

HAG Updates & Announcements

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2024

2024

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

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 goodbye 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 "Hitchhiker's 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 previous 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

Lethality: ????? - 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.

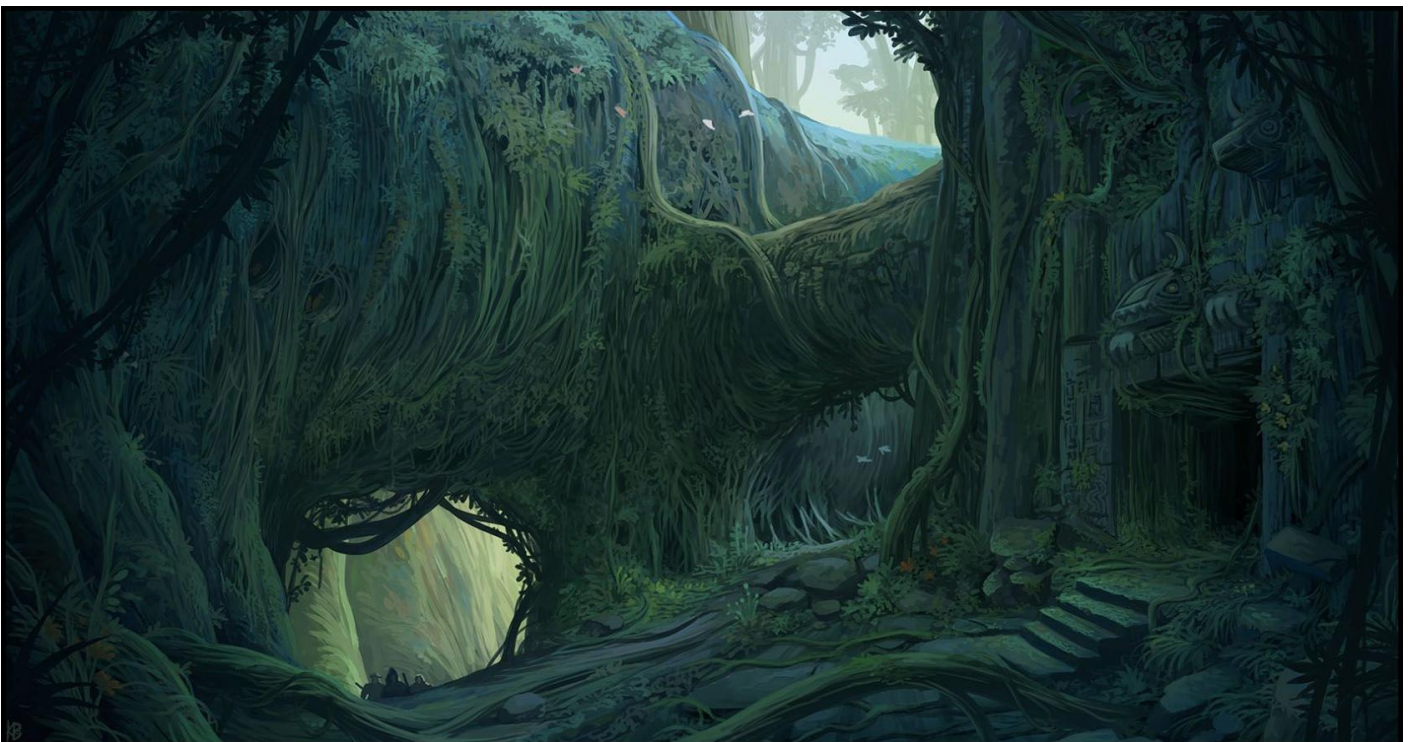
Pitch the Fourth

The Secrets of the Cult

In the heart of the occupied region of Astrorussia, 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 disabled on Sunday the 11th of August.

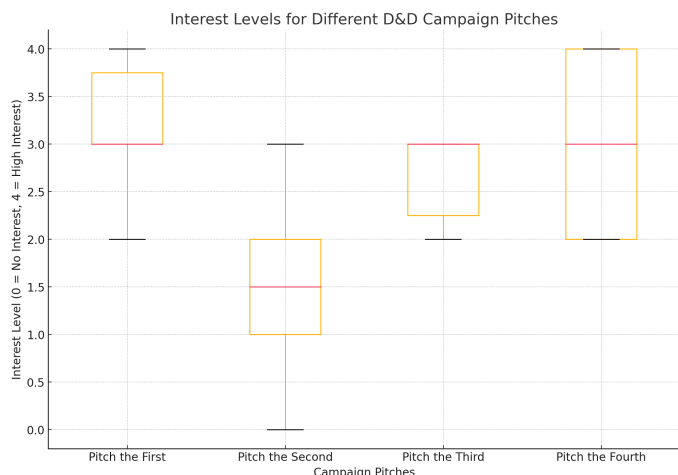
If you need more time or do not complete it before then reach out to me.

The Link is now active.

2024

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 *BI?* 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

Cursārii 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 Astrorussia, 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 in Astrousia known for its city-states. The name of the 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 Guild 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 different 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

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.

2025

2025

2025-05-15 Hiraeth Update - Revised Races, Languages, & Maps Announcement

Alae, adventurers!

We delve deep into the very foundations of character identity, exploring alternative systems for two core elements: Language and Ancestry plus MAPS! The rules presented here are designed to offer greater depth, customization, and connection to the campaign world, moving beyond the standard assumptions to provide a richer fabric for our stories.

For years, the way Dungeons & Dragons handles language and race has served as a functional baseline. "Common" provides easy communication, and racial traits offer distinct mechanical identities. However: what if language was more than just a binary "known" or "unknown"? What if your character's heritage was less about picking a predefined package and more about assembling the specific traits that define your unique vision?

These questions sparked the development of the systems presented in this document. They represent a departure, an experiment aimed at empowering players to build characters and worlds with more intricate detail and personal expression.

Why New Language Rules?

The standard approach often treats language as a simple checkbox. While functional, this can flatten the diverse cultural landscape of a fantasy world. The goal of this new language system is threefold:

1. **Enhance Immersion:** By removing a universal "Common" and tying languages more closely to origin and culture, the world feels larger, more diverse, and more realistic. Communication becomes a tangible challenge and a rewarding aspect of exploration and social interaction.
2. **Introduce Nuance:** Fluency levels allow for degrees of understanding, creating opportunities for miscommunication, reliance on translators, or the satisfaction of gradually mastering a new tongue. It reflects the real-world experience of language learning.
3. **Provide Meaningful Choices:** Language selection becomes a more significant part of character background and development. Learning new languages offers a concrete and valuable downtime activity, representing a character's growth and interaction with the world.

Representing a character's growth and interaction with the world. Explore the full details of the proposed language system, including fluency levels and learning mechanics, here: [Hiraeth Experimental Rules - Revised Language](#)

Why a New Ancestry System?

The concept of "race" in D&D provides iconic archetypes, but the standard model can sometimes feel restrictive. Players often envision characters that blend traits or defy typical expectations. Inspired by conversations with Zavi about their exploration into the Pathfinder race system, and its shortcomings, we decided to pull inspiration from DC 20 leading us to the pitch we have now. This Ancestry system aims to:

1. **Maximize Customization:** By using a point-buy system (Ancestry Points) to select specific Ancestry Traits, you gain granular control over your character's inherent abilities. You can mix and match traits from one or two chosen Ancestries to precisely match your concept.
2. **Support Mixed Heritages:** The system inherently supports characters with parents from different backgrounds, allowing players to mechanically represent that blend without being locked into predefined templates.
3. **Offer Scalable Complexity:** Default Trait packages provide a quick-start option for players who prefer the traditional approach, while the Expanded Traits offer a deep pool of options for those who love to tinker and customize.

Those who love to tinker and customize. You can find the complete Ancestry Point system, trait lists, and examples here: [Hiraeth Experimental Rules - Revised Races](#)

A Note on Implementation in Ongoing Campaigns

These systems represent fundamental shifts in character creation and interaction. Introducing them into an established campaign should be approached with care. **We will only implement them if the desire is player-driven and receives unanimous consent from the group.** We are presently testing some of these new mechanics with the Wednesday group - they have been helpful.

Explore Hiraeth: New Interactive Maps!

Beyond the rule explorations, I'm incredibly excited to share another new tool I have designed to enhance our adventures: **a brand-new interactive map website!**

I've poured a lot of effort into this, and I'm genuinely proud of how the first map – **Icebeach** – has turned out. My hope is that this becomes a valuable resource for visualizing the world and accessing information quickly.

Here's a glimpse of what the new map site offers:

- **Navigate Multiple Maps:** Easily switch between different maps of Hiraeth using the sidebar.
- **Toggle Dark/Light Mode:** View the map comfortably day or night with a theme toggle.
- **Clickable Points of Interest (POIs):** Hover over or click markers on the map to get descriptions and details about specific locations right there.
- **Achieve:** See some of the "Dev Maps" I have used over the years dating almost a decade back!
- **Wiki Integration:** Many POIs link directly to their corresponding Wiki pages for deeper lore dives!
- **Region Overlays:** See political or terrain regions visually represented on the map.
- **Filter Your View:** Show or hide Points of Interest and Regions based on their type using the filter panel.
- **Search Locations:** Quickly find specific points by name using the search bar.
- **Measure Distances:** Use the handy measurement tool to calculate distances between points, including estimated travel times.
- **Toggle Layers:** Easily hide or show all markers and region overlays with a single button.

- **Ambient Sounds:** Immerse yourself with background audio that changes with the theme (and includes a mute button!).

This is just the beginning, and I can't wait to add more maps from across Hiraeth as our adventures continue. Not all points have wiki links and not all places have been added to the map. Maps are being constantly updated. During times of downtime the content map is being worked on. Right now the main focus in our Curse of the Bloodwrite (our rendition of Curse of Strahd). Players for that mostly unexplored map can be seen [here...](#)

Please take a moment to check it out and let me know what you think:

- Explore the Map Site [Here](#)

I'm eager to hear your first impressions!

<https://maps.hiraeth.wiki/?embed=true#IceBeach-s=c>

Your browser does not support iframes. Please visit <https://maps.hiraeth.wiki/> for the whole map.

Playtesting and Feedback

These systems are presented for playtesting and feedback. We encourage you to try them out. Consider how they impact social encounters, exploration, character creation, and downtime. Does the language system create interesting scenarios? Does the ancestry system allow for character concepts you couldn't easily build before? Is the Ancestry Point system balanced?

As always, your feedback is invaluable. We look forward to hearing about your experiences with these new foundations for character identity!

Please share your thoughts and playtest experiences in the channel on Discord ([here](#)) or reply to this post with your feedback.

Other Small Updates

The Wiki software we use is called BookStack and we have updated to version v25.02.2 which gives us access to a new WYSIWYG (**W**hat **Y**ou **S**ee **I**s **W**hat **Y**ou **G**et) editor allowing for better editing. BookStack is managed by a great developer and we are excited to see what other features come down the line. We are also testing out a new campaign system for managing meta level session notes, check out one of the current [Curse of the Bloodwrite](#), the campaign inspired by the classic D&D campaign - **Curse of Struahd**. Upcoming limited series inspired by coming of age in an adventuring Camp in Icebeach.

2025

Test of Stats

2026

2026-04-01 - The Quarter of Spells, Map Updates, & Calendars

Intro

Calendar

The world of Hiraeth has been around for more than a decade, as I grow and gain better skills in the world change and grow with me. Sometimes things I wrote in a math classroom when I should have been working on schoolwork in May 13 years ago is one of them. The calendar is one of the many things that have changed over the years, and I hope for the better. This is a small change but I think will have a good impact on play at the table. Renaming the days of the week and months to be less alien and forced, the goal is to make days and months titles feel more special and also have some holidays be.

operates on a mathematically perfect 360-day solar year. Every day represents exactly one degree of planetary rotation around the sun.

For the common folk, scholars, and adventurers, the calendar is a blend of ancient divine reverence and practical, everyday terminology.

Days of the Week

A standard week in Hiraeth now consists of a 10-day cycle, commonly referred to as a "tenday." While scholars and the devout use the ancient divine names, commoners use simplified, modern terms that closely mirror the real world. The weekend consists of the final two days, dedicated to hearth, home, and sunlight.

Day #	Ancient Name	Common Name	Origin / Meaning
1	Pythda	Lyday	Named for Pythia, Goddess of Life. The start of the work week.
2	Loronda	Moonday	Named for Loron, Goddess of the Moon. A day transitioning out of the weekend's rest.
3	Minda	Minday	Named for Minos, God of Time.
4	Voida	Wanesday	Named for Voidos, God of Space (the waning void).
5	Giada	Earthday	Named for Gia, Guardian of the Land. The peak of the agricultural workweek.
6	Matda	Forgeday	Named for Matrix, the Anvil of Destiny. A day of heavy labor, crafting, and industry.
7	Ethearda	Starday	Named for Etherea, Goddess of the Stars.

Day #	Ancient Name	Common Name	Origin / Meaning
8	Nyda	Freeday	Named for Nyx, Goddess of Night. The final workday.
9	Hestda	Hearthday	Named for Hesta, Goddess of the Hearth. A day of rest and family.
10	Bethda	Sunday	Named for Bethtox, God of the Sun. A day of celebration and worship.

The Calendar Year: Seasons and Months

The calendar is built around a 364-day year. This is divided into exactly **360 standard days** (organized into 12 months) and **4 Quarter Days** that mark the shifting of the seasons.

Together, solstices and equinoxes are traditionally known as Quarter Days. To fit the 360-degree rotation and these 4 Quarter Days, each season operates on an identical 91-day structure:

- It begins with **1 Day Outside a Month** (the seasonal Quarter Day).
- It is followed by **two 30-day months** (exactly three tendays each).
- It concludes with **one 29-day month**.

Months vs. Zodiacs

It is important to note that **the calendar months are not the Zodiacs**. The months are simply the periods of time used to track the year.

The Zodiacs (often referred to in different cultures as "The Sky Signs" or "The Ascendants") are the dominant celestial constellations that happen to be visible in the night sky during those specific months. For example, a person born in the month of *Novnus* is born under the *Zodiac of The Matrix*, but the month itself is distinct from the stars overhead. Zodiacs are a possible mechanic in PC creation we are still expirementing with.

Winter (The Stillness)

Quarter Day (Day Outside a Month): The Nadir

Month #	Ancient Name	Common Name	Days	Dominant Zodiac
1	Novnus	Deepwinter	30	The Matrix (The Hero)
2	Ulticero	Dawning	30	The Son (The Prince)
3	Concis	The Thaw	29	The Phoenix

Spring (The Growth)

Quarter Day (Day Outside a Month): The Vernal Awakening

Month #	Ancient Name	Common Name	Days	Dominant Zodiac
4	Rifis	Springtide	30	The Frog

Month #	Ancient Name	Common Name	Days	Dominant Zodiac
5	Inder	Monsoon	30	The Hammer
6	Gradum	Greengrass	29	The Leaf

Summer (The Heat)

Quarter Day (Day Outside a Month): The Zenith

Month #	Ancient Name	Common Name	Days	Dominant Zodiac
7	Tristis	Highsun	30	The Horse
8	Mutare	The Turn	30	The Ship
9	The Watcher	The Harvest	29	The Iris

Fall (The Fading)

Quarter Day (Day Outside a Month): The Autumnal Balance

Month #	Ancient Name	Common Name	Days	Dominant Zodiac
10	Umbra	Leaf-fall	30	The Cart
11	Galious	First Frost	30	The Snow Wolf
12	Nocturum	Year's End	29	The Knights

Map Changes

The Map has undergone some massive changes over the last year. New countries added, coastlines refined, and the map fleshed out. You can see the changes [here](#).

Harold Ford is an island now?

RoseWin's coast is more sweeping and mashy.

New Level Up Word

In order to build out the rites of our D&D group I put forward an anitive to come up with what we say and so dor level up Scott choose the word "**Bojangles**" and Wicke choose the sound from Final Fantasy.

The BIBLE 2.0!

What started off as a collection of google docs moved to a Obsidan folder syned via git has balloned to include charecter options, out dated world lore, and so much more. It is time for a soft reset. This might mean I ask for

more info sometimes or help filling in some details.

I plan for this not be a shadow wiki but more of a more advanced stretchpad without the granulare details.

New Game Style Done

Some of you know that I have been engaging with a 1:1 diplomacy style game where you were a head of state. Surprise, that was actually a group game! The other states were played by other players. I thought it would be in good fun and some of you in my Friday game have already seen these conflicts really cause a trickling effect.

Spells Added

Bello in the drop down is a list of all the new spells added, their levels, school, people that can use them and a short discription.

2026-07-01 - Spell Search, and the Mid-Summer Wiki Refresh

The Hiraeth wiki has a lot more to work with this summer. The biggest update is the spell library: the *Athenaeum Aetherius* now has **1,842 spell pages** live across cantrips and 1st-9th level magic, backed by a standalone spell-search tool, broader tags, and a few rounds of cleanup. If you have not checked the spell tools in a while, start here:

- [Spell Search](#)
- [Athenaeum Aetherius spell book](#)

Spell Library Snapshot

The current spell-book snapshot includes:

- **169** cantrips
- **234** 1st-level spells
- **342** 2nd-level spells
- **301** 3rd-level spells
- **240** 4th-level spells
- **188** 5th-level spells
- **130** 6th-level spells
- **99** 7th-level spells
- **70** 8th-level spells
- **69** 9th-level spells

Most of that work landed in June, with **1,214 documented spell-page creates**, **219 existing spell pages confirmed instead of duplicated**, **85 existing-page content refreshes**, **151 metadata/tag fixes**, and **66 legacy duplicate pages removed**.

Spell Search Is Now A Front Door

The point of adding this much spell content is not just to make the wiki bigger. It should be faster to answer table questions like:

- What can I cast with a bonus action?
- Which spells deal fire, force, radiant, or psychic damage?
- Which options are concentration, ritual, teleportation, summoning, or resurrection spells?
- What can a class list actually access at a specific level?
- Which spells force a Dexterity, Wisdom, Constitution, or Intelligence save?

The new search work supports normal text searches plus structured filters for spell level, school, class/list, source, role, damage type, condition, save, attack, action, duration, range, area, component, and mechanic tags.

Tags and Table Review

The June tagging pass covered the full spell book. These tags are meant to make spells easier to find by use at the table: damage, healing, control, movement, protection, teleportation, summoning, upcasting, costly components, concentration, and similar practical buckets.

There is also a new cantrip review to help with table safety. The audit reviewed **169 cantrips** and sorted them into:

- **74** official or partner baseline cantrips
- **37** likely-fine cantrips
- **40** watch/review cantrips
- **18** potentially too-strong cantrips

That is not an automatic ban list. It is a review tool, we are slowly working on reviewing these potentially too-strong cantrips - shockingly they mostly come from Kobold Press books which I felt historically their content was fairly balanced.

A Recent Timeline

The wiki existed well before this update window, but I wanted to make announcements like more regular and in late 2025 is a useful marker for the current wave of work. *Rebels of Eschatia* setup started around November and December. Since then, the spell library and campaign-reference tools have grown quickly.

- **November-December:** useful recap marker for Rebels setup and pre-game material. The wiki itself predates this.
- **January:** early 2026 page work, spell/chapter cleanup, and the start of the active Rebels session archive.
- **February:** 33 documented local spell-page creates, plus more early Rebels session summaries.
- **March-April:** continued setting, lore, cantrip, and spell-reference work.
- **May:** more campaign-summary cleanup, including the Jade Creek and Blight stretch.
- **June:** the major spell-library sprint, high-level spell verification, duplicate cleanup, tag verification, and spell-search work.

Campaign Catch-Up

For Rebels of Eschatia players, the session archive is also easier to use now. The exported archive currently runs from **s01: The Silence of the Thorn** on January 16 through **s15: The Soul-Pull in the Deep** on June 20.

Start with the full arc index, or jump into the most recent Underdark sessions:

- [Rebels of Eschatia - Arc One](#)
- [s13: The Unfiled Witness](#)
- [s14: The Mirror-Salt Road](#)

- [s15: The Soul-Pull in the Deep](#)

The story links now give players a faster way to catch up on Aelion Thorne's execution, Eleni's rescue, the flight from Stomion, the Silver Branch Circus rescue, the Cat and Hound, Cato's Oathblade trouble, Jade Creek and The Static, the corrupted mine, the myconid refuge, Thara, Selen Von, and the turn toward the Ossuarian dig.

Other Useful Links

- [Interactive Hiraeth map](#)
- [Main wiki](#)
- [Spell Search](#)

If you have been away from the wiki for a bit, the best way back in is simple: try the spell search, skim the recent Rebels summaries if you need campaign context, and use the map when locations start stacking up. The recent work is about making the wiki easier to use during play, not just larger.

2026

HAG launches Watch site & continued cleanup

Aug. 4, 2026

Recordings will move to watch.hiraeth.wiki as spells, subclasses and other resources receive setting-focused updates.

The Hiraeth Adventuring Guild is moving its video and audio recordings from a third-party hosting service to its own PeerTube instance at watch.hiraeth.wiki.

PeerTube is an open-source video platform. Operating our own instance gives HAG greater control over how campaign recordings are organized, presented and preserved.

The main *Rebels of Eschatia* recording archive is now available on the new instance. A small number of remaining recording fragments will be recovered and added as they become available. New campaign recordings will be added to PeerTube moving forward.

The previous host will remain available, but new recordings will not be stored there long term.

Recording access and privacy

Recordings are available only to people with accounts on the HAG PeerTube instance. The instance is not federated, meaning its recordings are not shared with or distributed through other PeerTube servers.

Players can request an account through their private One-on-One Discord channel.

The PeerTube player provides an audio-only playback option for listeners who do not need video. Captions and chapter markers will be added as our recording and publication process develops.



REBELS OF

ESCHATIA

BUREAUCRATIC FANTASY NOIR • A HIRAETH ACTUAL PLAY



VIDEO CHANNEL

Rebels of Eschatia

@rebels.of.eschatia

No subscribers • 13 videos

Manage channel

Videos

Playlists

+ Recently added

Trending

Sensitive content: hidden

More filters

Sort by:

Recently Added



Session 13 - The Unfiled Witness

6 hours ago • 0 views



Session 03 - Flight by Yellow Caron

13 hours ago • 0 views



Session 06 - The Black Rose and the Slow Eagle

13 hours ago • 0 views



Session 07 - The Scion and the Sword

14 hours ago • 0 views



Session 10 - The Blight of Jade Creek

14 hours ago • 0 views



Session 09 - The Roots of Confusion

14 hours ago • 0 views



Session 08 - The Famine Forecast

14 hours ago • 0 views



Rebels of Eschatia - Session Seven ? LOST?

15 hours ago • 0 views



Session 05 - The Commissar and the Clowns

15 hours ago • 0 views



Session 04 - A Vow, a Cow, and a Circus Show

16 hours ago • 0 views



Session 02 - The Rescue of Eleni

23 hours ago • 1 view



Session 01 - The Silence of the Thorn

1 day ago • 2 views

Bringing spell lore home to Hiraeth

We are also preparing a naming and flavor-text review of the [Athenaeum Aetherius: Compendium of Arcane Grimoires](#).

The review identified 93 entries containing names or descriptions inherited from settings outside Hiraeth, more might be out there. These include character names associated with Greyhawk and the Forgotten Realms, places from Eberron, references to other D&D worlds and creatures from the Cthulhu Mythos.

The proposed changes would give those spells descriptive or Hiraeth-specific identities. The full proposal appears below.

These changes are not final. The proposed spell names are being shared for player review and have not yet been published. This is a lore and presentation project; spell mechanics are not expected to change.

Proposed spell-title changes

Full List Here	
Names inherited from other D&D settings	
Current title	Proposed title
Abi-Dalzim's Horrid Wilting	Wrog's Horrid Wilting
Aganazzar's Scorcher	Flamore's Scorcher
Alustriel's Mooncloak	Simetra's Mooncloak
Ashardalon's Stride	Burning Stride
Bigby's Hand	Arcana's Hand
Drawmij's Instant Summons	Guin's Instant Summons
Elminster's Effulgent Spheres	Bethtox's Effulgent Spheres
Evard's Black Tentacles	Narfars' Black Tentacles
Fizban's Platinum Shield	Dragonward Shield
Galder's Speedy Courier	Origin's Speedy Courier
Galder's Tower	Flamore's Field Tower
Holy Star of Mystra	Holy Star of Arcana
Hunger of Hadar	Hunger of the Dark Between

Jallarzi's Storm of Radiance	Bethtox's Storm of Radiance
Jaran's Prismatic Blade	Arcana's Prismatic Blade
Leomund's Secret Chest	Logos' Secret Chest
Leomund's Tiny Hut	Hesta's Tiny Hearth
Maximilian's Earthen Grasp	Pythia's Earthen Grasp
Melf's Acid Arrow	Flamore's Acid Arrow
Melf's Minute Meteors	Bethtox's Minute Suns
Mordenkainen's Faithful Hound	Hesta's Faithful Hound
Mordenkainen's Magnificent Mansion	Hesta's Hearth-Hall
Mordenkainen's Private Sanctum	Hesta's Private Sanctum
Mordenkainen's Sword	Arcana's Sword
Nathair's Mischief	Circe's Mischief
Nystul's Magic Aura	Circe's False Aura
Otiluke's Freezing Sphere	Morana's Freezing Sphere
Otiluke's Resilient Sphere	Guin's Resilient Sphere
Otto's Irresistible Dance	Irresistible Festival Dance
Rary's Mnemonic Enhancer	Zabyl's Mnemonic Enhancer
Rary's Superior Spell Enhancer	Arcana's Superior Spell Enhancer
Rary's Telepathic Bond	Zabyl's Telepathic Bond
Raulothim's Psychic Lance	Eve's Psychic Lance
Simbul's Synostodweomer	Arcana's Blood Renewal
Snilloc's Snowball Swarm	Morana's Snowball Swarm
Songal's Elemental Suffusion	Dragonblood Suffusion
Tasha's Bubbling Cauldron	Eve's Bubbling Cauldron
Tasha's Mind Whip	Eve's Mind Whip
Tasha's Otherworldly Guise	Circe's Otherworldly Guise
Tenser's Transformation	Arcana's Battle Transformation
Yolande's Regal Presence	Sovereign Presence

Third-party and mythological names

Current title	Proposed title
Althea's Travel Tent	Hesta's Travel Tent
Avronin's Astral Assembly	Logos' Astral Assembly
Carmello-Volta's Irksome Preserves	Irksome Preserves
Densini's Radiance	Bethtox's Radiance
Gordolay's Pleasant Aroma	Distracting Aroma
Hedren's Birds of Clay	Claybird Guard
Hirvsth's Call	The Running Herd
Hod's Gift	Logos' Second Sight
Jim's Glowing Coin	Glowing Coin
Kareef's Entreaty	Last Entreaty
Leiloch's Irritating Kazoo	Irritating Kazoo
Shamal's Grasp	Grasping Wind
Sir Mittinz's Move Curse	Transfer Curse
Weiler's Ward	Faerie Ward
Boreas's Breath	Morana's Breath
Curse of Boreas	Morana's Curse
Jotun's Jest	Giant's Jest
Khamsin's Chariot	Desert Wind Chariot
Loki's Gift	Simetra's Gift
Mammon's Due	Evelesco's Due
Molech's Blessing	Evelesco's Blessing
Nidhogg's Blessing	Wrog's Serpent Blessing
Perun's Doom	Nut's Doom
Shadow of Moil	Shadow of Narfars
Sign of Koth	Sign of the Dark Between
Stigmata of the Red Goddess	Stigmata of Evelesco
Wotan's Rede	Logos' Rede

Eberron references

Current title	Proposed title
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Aundair's Silent Sanctum	Delphic Silent Sanctum
Devourer's Teeth	Wrog's Teeth
Fury's Chorus	Thala's Chorus
Keeper's Vault	Logos' Unredacted Vault
Mockery's Snare	Evelesco's Snare
Shadow's Echo	Simetra's Echo
Traveler's Enigma	Origin's Enigma

Cthulhu Mythos references

Current title	Proposed title
Avatar of Cthulhu	Avatar of the Drowned Star
Avatar of Nyarlathotep	Avatar of Waymaker
Avatar of Shub-Niggurath	Avatar of Wrog
Avatar of Yog-Sothoth	Avatar of Voids
Black Goat's Blessing	Blessing of the Blighted Wild
Curse of Yig	Serpent's Curse
Emanation of Yoth	Emanation of Narfars
Ghast of Leng	Narfars Ghast
Hound of Tindalos	Chronal Hound
Hunger of Leng	Hunger of Narfars
Yellow Sign	Sign of Narfars
Sigil in Yellow	Narfars' Binding Sigil

Proposed flavor-text revisions

The following spells would retain their current titles, but references to outside settings in their descriptions would be replaced:

- **[Blade of Disaster](#)**: Remove its reference to Faerûn.
- **[Dream of the Blue Veil](#)**: Replace Oerth, Toril, Krynn and Eberron with “another mortal world known to the caster.”
- **[Plane Shift](#)**: Replace the City of Brass and Dispater with Hiraeth-compatible planar examples.
- **[Semblance of Dread](#)**: Replace Nyarlathotep with imagery associated with Waymaker or Narfars.

- **[Summon Avatar](#)**: Replace its four Cthulhu Mythos avatars with the proposed Hiraeth versions.
- **[Wish](#)**: Replace Sigil and the Lady of Pain with a limit grounded in Hiraeth’s cosmology.

Names such as Hecate, Nyx, Morana, Bethtox, Guin, Hypatia, Winrich and Gaer are not included in this cleanup because they already have established places in Hiraeth’s lore.

Spell levels, casting times, ranges, damage, saving throws and other mechanics are not expected to change as part of this pass.

The proposed names remain under review. Players will have an opportunity to share their thoughts before any changes are published.

Subclass titles updated

Several subclass titles have already been revised to remove setting-specific terminology or distinguish options that previously shared a title.

Previous title	Current title
Purple Dragon Knight	Banneret
Watcher on the Wall	Frontier Watcher
Way of the Cobalt Soul	Way of the Inquiring Hand
Smuggler — vehicle-focused subclass	Arcane Smuggler
Oath of the Magistrati	Oath of the Sacred Ars

The separate, non-vehicle **Smuggler** subclass retains the title **Smuggler**.

These are catalog and lore changes. The subclasses’ game mechanics remain unchanged.

The Banneret page also received new Hiraeth-focused lore. “Banneret” is a catalog term rather than a universal title within the setting. Depending on their culture and position, someone filling that role might instead be called a knight-captain, standard-bearer, marshal, proxy, envoy or another appropriate title.

Other recent updates

The past two months have also brought several additions to HAG’s player resources:

- The spell library now provides searchable access to 1,842 spells through the [Spell Search page](#). The library also received improved tags and a completed first-pass cantrip review.
- Two creature-reference appendices now provide 115 familiar and summoned-creature stat blocks. Links have been added to 55 spells that use those creatures.
- The [HAG Ancestry System v4](#) is available for playtesting, with expanded ancestry, lineage and regional heritage options. It is not complete, and we are looking for feedback on its overall shape and approach.
- The *Rebels of Eschatia* archive now includes sessions through Session 19, “Silver in the Drain.”

- The interactive Hiraeth map received additional artwork and location updates, including refreshed artwork for Astrousia.

These projects share a common goal: making HAG's resources easier to find, easier to understand and more firmly grounded in Hiraeth.

Share your thoughts

Players are invited to review the proposed spell names and tell us:

- Which replacements feel right?
- Which names need more work?
- Which spells would benefit from descriptive titles instead of connections to Hiraeth figures?
- Are any familiar names worth retaining as table shorthand?

General feedback can be replied to in the comments of this post. Players may also share feedback privately through their One-on-One Discord channel.

PeerTube account requests should be made through your One-on-One channel.

Visit the [Hiraeth wiki](#), explore the [spell search](#) or watch campaign recordings at [watch.hiraeth.wiki](#).