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2024-06-11 HAG Wiki 1.0 Beta Release

Alae, Adventurers! ???

The time has finally arrived to unveil a tool I've meticulously crafted over the past months: **Hiraeth Archives & Guides** ?, our exclusive wiki for our TTRPG escapades! This extensive compendium will serve as your resource as we journey through the realms of Hiraeth, further expanding our world.

Explore Classes and Subclasses with Ease ??????

Gone are the days of relying on unreliable websites for classes or subclasses. **Hiraeth Archives & Guides** meticulously presents every class and subclass we've reviewed and approved on user-friendly web pages, making your quest for knowledge swift and seamless. Delve into the intricate details of Classes and Subclasses in *Galavant's Guide to Adventuring*.

Embrace Our Custom Rules ???

Our home rules and custom modifications are comprehensively documented here, ensuring our game remains uniquely our own. This initiative is designed to evolve our game into its own unique edition of TTRPG. Every altered rule is meticulously documented for clarity, but do not hesitate to ask questions via the comment system!

View Custom Rules

Navigate the World of Hiraeth ???

Bookstack, the robust platform behind our wiki, organizes information in an intuitive structure: articles are pages, pages belong to chapters, chapters form books, and books reside on shelves. For instance, the Core HAG shelf houses three fundamental books: one dedicated to feats and races, another to spells, and a third to classes. Within each book are chapters for each sub-type, with individual pages detailing each feat, spell, race, or class. We also have specific shelves for rules and items, ensuring effortless navigation!

Core HAG Shelf | Rules Shelf | Items Shelf

Unearth Spells and Items with Precision ??

Our wiki's sophisticated tagging system allows you to locate spells and items with remarkable ease. Whether you seek the arcane secrets of a potent spell or the intricate details of a legendary item, our compendium's search function will guide you directly to your treasure.

Find Spells | Find Items

> NOTE: Not all spells and items are available yet as we're continuously adding content. If you find something missing, let me know! I can prioritize adding it before our next session. Your feedback helps improve our compendium, so don't hesitate to reach out with requests.

Chronicle Our Adventures ??

This feature will be invaluable for future campaigns, allowing us to record our adventures, share triumphs, and immortalize our characters' stories. Each campaign will have its own dedicated space, fostering wonderful storytelling. Stay tuned for when we launch our next campaign!

Engage with Comments ?

The site facilitates comments on all pages. Feel free to leave comments on pages where you have questions or thoughts! I'd love to see this utilized for campaigns or for clarifications on spell mechanics or rules or spelling corrections.

Access Details ?

If you don't have access yet, please send me (Jax) a DM or ping me, and I will generate the password for you. The site does not send emails as it isn't connected to an email server, so passwords are defined by me. Just copy and paste what I provide.

What Isn't Covered in This Beta

1. Some races are not yet added, such as Half-Elves which are still in development.
2. Not all spells and items have been added yet. These will be added over time due to their vast number.
3. Not all home rules are included, as some require formal write-ups. We are also developing additional home rules to enhance our game.
4. Extensive lore will be coming in shorter volumes in the future (one is currently in the works). Shorter booklets are easier to manage than a comprehensive tome.

If you have any feedback or would like a walkthrough of the wiki, please let me know! I am happy to hear the feedback and show you around! I am incredibly excited about the opportunities it offers us. The **Hiraeth Archives & Guides** is now at your disposal. Let this wiki be your guide as we embark on our greatest adventures yet!

In proximum, vestri in adventuris,

Jax SN Johnson

2024-08-07 Future Campaigns for the Friday Group

Alae Adventurers,

We have concluded our time in Castgate, I have put away the dice I only use for Icebeach. And as I get ready for my trip, it's time to look ahead to the future beyond. Below, you'll find some pitches for the ideas. Some are new, some are old. Your feedback on these options will help us narrow them down even further and sharpen them too.

We are saying a farewell to someone who has been there since the beginning of our group, Jay. With many explosions, wild shapes, and crazy exploration of the frozen land of Icebeach and the warm tropics of Katia. Jay has been an amazing part of the group and will be missed dearly. Jay is embarking on their own adventure, and we wish them the best! They will be just in Portland so game nights at the TPK tavern and them coming down for one shots or NPCs in the Baldur's Gate 3 game are more than just on the table. Also in October, I hope to run some special *spooky* games for Jay and those who join, so stay tuned for that. It isn't a goodby but an opportunity to watch Jay go and do what dreams are. Life is the greatest adventure and Jay is on it. Be sure to follow there socials which are, most places, `violet_gaymer` - check it for updates and epic livestreams!

With Jay moving on, we have the opportunity to welcome Kristina and Jofuss to our group, provided the chemistry is right for everyone. Kristina is an excellent role-player, and I've known Jofuss since my early days in the hobby (so over 10 years). Both will be asked to provide their input on these pitches as well!

The next campaigns session 0 is *tentatively* for **Friday August 23rd 2024**. This up to you guys, and will consist of some talking about ideas then some board games. I went a bit heavy with the cave mother and had want to just have a bit of fun with you guys again as a player and not an RPG.

After the short campaign, one of the pitches bellow, we'll return to Katia as I prepare for our BG3 game, unless we decide to jump straight into it (se pitch the third)! I'll gauge how much fun we're having and how much prep I need to do for the BG3 game. I am super excited about the game!

Each of these pitches bellow are journeys filled with challenges, narratives, and hopefully unforgettable moments. Your input is crucial in shaping our epic sagas, so delve into these pitches and let us know which one resonates most with your heroic spirit. Here are some intros for the two that will be joining us!

Kristina Garcia

Hello, I’m Kristina! Hopefully, everyone knows me by now, but just in case, I’m the one who sometimes brings homemade baked goods and has only seen one movie. I’ve participated in various events and game sessions with this wonderful group over the past year, and it’s been a wonderful experience. I’d love to join the future adventures in Hiraeth and continue having fun with everyone!

Joseph Taylor (A.K.A. *Jofuss*)

Salutations, my name is Jofuss or occasionally Joseph, the resident crabby (crazy) old geezer around here. I've been gaming with Jax off and on since he was back in highschool. Anyway, looking forward to meeting those of you I have not yet met. And roleplaying with the lot of you darn youngsters.

Pitch the First

Pirate of the TBD - Shadow of the Doomcoin

Yer Captain be dead. While ye were ashore, fillin' yer bellies and spendin' yer plunder, a Anti-Pirate fleet spotted and attacked the *Onyx Cat*, your pirate ship. She barely escaped their iron grip, her timbers groanin' and her sails tattered, but the Captain met his end in the fiery fray.

We begin at the Captain's simple burial at sea. The crew stands somber, hats in hand, the salty breeze whisperin' its sorrow. The sea, our ever-faithful companion, laps gently at the ship's side as if mournin' with us. The final farewell is spoken, a solemn vow to honor the Captain's memory. But just as the last words fade into the wind—**BOOM!** The ship is under attack! A battle ensues by who or what?



> **Tone**: You will be playing pirates in this adventure which is quintessentially pirate-themed, brimming with swashbuckling action, sea shanties, and treacherous waters and monsters. Think of the roguish charm of Captain Jack Sparrow, the menacing presence of Captain Barbossa, and the eerie dread of Davy Jones. Expect larger-than-life characters, dramatic naval battles, and an undercurrent of dark magic and ancient curses.

> **Lethality**: ????? Death is possible but infrequent and usually avoidable. There is a balance between storytelling and combat. Encounters are more challenging but generally fair. Examples: Characters shouldn't die due to poor decisions or bad luck, but resurrection options are not available, we will use backup charecters.

Pitch the Second

Space - Sealing the Ship

Amidst the glittering void, you toil as humble folk on a lonely asteroid. Life is simple, predictable, until fate decides to cast you into the heart of a cosmic storm.

Two mighty empires, the ruthless Gith and the sinister Mind Flayers, are locked in a brutal war, and your peaceful existence is shattered. Your mission is clear find the artifact that can activate an anti spell jammer defense system. You must journey to the find the artifact.

The task is monumental, the stakes impossibly high. Failure is not an option. Prepare yourselves, brave souls!



Tone: This adventure promises a whimsical and lighthearted space opera. Imagine the quirky and adventurous spirit of “Guardians of the Galaxy” or "Hitchikers Guide to the Galaxy" where humor and heroism go hand in hand. The setting is vibrant, with bizarre alien landscapes and colorful characters. Despite the high stakes, the narrative will maintain a playful tone, filled with witty banter, unexpected allies, and peculiar challenges.

Lethality: ????? Death is possible but infrequent and usually avoidable. There is a balance between storytelling and combat. Encounters are more challenging but generally fair. Examples: Characters shouldn't die due to poor decisions or bad luck, and resurrection options are often available.

Pitch the Third

Katia - Shadow of Zephyrius

Under the crushing weight of darkness, you awaken in a cold, damp cell, the air thick with the stench of decay and mold. Iron bars encase you as you hang over a pit. Distant, tortured screams echo through what sounds like a large room. Your memory is fragmented, shrouded in a fog of confusion. The last thing you remember was enjoying a meal at the Rusty Lute.

As your senses sharpen, you realize you are not alone. In the dim, flickering torchlight, you see fellow prisoners—both familiar companions and unknown allies, each bearing the scars of recent torment. Their faces reflect your own fear and determination.

The architect of your suffering soon reveals himself. He stands before you, eyes blazing with a mix of madness and ambition. His voice, dripping with malice, speaks of twisted experiments and unholy rituals. He promises agony and suffering, his cold words a prelude to the torment that awaits. A large man walks up to him and whispers something. The two depart, talking of an attack, leaving you to ponder your grim fate.

An opportunity for escape presents itself. With quick thinking and unyielding courage, you and your fellow prisoners shatter your bonds and embark on a perilous flight through the complex.

Bursting forth from the dungeon's maw, you emerge into a sprawling chaotic city, not far from Katia. This game will also explore the Beccin Empire's influence over the Last Elven State.



Tone: This story embraces a darker and more intense atmosphere, reminiscent of gothic horror and high-stakes drama. The tone is serious, with an emphasis on survival, rebellion, and uncovering hidden truths - but will be the same as pervious Katia. Characters will face moral dilemmas, experience deep emotional bonds, and confront their darkest fears in a fight for freedom and justice. This game will offer a

lot of side adventures and stuff.

Lelthality: ????? - Death can happen, and the game is can be unforgiving. Encounters are very challenging, and players must be very strategic to survive. Some mistakes can easily lead to character death. Examples: Characters frequently face deadly situations, and resurrection options are available but might be limited in uses or costly or maybe only be usable in certain places or areas or with tools. Know there is divine interventions involved. This isn't Icebeach but slowing down and thinking is a good approach.

Pitch the Fourth

The Secrets of the Cult

In the heart of the occupied region of Astrorusia, amidst vast deserts, dense jungles, and ancient temples lies a story. Your party of seasoned adventurers, each with unique skills and backgrounds, is stationed at a remote outpost. As tensions rise, a series of mysterious disappearances in nearby villages calls you to action. Your mission: *uncover the truth behind these disappearances.*

Start your journey at a bustling military outpost where rumors of dark rituals and hidden treasures run rampant. The party is tasked with investigating a village that has gone eerily silent. Encounter dangerous foes and hidden traps as you explore the village and discover the resurgence of the long-thought-extinct cult. One of your own is captured, leading to a daring rescue mission. Navigate treacherous terrain, ancient ruins, and relentless enemies as you work to free your allies.

Engage in thrilling combat against a fanatical cult and their formidable leader. Solve puzzles and uncover secrets buried in ancient temples.



Tone: This adventure is steeped in mystery and suspense, evoking the intrigue and danger of an Indiana Jones expedition. The atmosphere is one of constant tension and discovery, with a blend of action, puzzle-solving, and exploration. Expect a rich tapestry of ancient lore, hidden secrets, and dark rituals, with a narrative that challenges the mind as well as the sword. The tone is adventurous yet perilous, with every step deeper into the cult's secrets revealing more about the world's ancient and shadowy past.

Lethality: ????? - Death is a real threat and can happen due to bad decisions, poor tactics, or unlucky rolls. Encounters are tough and require strategic thinking. Examples: Characters may die in particularly tough encounters or if they make significant mistakes. Resurrection is possible but may come with consequences.

Link to Form for Voting

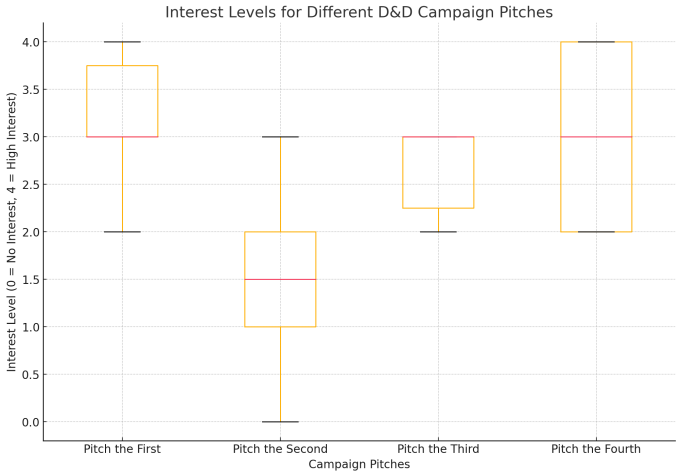
This voting will be disable on Sunday the 11th of August.

If you need more time or do not complete it before then reach out to me.

The Link is now active.

2024-08-13 Pitches Round Two

Alae Adventurers,



Thank you all for your thoughtful feedback on the form I sent out last week! Your insights are invaluable in shaping our next adventure into something truly memorable. Many of you expressed interest in exploring a more dynamic story set a century into the future—a significant shift from our usual pace. Traditionally, time in our world has moved slowly, allowing every choice to resonate over 5 to 10 in-game years - for the BG3 game next year there will be a 20 year jump. Now, we have the opportunity to experience a world undergoing rapid cultural and technological changes.

We've already seen the beginnings of these shifts with the introduction of crystals and magicoal, innovations that will become increasingly prominent as you venture beyond the remote tundra and peaks of Icebeach. These areas remain less developed compared to *Bl?* or the *Athenaeum*, but as your adventures unfold, you'll witness these changes firsthand.

In response to your feedback, I've reimagined some of the pitches to better align with your interests. I have kept 2 from the last rounds of pitches. Each campaign will span roughly 9+ sessions, guiding your characters from 1st to around 5th level. We'll also cover level pacing and some exciting new house rules during Session 0 which should be on *Aug 30th 2024*. I'm thrilled to embark on this journey with you and can't wait to see where these ideas go!

Pitch the First

Cursāriī Thalassiae: Umbra Nummī Fatalis

Pirates of the Thalassia: Shadow of the Doomcoin

Arrr, listen well, ye corsairs! The Captain be dead, died doing what he loved given it to . While ye were ashore, guzzlin' grog and spendin' yer hard-won plunder, the blasted Anti-Pirate fleet caught wind o' the *Onyx Cat*. She barely slipped their iron grasp, her timbers groanin' and her sails torn asunder, but our fearless Captain met his fate in the fiery clash.

We start with a proper sea burial—no grand ceremony, just the cold, unforgivin' ocean takin' what's hers. The crew stands silent, hats in hand, the salt air heavy with loss. But as the last words drift off with the wind—**BOOM!**—cannons roar, and the ship's under attack! Who or what dares to strike the first blow on this dark day?

But there's more than just blood and smoke in the air, mates. As the battle rages and the sea churns beneath ye, a scrap of parchment is found in the Captain's quarters—nothin' less than a piece o' the map to the legendary "*Doomcoin*," a cursed treasure said to bring power to the bold and doom to the greedy.

Now, with the Captain gone, the crew must rally together, navigatin' treacherous waters filled with rival pirates, monstrous sea beasts, and the relentless pursuit of that accursed naval fleet. And don't forget, there's whispers of dark magic, ancient curses, and perhaps a betrayal or two among yer own. It's a dangerous life, but the lure of the Doomcoin's power be too strong to resist.

Expect swashbucklin' fights, raucous sea shanties, and larger-than-life adventures as ye carve yer name into the legend of the seas. Will ye claim the Doomcoin and rise to infamy, or will the ocean claim yer bones?

> **Rivals:** You will have other factions wanting the coin(s) for there own end...

> **Tone:** A rip-roarin' pirate adventure, full of roguish charm, dark curses, and the thrill o' the high seas. Picture yerself shoulder to shoulder with the likes o' Captain Jack Sparrow and the dread Davy Jones, with a hearty dose of humor and camaraderie to boot.

> **Lethality:** ????? Aye, death be possible, but ye'd have to be downright unlucky or foolish to meet it. There's a balance between the thrill of the fight and the tale bein' told. If ye fall, there's always another sea dog waitin' in the wings to take yer place.

Pitch the Second

The Secrets of the Cult of Nut

Deep in the heart of the occupied region of Astrorusia, where vast deserts meet dense jungles and ancient temples rise from the earth like forgotten sentinels, lies a mystery that will test your courage, your wits, and your very will to survive. You and your team are seasoned adventurers, each with unique skills honed through years of perilous quests. Stationed at a remote outpost on the edge of civilization, you've been tasked with a mission that's about to become far more dangerous than anyone could have imagined.

It all starts with a village that's gone silent—eerily, ominously silent. The outpost is buzzing with rumors of dark rituals, hidden treasures, and a shadowy cult that was supposed to have been wiped out centuries ago. Your mission: *find out what happened and stop whatever evil is lurking in the shadows.*

You'll dive headfirst into action as you battle through hostile terrain, from sun-scorched deserts to treacherous jungle paths, where every step could be your last. The ancient ruins you explore are filled with deadly traps and puzzles that guard secrets long forgotten. But time is of the essence—when one of your own is captured by the cult, the stakes skyrocket. It's a race against time to save them and prevent the cult from unleashing an ancient power that could change the world forever.

This is no ordinary rescue mission. You'll engage in high-octane battles against fanatical cultists, navigate crumbling temples that could collapse at any moment, and face down the cult's formidable leader in a showdown

that will push your team to their limits. Every twist and turn reveals new secrets, each more dangerous than the last, as you uncover the cult's hidden agenda and the ancient forces they seek to control.

Tone: This is a pulse-pounding, edge-of-your-seat adventure, channeling the spirit of Indiana Jones, Lara Croft, and The Mummy. Expect nonstop action, heart-pounding suspense, and a narrative that pulls you deeper into a world of ancient secrets and dangerous foes. It's a cinematic thrill ride where every moment counts.

NOTE: This will take place is Astrousia know for its city-states. The name of cult is known to me, but you will have to figure it all out. It is a big mystery but it does have to do with ? ?????? ?????? ????.

Lethality: ????? The stakes are high, and danger is ever-present. Death is a real possibility if you don't think fast and act faster. But with the right mix of brains, brawn, and a little bit of luck, you might just make it out alive—and with a few scars to show for it.

Pitch the Third

A New World

The trading island of Wolgari has grown into a bustling hub under the leadership of Governor Isabel. Recently, a rumor has shaken the island to its core: an uncharted landmass has been seen on the horizon by the scribes of *The Four Corners mapping guild*. In response, the King of Harold-Ford and the Wolgari council have funded a joint venture to explore this new world, and you are among those chosen to lead the charge.

As part of the expedition, your mission is to map out this unknown territory and secure valuable resources before rival factions or nations can claim them. But this is no ordinary exploration — ancient ruins dot the landscape, and strange, otherworldly creatures lurk in the shadows.

Hex Crawl: The campaign will be structured as a hex crawl, with the party controlling an NPC captain who manifests the group's decisions. You'll start with a blank map, gradually filling it in as you explore. The hex crawl will emphasize resource management, survival, and strategic decision-making, with the land's geography and challenges unfolding as you progress.

Rival Expeditions: Other factions are also vying for control of this new world. Their success or failure will impact your mission.

Faction and Gild Goals: Depending on your background you will be given goals. These goals will earn you renown/points with the faction which will give you perks and benefits.

Tone: An epic exploration and discovery adventure with elements of mystery and survival.

> Lethality:????? The dangers are real, but with careful planning and teamwork, you can overcome them. The focus is on discovery and adventure rather than *constant* mortal peril.

Pitch the Fourth

For King and Country

In the kingdom of Harold-Ford, the King's rule is absolute, but the threats to his reign are many. You are part of a special task force, composed of various factions loyal to the crown, charged with protecting the kingdom from all manner of dangers—both internal and external.

Your missions will take you deep into enemy territory, pitting you against monstrous foes, treacherous nobles, and ancient evils that have long lain dormant. Each assignment will test your loyalty, your skill, and your resolve as you work to secure the King's hold on the throne.

But loyalty has its price. As you rise through the ranks, you'll be faced with moral dilemmas that challenge your sense of right and wrong. Will you follow orders, no matter the cost, or will you forge your own path for the good of the kingdom?

> **Mechanics**: Being part of a faction, or factions, you will have the ability to use your power to build up diffrent things like a HQ, grainer, and more.

> **Tone:** A gritty, loyalty-driven campaign with a focus on duty, honor, and the complexities of power. Expect morally ambiguous choices, intense combat, and the weight of responsibility as you serve your king.

> **Lethality:** ????? The threats are real, and failure could mean death—but those who survive will be rewarded with power and prestige, there will be means for your PCs to come back.

Pitch the Fifth

Clearing the Way

The future of transportation in the Gilded Nations lies in the construction of the Lightning Rail, a revolutionary new mode of travel that will connect the Athenaeum to the Last Elven State. But before the first track can be laid, the land must be cleared—a task easier said than done. You have been hired by a powerful consortium to assist in clearing the path for the rail, a job that will require you to navigate political tensions, battle dangerous creatures, and contend with the forces of nature itself.

As you work to clear the land, you'll uncover secrets that some would rather keep buried—ancient magics, forbidden knowledge, and evidence of a long-forgotten war that could reignite if discovered. The job will take you to remote and dangerous locations, testing your mettle and your resolve as you strive to complete the mission.

But not everyone wants the rail to be built. Saboteurs, rival factions, and even members of your own team may have their own agendas, and it will be up to you to navigate these treacherous waters while keeping the project on track.

> **Tone:** A challenging, mission-based campaign with elements of exploration, political intrigue, and industrial revolution. Expect a mix of combat, problem-solving, and diplomacy as you work to clear the way for progress.

> **Lethality:** ????? The dangers are *significant*, but part of the fun will be playing a verity of PCs, in some ways like a comedy. There will be very little story just some stuff to setup the battle of the session all hack and slash! Teamwork and determination, you can overcome them. The focus is on the challenges of progress and the costs of innovation.

The Form is now closed.

2024-08-25 Upcoming Changes and Ideas

Alae, Adventurers!

We've been working on some changes and new ideas that we hope offer some new and interesting ways to be strategic in the world and make the setting more dynamic. Below are some of the upcoming changes and ideas we're considering. As always, your feedback is highly valued, so please share your thoughts!

Upcoming Changes

As we journey deeper into the world we've created, it's important to keep things fresh and aligned with the evolving narrative. Some of these changes are rooted in the story itself, while others are designed to improve gameplay and immersion. Below are the key updates we're implementing, and we hope they will add new layers of excitement and depth to our adventures.

Divination Magic Cost Increase

Before the planar barrier was severed, conjuration magic was didn't work. In universe this was around -30 to +70 BEC. This changed in 2022 when Duffy broke the planar barrier at the tip of the Morena's Fang, allowing conjuration and beings from other planes to walk on the prime material. Now, divination magic is affected. Divination spells' cost will double, at least in terms of spell levels/points. There is some stuff happening across the realm, and someone very powerful is messing with magic.

Calendar System Clarification

Our calendar system already follows a 12-month structure, but we'll be providing clearer comparisons between our in-game months and real-life (IRL) months for easier tracking and immersion. You can read over the clearer calendar chart in detail here.

Week Structure Update

We're transitioning from the Tenday system to a standard 7-day week. This change is designed to streamline gameplay and align more closely with what players are accustomed to IRL. Plus the Wizards love their prime numbers, so it feels like a perfect change. The revised week can be seen here.

Language System Overhaul

The concept of 'Common' as a universal language is being removed. Instead, your character's language will be determined by their background, region, and other in-game factors, adding more depth and diversity to communication. This is still in the works and will be published soon.

Gold Pieces and Currency Variations

Gold pieces will now vary between different realms, reflecting the unique cultures and economies of each region. This change aims to make treasure and trade feel more authentic and engaging. You can read about all the coinage of the realm here.

Potential Game Changes

In addition to the changes above, we're also exploring some new ideas that could further enrich our gameplay experience. These concepts are still in the discussion phase, and we would love to hear your thoughts on them. Your feedback will help shape the direction of these potential changes, ensuring that our world continues to grow in ways that everyone can enjoy.

Idea the First: Multiple Spells Per Turn

Inspired by the dynamic combat system in Baldur's Gate 3 inspired off the D&D 5e (2014) mechanics. These inspired us to allow characters to cast more than one leveled spell per turn. This would give spellcasters more flexibility and power in combat, mirroring the exciting possibilities seen in the game. To keep things balanced, we're also looking at enhancing martial classes by granting them proficiency-based abilities with weapons and extra attacks at higher levels. This change could make combat more dynamic and strategic for all classes.

Idea the Second: To the Point; Spell Points

As our system evolves away from base D&D 5e (2014) and becomes more unique, we're exploring ways to make magic even more special and different. Scott suggested we adopt the Spell Points variant from the D&D 5e DMG (2014). This system would replace spell slots with spell points, offering greater flexibility in how you allocate your magical resources. If you don't have access to D&D Beyond, copies of the system can be found online via other places.

If you have ideas let me know! Together, we can create a world that's even more amazing than we imagined.