philemon is a Goete, imbued with the power of the city's *ichor*. He is a fat boulder of a man with a curling brown beard and brown eyes and a balding pate. He often acts a fool, but actually takes his job very seriously. Woe betide he who underestimates Philemon Execedos.

Archon of the Court: Olymfa Philaidos. The Archon of the Court is the chief magistrate of the city. She oversees the court system and arranges trials. All lawsuits are managed without attorneys (they are banned) and before a jury of 600 Kyrioi of the Library.

Archon of the Temples: Taireseus Philaidos. The head priest of Carthagos, this is an official and appointed position, not a sacral one. The Archon of the Temples arranges the sacrifices, maintains the offerings, repairs the physical fabric of the temples by hiring artisans, and interprets the will of the gods by consulting Oracles. He commands the ranks of the Sworn of Carthagos Naulikon.

The Eupatridae

There are five major lineages in Carthagos, and countless minor ones. The five most important are listed below.

Alchmaeonidae. Legendarily descended from Alchmaeon the Goete, this family is the household of Triskelon Alchmaeonid. They own a large amount of property in Elia and found their fortunes primarily in the transport of olive oil and fine cloth.

Execedai. Philemon Execedos, Archon of the Market, is the descendant of Execodon the Archer, who is said to have slain the sea-monster Calleot and brought its golden scales to Carthagos to please the Tyrant Menaes. The Execedai run the ship-building operations in the city, and claim ownership of many merchant-vessels.

Megacloi. The Megacloi, under Eurymede Megaclos, are descended from the Tyrant Megacles and represent one of the oldest and most respected families in Carthagos. Many of the members of the Library Assembly are Megacloi, and Eurymede is the Speaker of the Assembly.

Neledes. Neledon, another Tyrant of Carthagos, gives the name to the Neledes family. Warlike heroes at the head of Naxian armies have come from the Neledes line, and the current polemarch of the city is none other than Archaeos Neledos himself.

Philaidae. One of the most well-connected families in the city, claiming descent from the cursed Tyrant Philopos, the Philaidae now hold two Archon positions from the Library Assembly.

DISTRICTS AND LOCATIONS

CRAFTSMAN'S DISTRICT

The craftsman's district is somewhat tighter and more compact than the rest of the city. The buildings are smaller here, and the alleyways that run between them are often unpaved. The Street of Forges is the largest road within the district not counting the main Nekropolitan Way. All smelting activities in the city are required to place at the City Smelters on the Street of Forges.

Perakletes Ironjaw. This smith is famous throughout the city for forging bronze. He is a master weaponsmith, and Carthagian bronze blades, spears, and polearms that come from Perakletes' shop are well-known throughout the Circle Sea. He is a gruff, middle-aged, black-haired, man who lost three of his teeth in the last Khian War and thus has a deep hatred for people of that race. He earned his name from his thick and brooding jawline.

Prices at Perakletes' are usually half again as much as the open agora, but Perakletan weapons of bronze cost on a 19 and a 20.

Lysa the Shieldworker. Lysa makes shields from yew, bronzed wood, and ash. She uses bronze to plate them, and her workshop (which employs twenty slaves) produces the distinctive hoplon of Carthagos. Her painters are always working to paint Carthagian blue and silver on armor.

MARKET DISTRICT

The market district is centered around the Agora, mostly to its direct south and east. It encompasses the Temple of Haesos, the House of the Aspirants, and the Dipylon Way.

This district has good drainage, sewers (using the covered Eridamnon River), and water supply. Most houses in the Market District have access to a fountain or to running water.

Megacles' Hill. The Megacloi household overlooks the Dipylon Gate and the Hill of the Nymphs from a position atop a smaller hill. The Megacloi own much of the land around the hill and rent it out to the locals. Private mercenaries in the employ of the Megacloi serve as local law here.

The War Elephant. This huge inn-complex is owned by Eurymede Megaclos and is located not far from Megacles' Hill. Prices vary from 5 drachmae a day (common room), to 2 staters a day (private rooms).

The central courtyard of the War Elephant boasts an orange tree said to have survived three lightning strokes. A massive granite war elephant has been

placed before it, and an altar of Lysos has been established in its shade.

The owner of the War Elephant is Terpes the Talker, a slender blond-haired Naxian with a penchant for long stories about the many famous people he's hosted in his inn, from the Councilors to kings of Khios.

The Dorylaieon. A dusty inn located on the Dipylon Way, the Dorylaieon's symbol is a pair of crossed spears. This is an inn frequented by soldiers and travellers, known for its sparing accommodations and nearness to good food. The Dorylaieon has three buildings, a stable, and a shrine to Atreos on its grounds.

Rooms are 1 drachma a night for the most simple and 5 drachma a night for the fanciest.

Food. There is a great variety of local fare here in the market district, particularly in the shadow of the Acraeus. These small cook shops generally possess a counter to eat at. Those which cook *loukoumades* and *teganites* also usually have iron plates built into the marble or granite counters which are heated from beneath by fires.

THE ACRAEUS

On three sides, the Acraeus is so steep-sloped it could not conceivably be scaled by soldiers. The only approach is warded by a gatehouse and a wall that restricts access to the only buildings on the peak of the Acraeus: the Great Library and the Temple of Bel-Amon, formerly the Palace of the Tyrant Phantigor, and the House of the Sworn Biblikon.

Access to the Acraeus is normally restricted to Members of the Library or its guests. Access to the Acraeus costs 5 drachmae. There are food vendors on the Acraeus who are paid and approved by the Archon of the Market. These vendors are usually clients of one of the Eupatridic families. They provide cook-shop style food for the Members and Students of the Library. The Kyrioi, the Masters, of the Library eat with the Sworn of Carthagos Biblikon in the Master's Refectory.

The Arch of the Nomoi. This great archway is the gate to the Acraeus. It is here that the fee must be paid. This enormous gateway is plated with the laws of Carthagos as given by the Council of the Wise, inscribed in imperishable oricalch on the walls of the building.

The arch is actually a gateway complex facing down the hillside. The path up the Acraeus ends at the vast stairs before the three gates that stand side by side. On either side of these, built into the cliffs of the hilltop, are hypostyle halls which house facilities of the library. The fee to enter the Acraeus is paid at the gates, which are manned by militia-men on their rotation of duty.

The Great Library. The Library is the center of civic life and governance in Carthagos. It was established nearly 200 years ago, mythically by the Councilors and Bel-Amon himself. Citizens of Naxas can come and listen to the lectures of masters. There are no

formal classes but simply lectures given by the masters.

To become a master, a student or guest must complete a mystic disputation against another master and then contribute a spell to the stocks of the library. Masters of the Library must also sit on the Assembly.

The complex is quite large: there is a central courtyard, the circular tholos-shaped sanctum where most of the library's scrolls are kept. There are scribal workshops, workshops to produce papyrus and vellum, ink-making workshops, the Master's Refectory, and the House of the Sworn of Carthagos Biblikon, a huge structure built along the lines of a private home.

The Temple of Bel-Amon. The temple has been converted from the old Palace of Phantigor nearly 200 years ago. It is the permanent residence of the Council of the Wise, the meeting place of the Library Assembly, and the records of the Assembly, its decisions, and the results of trials.

The Temple is a vast rambling structure of hypostyle halls and joined together into a palatial building. A massive public altar to Bel-Amon stands before the temple. On festival days, the public is admitted to the Acraeus.

DYONIC DISTRICT

The Dyonic District lies in the shadow of the Acraeus and boasts the presence of the City Theater, a large number of *kapeleia*, or taverns, as well as some of the warehouses housing wine amphorae.

The Theater. This theater is a sacred institution of Dyonos that was brought by Sophocles from Mailios. Once a year, the city holds a competition for playwrights. Coming to the plays is free.

CYCLON DISTRICT

The Cyclon Stone is a black volcanic rock outcropping of black volcanic stone about three hundred feet in diameter.

This district is where most of the wealthy eupatridae have their houses. This area is rocky, well-covered in olive, lemon, oak, stone pines, and cypress trees.

Local eupatridae maintain their own private defense forces here in the Cyclon District.

FOREIGNER'S DISTRICT

Those who aren't citizens of the city dwell here in the foreigner's district. This includes mercenaries, adventurers, and emporos merchants from abroad. The area is quite mixed: there are warehouses cheek-to-jowl with the wealthy Carthagagan residences of foreign merchants.

Talos' Wrath. This wayhouse is an inn and traveller's rest for foreigners, adventurers, and outsiders. Rooms at Talos' Wrath are of varying quality, ranging from two obols a night to sleep in the stables, up to a stater a night for the finer rooms on the upper floors. There are private courtyards, private rooms, and a fine common room for drinking.

The Wrath is owned and operated by Treskalos Alchmonaeid.

The Stranger's Kraterhouse. The largest tavern in the district, this wine and vinegar shop has a large front patio where drinks (and food brought by the patrons themselves) can be enjoyed. Hephesos the Blessed, a huge man with broken veins below his cheeks and bright green eyes like emeralds, runs and owns the Stranger. He knows everyone in the district, and is something of a local rumormonger. Those seeking introductions to the city's underworld often go through Hephesos.

NEW RULES

Rests and Magic. Short rests are 8 hours. Long rests are one week. Wizards (the wise) regain their ability to memorize spells after a short rest. Wizards no longer have access to Arcane Recovery.

All cleric spells may be cast as ritual spells. *Bless* and *cure wounds* require 50 staters of incense, ewe's fat, and ichor to cast as a ritual.

Shock. If you are reduced to zero hit points or below, but not killed, then brought back up to positive hit points by means of magic or effects, you are **in shock**. This condition lasts until you take a short rest. While you are **in shock** you effectively have an exhaustion level of 4 and cannot have your exhaustion reduced below this by any means. Your exhaustion may still increase. You cannot be healed above 1 hit point until you take a short rest.

Divine Awe. This is a feature of encountering the unbridled Khaos of divine monsters. Everyone of the monster's challenge rating or below must make a Charisma or Intelligence (character's choice) saving throw (DC 10 + challenge rating) or become **terrified**. Terrified creatures cannot apply their proficiency bonus toward attacking the object of their terror.

New Status: Divine Pollution. When someone breaks a natural law, particularly the laws against murder, they become tainted with **divine pollution** or **miasma**. Divine pollution is contagious: for each day spent in the company of someone who has the pollution, a character must make a charisma saving throw to avoid becoming polluted themselves.

Those who are polluted always fail saves against effects caused by divinities or divine monsters. They have disadvantage on all social rolls as the feeling of *wrongness* pervades their interactions. They count as the target alignment for any hostile spells or effects that affect certain alignments, and they are the preferred target of divinities and monsters in combat.

While it is possible to have miasma and not rise to the level of divine pollution (for example, by not washing your hands before performing a sacrifice to the gods), divine pollution can only be purified by a ritual of katharmos costing at least 100 staters in sacrifices at a Temple or Oracle of Pythos or the character's preferred god if they have one. Nbn[j

New Maneuver: Phalanx. Whenever two or more characters wielding hoplons stand abreast, they may

enter the *phalanx* formation as a bonus action.

Anyone attacking a character in a phalanx in melee range has disadvantage on that attack roll. All characters behind the front rank of the phalanx have half cover. Characters in a phalanx formation move at ½ their movement speed and cannot dash.

A disarm attack using a hooked weapon (one with the *disarming* quality) can break the phalanx by disarming any character in the line of their hoplon.

CHANGES IN ITEMS

The entire ambit of items available in Dungeons and Dragons are not necessarily available in the Circle Sea.

Iron. Weapons made of iron invariably break or bend on a natural 1. All weapons are presumed to have the iron property unless stated otherwise. Armor made of iron is damaged when its wearer suffers a critical hit.

Bronze. Weapons made of bronze have a critical range of 19-20 rather than 20.

ARMOR

The standard D&D suits of armor are not available in the Circle Sea. The categories of armor remain unchanged.

Linethorax. This is a "breastplate" of padded linen and replaces padded armor.

Leather Cuirass. This is effectively leather armor.

Hide. This armor remains unchanged.

Scale Armor. This Thegoran armor style is equivalent to scale mail.

Bronze Breastplate. This cuirass is equivalent to the standard D&D "breastplate."

Heavy Scale Armor. This is equivalent to the standard D&D chain mail.

Naxian Splint. This is the equivalent of splint armor.

Panoply. This is equivalent to the standard D&D plate armor. A panoply is a full cuirass, greaves, and helmet of bronze or steel. It weighs 70 pounds.

Hoplon. This enormous bronze-plated shield weighs 8 lbs and grants a +2 bonus to AC and an additional +1 bonus to missile attacks. It requires STR 12 to wield without encumbrance.

WEAPONS

Xiphos: This sword represents the closest to the medieval "arming" sword used in the Circle Sea. The xiphos is a one-handed, double-edged straight leaf-bladed shortsword. It deals 1d8 piercing damage or 1d8 slashing damage (wielder's choice) and weighs 1.5 lbs. It generally costs 20 staters.

Kopis. This single-edged sword curves forward and replaces both the scimitar and rapier. It deals 1d6 slashing damage, is a finesse weapon, and weighs 2 lbs. It generally costs 30 staters.

Spatha. This is a broad-bladed shortsword. It replaces the shortsword, is a light weapon, and deals 1d6 piercing damage. It is a finesse weapon and is also light. It weighs 1.5 lbs and costs 15 staters.

Makhaira. This sword is similar to the kopis. It is much heavier, however. It deals 1d8 slashing damage and weighs 3 lbs. It costs 35 staters.

Epsilon Axe. Named for the similarity to the Koine letter epsilon, this axe replaces the battle axe. Its stats are identical to the battle axe.

Labrys Axe. This double-headed axe is what a “greataxe” is called in Koine.

Dory Spear. This long spear (up to 10') is used by hoplites in the phalanx. It is a martial weapon, two-handed, heavy, and has reach. It deals 1d10 piercing damage.