

WELCOME TO ITHILION

Greetings weary traveller, you must have had a long journey getting here. Take some time to put your feet up, grab some ale and relax for you are about to enter the World of Ithilion. What is this new world you might ask? Well, this small guide is here to introduce you to some of the things you might encounter here.

WHAT IS ITHILION?

Ithilion is a homebrew world created for a high fantasy 5e setting, emerging from the cusp of a 10,000 year fallout following the cataclysmic clash between the divinities of The Astral Sea, The Elemental Chaos and The Feywild. With The Dusk Shroud finally receding, life now begins to flourish anew on the material plane. It has since been 1,000 years since the races of Ithilion emerged from The Underdark to once again live on the surface, with a time of relative peace resounding across the continents of Elos, Kildar and Ravidan. Every so often, those with special powers emerge: powerful entities that wield **Embers**. These people often rise to become important rulers, leaders and figureheads within the world of Ithilion.

You will be playing characters of the races that reside on the continent of Elos, the largest of the 3 continents on Ithilion. All the races within the 5e handbook can be found living in some aspect across Elos, as well as one or two others that will be new to all of you. You should also expect to have an **Ember** emerge from your character at some point early within the campaign.

MAKING A CHARACTER

When making a character for this campaign, you should follow the base 5e guidelines for character creation using the 27 point buy system. Make sure to read the full guide first before making a character as there may be items further down that will impact your backstory choices.

The basic premise is as follows:

- Pick a race.
- Determine height and weight.
- Choose a name, gender and other physical characteristics.
- Pick a pregenerated backstory **OR**
- Make one yourself by choosing two personality traits, one ideal that drives your character, one bond for your character, one flaw your character has and some skills, traits and items your character might get. (Check with the DM first)
- Choose an alignment.
- Choose a class.
- Allocate your points into your stats.
- Double check your equipment and spells.
- Reward yourself with an inspiration point!

Congratulations, you have created your first character for the world of Ithilion! May their adventuring be prosperous and their life last long.

NEW RACE

Ashensworn are a sub-type of Fetchlings who ended up living on the south eastern side of Elos during The Age of Mist, seemingly unaffected by the harmful magic of The Dusk Shroud. The first race to have **Embers** emerge, Ashensworn are often perceived with distrust and wariness, for their heritage hangs heavily over their race. Despite this, the Ashensworn are capable of living on the material plane with no side-effects and try their best to blend into society, despite the racial disdain shown towards them by the other races.

Ashensworn have blackened skin, featuring orange, ember-like cracks flowing along their entire body, almost like that of flowing magma. Deep-set amber eyes and volcanic black hair are two of the most predominant features found in Ashensworn.

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

Age: Ashensworn often live long beyond the age of 600 years, some even reaching 800 years of age. Adulthood is often found around the age of 100, with physical maturity being obtained around the same time as humans.

Alignment: Despite their sinister demeanour, Ashensworn are a fairly placid people - finding themselves impartial to most of the bickerings of the other races. As such, a neutral stance is often taken by most Ashensworn.

Homeland: In the ash covered lands of **Mistveil**, few things impose upon the dreary landscape. Because of this, Ashensworn often take to collecting valuable trinkets and beautiful objects to display in their homes, often distracting away from the drab nature of the basalt they are carved from. Due to this, a popular path for an Ashensworn is that of a merchant, often joining one of the many merchant guilds found in Mistveil's capital **Magnos**.

Size: Similar to their Fetchling counterparts, Ashensworn range from under 5 feet to over 6 feet tall, often sporting slender builds. Your size is Medium.

Speed: Your base walking speed is 30 feet.

Darkvision: Born of the necessity to see through-out the smoke covered land of **Mistveil**, Ashensworn have developed the ability to see up to 60ft in pure darkness.

Fire Forged: The harsh, firey landscape of **Mistveil** has tempered the skin of the Ashensworn. Despite it's smooth looking nature, an Ashensworn's skin is high resistant to fire, granting Fire Resistance.

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

Languages: You can speak, read, and write Common and Ashen. Ashen is silky, flowing and complex though often only spoken within **Mistveil**.

THE DAWN DEVIANTS

Welcome adventurer, to the newly founded guild of The Dawn Deviants. Maybe you are looking for fortune? To seek a new life? Or simply to knock some heads together? Well, you're in luck! We accept all budding new adventurers into our ranks, no matter their race, class or background. You are all welcome in our new home. As long as you're not evil, that is. Our morals might be questionable but we won't go out of our way to harm people, if that's what you were thinking. Anyway, please accept my warmest welcome to the guild and I hope your stay here is enjoyable!

-Guildmaster Bradley.

This campaign revolves around the enterprising adventures of The Dawn Deviants guild, of which you have just become a member. Congratulations, initiate! Over your time in the guild you will make friends, go on quests across all of Ithilion and hopefully forge a name for yourself doing so.

Although a fledgling guild, with the only other members apart from yourselves being Guildmaster Bradley, Quartermaster Elyse (The Guildmasters Daughter) and Chef Penelope (The Guildmasters Wife), The Dawn Deviants is determined to make a name for itself in the world of Ithilion and it is your job to spread its name across the planet.

With the guildhall located in a demi-plane on the back of a merchant wagon, The Dawn Deviants travels across the continent of Elos searching for new job listings which will appear on the guild board in the entry hall every week. It is up to you as the budding initiates of the guild to take up these job listings and to help those who have requested your aid.

Obviously, there are other guilds out there which might also be picking up the listings so make sure to choose wisely or they might be gone by the next time you look!

THE NOTICE BOARD

Every week, new quests will be posted up on the guild notice board with varying levels of difficulty and rewards. Some will require you to travel long distances to get there, others might be immediately local to the area you are in. Either way, these are how the guild makes its money and spreads its name, so make sure to do a good job when taking a quest from the board!

The campaign world progresses in real time outside of sessions. Given that there might be a month that passes between sessions, a month will have passed in the game world (unless you were in the middle of a quest or important mission). This means that your characters will have downtime to earn money doing a trade, getting to know each other and learn new skills while you travel to your next quest objective.

At the end of a quest, the party will choose the next quest they wish to embark on from the notice board. Between the end of that session and the next session, game time will progress normally as the wagon travels to the location of the next quest. It may stop to restock in towns, giving your characters ample opportunity to buy new items and to get in trouble at the local taverns, which will take place as filler sessions should nothing be running one week for the group.

EMBERS

Embers are incredibly powerful abilities often gained by adventurers or other strong humanoid. As such, many renown leaders in Ithilion possess an **Ember** of some description. Since you'll be taking the path of an adventurer, you might receive the chance of unlocking your **Ember** along the way. But hold your horses! These things are dangerous, we can't let you out there with a fully fledged **Ember** right away! These things take time to mature and grow, much like your character.

NEW BACKGROUND

Dawn Deviant Guildmembers are skilled in the ways of adventuring, taking on the most daring and challenging of tasks which other guilds might be too afraid to touch.

You have refined the skills expected of an elite adventurer and are capable of sustaining yourself while out on a job.

Skill Proficiencies: Athletics, Perception

Tool Proficiencies: One of your choice and one gaming set.

Languages: One of your choice.

Equipment: A Dawn Deviant tabard, a trophy from a quest that you are proud of, a gaming set, a set of common clothes, a belt pouch with 20gp.

Feature: Guild Sway

Should you find yourself away from the guildhall without a place to stay, the open guild charter allows for any adventuring guild to provide lodging to any adventuring guild member that should need it. This will be extended to anyone in the same party as the Dawn Deviant member, and provides a bed and a free meal.

Embers level up as your character levels up, often by the character meeting certain requirements known only to the DM. There are 5 tiers of **Ember** achievable:

- **Tier 4** - Most adventurers should expect to obtain a Tier 4 Ember in their lifetime, subtly boosting their power.
- **Tier 3** - An adventuring guild will most likely see one or two members every decade obtain a Tier 3 Ember, granting greater control over their power.
- **Tier 2** - Most adventuring guildmasters and high ranking military officers are known to possess a Tier 2 Ember, giving a large amount of power to the wielder.
- **Tier 1** - A few of these exist in each country, with the larger countries having as many as 15 Tier 1 Ember users. These wielders have immense power and abilities beyond what most are expected to ever be capable of.
- **Tier 0** - Only a handful of Tier 0 Ember users have ever existed on Ithilion. These wielders often take on the main leadership roles of a country and tend to hold back the true power of their Embers. It was rumoured that the power of a Tier 0 Ember is what defeated **Erothir, The Fey God of War** at the end of The Age of Disparity 130 years ago.