

4 - Heritages

Regional peoples, communities, and ways of life, separated from both inherited lineage and profession.

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4.1 - Choosing a Heritage

Heritage describes the regional people and way of life that taught your character how ordinary life works. It includes language, manners, food, public memory, assumptions about privacy and hospitality, familiar architecture, shared survival systems, celebrations, and the disagreements through which a community understands itself.

Heritage is neither inherited biology nor profession. A child of any Ancestry and Lineage can belong fully to a Heritage when raised within it. Two neighbors can share a Heritage while one has the Noble background and the other is a Sailor, Farmer, Criminal, Scholar, or Soldier.

Build Your Heritage

1. **Choose a Heritage Profile.** This names the regional people, city, district, route, diaspora, or local way of life that most shaped you.
2. **Name Your Community.** Choose a household, neighborhood, settlement, camp, ship, valley, island, migrant route, or diaspora inside that profile.
3. **Choose One Language or Dialect.** Select a language listed by the profile or another language justified by the household with GM approval. Hiraeth has no assumed universal Common language.
4. **Choose Two Heritage Expressions.** Select two suggested by the profile, or choose any expression from the catalog and write one sentence explaining how your specific community taught it. They grant narrow familiarity, not proficiencies or bonuses.
5. **Choose Three Touchstones.** Name three of the following: a food, garment, tool, song, proverb, holiday, public place, courtesy, taboo, children's game, mourning practice, or ordinary ritual.
6. **Choose One Tension.** Explain where your character agrees, disagrees, or feels caught between values named by the profile.
7. **Choose a Background Separately.** Use the campaign's normal D&D background system to answer what your character did before adventuring.

What Heritage Grants

- One listed language or dialect.
- Two listed Heritage Expressions.
- Story positioning and ordinary social fluency in the setting.

Heritage never grants ability-score increases, attacks, saving-throw bonuses, spells, skill or tool proficiency, equipment, rank, legal authority, secret lore, or class features.

Belonging Is Not Blood

A Dwarf raised among Casgate Domefolk is Domefolk. A Human adopted by Thrawbreak Terracefolk is Terracefolk. An Elf raised aboard a Shiverwallow fleet may be Fleetfolk even if strangers expect an elven

homeland elsewhere. Ancestry can affect how others treat a person, but it never blocks cultural belonging.

A Profile Is Not a Personality

Every Heritage entry describes learned defaults, public debates, and recognizable practices—not compulsory behavior. Use its tensions and character questions to create an individual who may love, reject, reinterpret, misunderstand, or return to parts of home.

Lore Status

- **Published Anchor:** supported by a live player-facing source.
- **Campaign Working:** supported by active campaign material but still open to revision.
- **Legacy Anchor or Seed:** preserved from earlier Hiraeth material without declaring every old detail current canon.
- **Restricted:** requires GM collaboration because public sources deliberately leave essential information unknown.

Status measures source certainty, not whether a character concept is valuable.

4.2 - Hiraeth Themes and Heritage

Hiraeth is a world made by settlement, catastrophe, trade, memory, divine aftermath, public works, migration, and player action. Heritage profiles should make those forces feel ordinary enough to live inside.

Survival Is Collective

Cold, sea, desert, height, ruins, magical weather, and distance are not overcome by a single hardy person. Communities maintain roads, signals, gates, wells, heat, boats, archives, food stores, and obligations. A Heritage should ask who performs that work, who benefits from it, who is excluded, and what happens when someone refuses.

Institutions Are Uneven

An institution may provide food, law, medicine, roads, education, ships, magical safety, or employment while also concentrating power. People can depend on an institution they criticize. Companies, faiths, armies, councils, and schools may shape a place, but membership in one belongs to Background or campaign history—not the Heritage rules.

Memory Is Contested

Dead gods still shape magic. Old houses retain claims. Ruins become infrastructure. Nations and cities carry several names. Public histories disagree with household memory. A useful Heritage asks who preserves the record, who benefits from that version, and what a family refuses to forget.

Prosperity Has a Material Shape

Wealth is not only coin. It is warmth during winter, distance from dangerous work, clean water, safe housing, legal recognition, mobility, literacy, imported fruit, time for ceremony, and the ability to leave. Profiles should show how class and status alter life without making class itself the Heritage.

A Region Contains Several Peoples

Icebeach is not one culture; neither are Rockdrift, the Athenaeum, the Gilded Nations, Beccin, Eschatia, the Thalassia, or any other broad political label. A national or regional profile can be useful, but explored places should also have local Heritages at the grain of towns, districts, islands, valleys, routes, and diasporas.

Stereotypes Are Incomplete

Every profile names internal tensions and outsider stereotypes so they cannot masquerade as objective truth. “Domefolk are soft,” “Wayfarers are rootless,” or “Eschatians are endlessly patient” may be things people say; the profile must show what such shorthand misses.

Faith Is Personal and Local

The same god can bear different titles and emphases across regions. Holidays may be widely shared but locally practiced. Heritage can describe how sacred life appears in public without assigning the character a religion. Belief, doubt, clergy, temple membership, and piety remain character choices.

Player Authorship Matters

Hiraeth is continuously shaped by its players. A profile should leave room for a character to add a household saying, district custom, family recipe, small festival practice, or political disagreement without rewriting an entire nation. The best question for every Heritage is:

“ What does this community do together that a lone person cannot do, and what does belonging to that system cost?

4.3 - Heritage Expression Catalog

A Heritage Expression is a narrow piece of learned social or regional fluency. Choose **two** expressions. Each profile suggests especially common choices, but you may take any catalog expression that fits your specific household or community and explain the connection in one sentence. Together they show which parts of a broad Heritage most strongly shaped your character.

Expressions provide reliable access to ordinary, public knowledge when the relevant signs are present. They do not grant a skill or tool proficiency, numerical bonus, secret information, professional authority, free equipment, guaranteed loyalty, or membership in a company, religion, or faction.

If two expressions overlap in a scene, they supply two ways to understand the same situation; they do not stack into advantage or an automatic success.

Home, Body, and Relationships

Childhood Games

Know the rules, counting forms, teasing boundaries, and expected responses of common children's games from your heritage, and use one to make an ordinary social connection where those games are remembered.

Courtship and Partnership

Recognize ordinary public signs of courtship, partnership, separation, and household formation in your heritage. This never reveals a person's private intentions and never overrides consent.

Dress and Adornment

Identify the ordinary social context of garments, hairstyles, dyes, repairs, jewelry, veils, tattoos, or body decoration used openly by your heritage, without assuming rank from an unfamiliar individual.

Foodways

Recognize common ingredients, preservation methods, meal order, guest portions, and table courtesies from your heritage. You can prepare one ordinary household dish when ingredients and a normal kitchen are available, but gain no tool proficiency.

Household Economy

Recognize which visible goods, favors, chores, ledgers, or stores an ordinary household from your heritage treats as shared, private, gifted, borrowed, or held for a season.

Kinship and Naming

Recognize common forms of address, household names, lineage references, chosen names, childhood names, and kinship terms used publicly by your heritage. This does not reveal secret parentage or legal identity.

Medicinal Customs

Recognize common nonmagical comfort measures, convalescent foods, household cautions, and the ordinary person or public place approached for care in your heritage. This grants no medical proficiency and cannot diagnose a hidden condition.

Work Rhythms

Recognize the ordinary start, pause, meal, handoff, warning, and end-of-day signals used across several kinds of communal work in your heritage. This grants no occupational proficiency.

Land, Weather, and Shared Survival

Agricultural Calendar

When observable local conditions exist, identify the ordinary planting, grazing, harvest, storage, or fallow concern that would currently occupy households from your heritage. This is familiarity, not professional farming skill.

Boundary Signs

You recognize common public warnings, boundary markers, memorial signs, quarantine marks, and claims of ordinary ownership used by your community.

Built Environment

Recognize the ordinary purpose of a public room, threshold, courtyard, wall, roofline, ventilation feature, or settlement layout characteristic of your heritage.

Local Geography

Within your heritage's home region, identify the ordinary significance of a visible landmark, waterway, road class, district boundary, or terrain feature and where a resident would normally ask for more precise directions.

Public Works

Recognize the ordinary maintenance signs, contribution customs, warning marks, and responsible public body associated with roads, wells, docks, heat, drainage, walls, signals, or other shared infrastructure in your heritage.

Seasoncraft

When observable local signs exist, identify the next ordinary agricultural, fishing, migration, storm, or storage task your community would prepare for.

Technical Maintenance

After 10 minutes with a mundane device, structure, or work system familiar to your Heritage, identify its intended user, obvious maintenance need, and whether it has been improvised.

Water and Ice Safety

Recognize ordinary public signs of unsafe current, unstable ice, changing tide, cold-water exposure, or a locally maintained rescue point when those signs are visible.

Weatherwise

When observable local signs exist, predict the ordinary weather hazards your community expects within the next day. This does not predict magical weather.

Memory, Ceremony, and Meaning

Archive Etiquette

You know how to request ordinary access to a public archive, library, school, or record office; which visible credential it expects; and how its catalog is normally organized. This never grants access to restricted material.

Funeral and Memorial Customs

Recognize ordinary public signs of mourning, remembrance, burial, cremation, exposure, name-preservation, or anniversary observance in your heritage and know how a respectful visitor normally behaves.

Migration Memory

Recognize public objects, sayings, route names, memorials, and household habits that preserve a major migration, displacement, exile, resettlement, or return remembered by your heritage.

Music and Performance

Recognize the expected response, refrain, dance space, audience behavior, or social purpose of common public music and performance from your heritage, and reproduce a simple refrain without gaining instrument proficiency.

Oral History

When you hear a familiar public story, proverb, song, or lineage claim, identify the version your community usually tells and one group known to dispute it.

Sacred Observance

You recognize the public calendar, ordinary offerings, visitor etiquette, and signs of mourning or celebration for one faith tradition or local sacred practice.

Seasonal Celebration

Know the public sequence, common foods, greetings, gifts, work stoppages, and visitor etiquette of one seasonal celebration from your heritage. Personal faith remains separate.

Story and Proverb

Recall common public tales, sayings, jokes, warnings, and disputed morals from your heritage, including at least one version your household rejected.

Civic Life, Exchange, and Disagreement

Civic Procedure

After 10 minutes examining a public notice, office, hearing, or checkpoint, identify the responsible office, the normal first procedural step, and one obvious missing requirement.

Conflict Customs

Recognize whether a visible disagreement in your heritage is being handled as private correction, public challenge, mediated dispute, ritual insult, or a matter expected to reach formal authority.

Contract Literacy

After 10 minutes reading an ordinary public contract, receipt, permit, or shipping record in a language you know, identify the named parties, duties, deadline, and stated penalty. This does not expose hidden clauses or forgery.

Guild and Market Signs

In a settlement where your Heritage has an established presence, identify public guild, market, labor, safety, and quality marks and locate the ordinary place where a visitor asks about lawful work or trade.

Neighborhood Networks

In a settlement where your heritage has an established presence, identify the ordinary public place where neighbors exchange news, arrange mutual aid, settle minor needs, or welcome a new household.

Public Protocol

After observing a formal gathering for 10 minutes, identify visible precedence, obvious rank, who is permitted to speak next, and a serious public breach of protocol.

Settlement Read

After spending 1 hour in a settlement, identify a safe public meeting place, the broad visible social hierarchy, and where ordinary travelers seek lodging.

Movement, Encounter, and Hospitality

Crossroads Mediation

After observing an interaction between two communities you know, identify the most important visible difference in etiquette or expectation causing confusion. This does not reveal secret motives.

Hospitality and Mutual Aid

In a community closely related to your own, you know the ordinary ritual for requesting a simple meal, short shelter, or news of local trouble. Aid can create an obligation and is never guaranteed when resources or trust are absent.

Maritime Routine

On an ordinary maintained vessel or dock, identify the current watch, emergency signal, safe passenger area, and the obvious purpose of visible rigging or port markings.

Routeecraft

When ordinary signs are present, identify the maintained route, likely stopping place, and immediate nonmagical travel hazard recognized by your community.

4.4 - Blended, Adopted, and Custom Heritages

People are often raised between households, languages, routes, nations, and generations. Use these procedures without stacking larger mechanical benefits.

Blended Heritage

Choose two Heritage profiles.

- Gain one language from either profile.
- Choose two Heritage Expressions total, each of which may come from either profile.
- Name one community and one touchstone from each.
- Name one tension created by moving between their expectations.

This is one Heritage choice, not two complete mechanical packages.

Diaspora Heritage

Choose a remembered or ancestral Heritage and a present-home Heritage. Use the Blended Heritage rules. Then decide which customs were deliberately preserved, which changed to fit the new home, which were lost, and who argues about whether the result is authentic.

Diaspora is not Mixed Lineage. A family can preserve, adopt, or lose Heritage across any Ancestry and Lineage.

Adopted or Later-Entered Heritage

Use the same rules as anybody else who belongs. Explain who taught the character, which habits now feel effortless, which remain consciously practiced, and whether outsiders or some insiders challenge that belonging. Adoption never creates partial ancestry mechanics.

Mobile and Third-Culture Characters

For a character raised on ships, diplomatic routes, military postings, caravans, flying cities, seasonal camps, or company outposts, choose the two profiles that best describe the route. The moving community itself may be home.

Custom Heritage

With GM approval, define:

1. A regional, local, route, or diaspora anchor.
2. A specific community inside it.
3. One language or dialect.
4. Five to eight suggested Heritage Expressions from the catalog; the character chooses two suggestions or another fitting catalog expression.
5. Three material touchstones and one internal tension.
6. Two outsider stereotypes and what each misses.
7. Three character questions.
8. One reliable lore anchor and one fact deliberately left open.

Do not create an Expression that grants combat power, a broad check bonus, professional proficiency, free resources, secret knowledge, rank, or guaranteed institutional help.

Companies, Religions, and Factions

These can shape local life but are not Heritage choices. A company district may influence a Heritage; employment by that company belongs to Background. A holy city may influence public customs; personal worship and temple office remain character choices. Faction membership belongs in campaign history or a separate faction system.

4.5 - Icebeach Heritages: Hearths of the North

Icebeach is not one culture wearing thirteen different coats. It is a northern confederation of settlements, routes, households, and seasonal communities whose people have answered the same cold in very different ways. The magical summer beneath Casgate's Firmament bears little resemblance to Quilt's steaming loch, Howlentop's guarded farm valley, or an Ice Walker camp built on moving sea ice.

A heritage describes the people and place that taught your character how ordinary life works. It does not determine ancestry, lineage, class, profession, religion, social station, or personality. A Casgate Domefolk character can be a noble, miner, sailor, priest, criminal, or scholar. Background represents that former life; heritage represents the customs and local understanding beneath it.

Choosing an Icebeach Heritage

Choose one heritage and gain:

- **One Language.** Choose Ikbesh, Auran, or another language commonly used by your household and home community, with GM approval.
- **Two Heritage Expressions.** Choose two suggested by your profile, or choose another catalog expression and explain how your community taught it.

A local accent, dialect, work vocabulary, collection of sayings, or system of ordinary hand signals can flavor the language you know. It does not grant another language or a secret code.

The background suggestions under each heritage are examples only. Use the background system selected for the campaign. Likewise, heritage-associated flaws are optional story pressures. They grant no additional power and are never mandatory.

Shared Northern Customs

Shelter Is Not Friendship

Across much of Icebeach, refusing immediate shelter during lethal weather is more serious than refusing friendship. A household may feed a stranger, give them floor space, inventory every object after they leave, and never invite them back. Emergency hospitality and social trust are separate things.

The Winter Is Remembered Differently

The Eternal Winter did not produce one kind of survivor. Some families preserve emergency routines even after the thaw. Others reject those routines because continuing them feels like allowing the catastrophe to rule another

generation. Wealth shaped access to food, warmth, mobility, magical protection, and imported luxuries. No heritage requires a character to be grim, stoic, fearless, or grateful for suffering.

Preparedness Is Communal

In the north, preparation is rarely an entirely private virtue. A damaged marker, withheld weather report, badly maintained dock, or empty public fuel cache can endanger someone the responsible person may never meet. Icebeach communities disagree about government, trade, magic, faith, and outsiders, but many treat the maintenance of shared survival systems as a moral act.

Icebeach Wayfarers

“ *Lore status:* Published regional foundation. This broad heritage is intended for mobile households, remote homesteads, and characters raised between several established communities.

Identity

Icebeach Wayfarers learn the region as a chain of survivable places rather than a painted political boundary. A warm shed, a marked ford, a ferry schedule, a reliable spring, a family that honors storm hospitality, and a tavern where a dog team can be sheltered may matter more than a distant council's map.

Their belonging is often relational. They know who maintains the route, who holds a spare key, which household will trade fish for lamp oil, and which old disagreement makes an otherwise safe stop uncomfortable. Some are proud intermediaries who carry news and necessities. Others dislike being called rootless simply because their home has several doors.

Daily Life and Material Culture

Wayfarer life is organized around packing, repair, weather windows, animal care, preserved food, and the calculation of whether a journey can safely continue. Clothing tends to be layered, repairable, and marked so a lost item can find its household again. Sled lashings, boot treatments, spare mitts, travel food, route tokens, and memorized stopping places form a practical inheritance.

Households often keep small objects from several communities: a dyed Quilt patch, a Casgate trade token, a Shiverwallow knot, a Sleetmond syrup flask, or a memorial strip from a place no longer inhabited. These objects do not imply membership in every community. They record the relationships along which a life was built.

Etiquette

- State the condition of the road before asking for gossip.
- Do not conceal an ordinary hazard from the next traveler merely to preserve an advantage.
- When borrowing shelter, leave fuel, food, repair, or truthful information according to your means.
- Ask before unharnessing another household's animals or rearranging its travel gear.
- “It was passable yesterday” is information, not a promise.

Values and Tensions

Wayfarer ideals include preparedness, reciprocal information, improvisation, and keeping promises whose consequences may not arrive until the next season. Their recurring tensions include mobility versus political voice, self-reliance versus dependence on a network of shelters, and the pride of knowing several places versus the suspicion that one is never fully local.

Settled people may call Wayfarers useful, nosy, unreliable, or impossible to surprise. Wayfarers may caricature settled people as blind to anything beyond their own chimney smoke. Both judgments conceal how much remote settlements and traveling households depend on one another.

Language:

Choose Ikbesh, Auran, a household language, or a language common along your family's most frequently traveled route.

Suggested Heritage Expressions:

- Routecraft
- Weatherwise
- Hospitality and Mutual Aid
- Settlement Read
- Seasoncraft

Suggested backgrounds:

Outlander, Sailor, Merchant, Folk Hero, Guide, Courier, Hermit, Guard, or Urchin. Hiraeth backgrounds such as Wilderness Guide, Reindeer Herder, Fur Trader, Arctic Rescuer, or Survivor may also fit when their rules are available.

Character Questions

- Which stop on your household's route felt most like home, and who there would still recognize you?
- Which travel rule did an elder teach through a frightening mistake rather than an explanation?
- What small object proves that your family once maintained a relationship another community now denies?
- When did you choose to stop moving—or why have you refused to?
- Which settlement's people consistently misunderstand the purpose of your journeys?

Optional flaws:

- *Never Waste a Weather Window:* Once conditions become favorable, waiting for another person's comfort or ceremony feels dangerously irresponsible.
- *Packed to Depart:* You find it difficult to invest emotionally in a place you cannot leave quickly.
- *Route Debt:* You feel personally obligated to repay shelter, news, or rescue even when the other household has released you from the debt.

Public source:

- [The Environment](#)
- [Travel](#)

Casgate Domefolk

Identity

Casgate is an arctic town living beneath an argument made solid: the north can be held outside. Its reconstructed Firmament maintains perpetual magical summer while polar cold waits beyond the barrier. Flowers, humid air, tea, gemstones, sawdust, rigging, mine dust, diplomatic business, and adventurers' contracts meet beneath an artificial sky.

Domefolk contain several experiences. **The Frozen** are long-time households and survivors who treat public memorials as graves rather than attractions. **Reconstruction households** spent years rebuilding warmth, defense, and civic life after the Firmament shattered. **Thaw-era arrivals** came for safety, work, study, wealth, or desperation after the winter ended. Choose which experience most shaped your character. None is more authentic by rule.

Daily Life and Material Culture

Casgate residents live with climate boundaries. Outerwear waits near exits from warmth. Moisture, emergency seals, doors, heating systems, and changes in air matter. Shipbuilding and fishing tie the town to the coast, while gemstone mines bring both wealth and a culture of hazard pay, memorial notices, and arguments about whose bodies support prosperity.

Public life places comfort beside grief: tropical flowers near winter monuments, warm inns filled with relics of catastrophe, and magical infrastructure beside miners' gear and refugee relief. The town's most valued objects are often both practical and commemorative.

Etiquette

- Learn whether a memorial is a civic monument, a family grave, or both before treating it as scenery.
- Do not mock the precautions used when crossing the Firmament's boundary.
- Ask whether "old Casgate" means before the Eternal Winter, during the shattered dome, or before the commercial boom.
- A newcomer may complain about prices; treating survival history as entertainment is more serious.
- Hospitality beneath the dome is not permission to ignore the labor that keeps it warm.

Values and Tensions

Casgate celebrates reconstruction, magical ingenuity, practical hospitality, and public remembrance. Its central argument is whether prosperity honors the sacrifices that saved the town or sells them. Other tensions divide old residents and newcomers, refuge and exclusivity, local authority and foreign influence, and Casgate as home versus Casgate as a northern adventure market.

Other Icebeach communities may imagine Domefolk as soft, wealthy, crowded, or dangerously dependent on magic. That picture ignores Casgate's internal class divide. The person who sleeps on imported bedding and the laborer maintaining the town's warmth share a climate, but not the same Casgate.

Language:

Choose Ikbesh, Auran, a family language, or a port, trade, or scholarly language used in your Casgate neighborhood.

Suggested Heritage Expressions:

- Settlement Read
- Guild and Market Signs
- Technical Maintenance
- Oral History
- Public Protocol

Suggested backgrounds:

Guild Artisan, Sailor, Miner, Sage, Scholar, Merchant, Urchin, Guard, Folk Hero, Noble, Refugee, or Outlander. Hiraeth backgrounds such as Port Native, Ship's Surgeon, Rune Carver, Auroran Refugee, or Miner may also fit.

Character Questions

- Which version of Casgate do you mean when you call it home: fishing outpost, frozen refuge, reconstruction project, or prosperous dome?
- Whose name do you touch—or refuse to touch—on a public memorial?
- What comfort beneath the Firmament makes you uneasy because you know who pays for it?
- Did your household welcome the post-thaw arrivals, profit from them, become one of them, or feel displaced by them?
- What taught you the difference between magical safety and social safety?

Optional flaws:

- *Dome Dependence:* Exposed camps and structures without redundant shelter make you overestimate danger or overengineer every stop.
- *Memorial Possessiveness:* Casual discussion of a public tragedy feels like trespass on something that belongs to its survivors.
- *Prosperity's Blind Spot:* You sometimes treat expensive infrastructure as ordinary because it was ordinary in your part of Casgate.

Public source:

- [Casgate](#)
 - [The Environment](#)
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Howlentop Valleyfolk

“ *Lore status:* Published anchor. Several unusual local customs are publicly observed but intentionally unexplained.

Identity

Howlentop controls a lush valley between the Wynwood and Coldriver. Its fields produce grains and immense root vegetables in quantities remarkable by northern standards. Low timber farmsteads crouch close to the ground. The settlement is unwalled, yet outsiders rarely mistake open terrain for social openness.

Valleyfolk are known for synchronized communal work and disciplined privacy. Food moves outward from Howlentop; strangers do not move inward as easily. The Border Market permits exchange without requiring households to surrender control of their farms or private life.

Visitors also encounter customs that residents do not explain freely. The town closes itself tightly on full-moon nights. Many merchants prefer barter, copper, or gold to silver currency. These practices are part of public life, but a Valleyfolk character need not explain them to outsiders—or begin play knowing every reason behind them.

Daily Life and Material Culture

Life follows soil, water, harvest, storage, and the shared labor required to carry food through winter. Fields, low farmsteads, barns, windbreaks, bridges, heavy tools, storage vessels, and large loads of produce dominate the landscape.

Valley material culture favors the maintained over the pristine. Handles are fitted to known hands. Storage carries household marks. Meals are filling and designed to extend the harvest. A well-run farmstead communicates trust through where tools may be borrowed, which paths remain open during work, and who notices an unfinished task.

Etiquette

- Trade at the Border Market unless invited farther into the valley.
- Offer work or useful information before asking personal questions.
- Do not count another household's stores, animals, bodies, or private risks aloud.
- During collective labor, do the task in front of you before debating the whole plan.
- An offered meal provides shelter and courtesy, not permanent intimacy.
- Respect the full-moon closure without demanding an explanation at the door.

Values and Tensions

Valleyfolk praise useful work, privacy, mutual protection, agricultural competence, and hospitality that does not require confession. Their tensions include secrecy versus public safety, communal discipline versus individual autonomy, feeding a region that distrusts them, and whether an outsider can respect a boundary they do not understand.

Outsiders call Howlentop guarded, superstitious, threatening, or ungrateful despite depending on its harvest. Valleyfolk may consider outsiders wasteful, fascinated by private danger, and eager to turn survival arrangements into gossip. Neither view leaves much room for the actual variety among households.

Language:

Choose Ikbesh or another household or market language. Howlentop speech often favors concrete comparisons to crops, animals, tools, food, and weather; no particular real-world accent is required.

Suggested Heritage Expressions:

- Seasoncraft
- Hospitality and Mutual Aid
- Boundary Signs
- Oral History
- Weatherwise

Suggested backgrounds:

Farmer, Folk Hero, Outlander, Guild Artisan, Guard, Hermit, Healer, Merchant, Acolyte, or Urchin. Hiraeth backgrounds such as Reindeer Herder, Survivor, Winter Druid, or Wilderness Guide may also fit.

Character Questions

- What useful task made your household first treat you as an adult?

- What does your family consider private even when an outsider calls disclosure a public duty?
- Which Howlentop food, saying, tool, or field custom do you miss most?
- Who at the Border Market trusted you before the households beyond it did?
- Which old winter practice should continue after the thaw, and which should end?
- What do you say when someone asks why Howlentop closes on the full moon?

Optional flaws:

- *Private Reckoning:* Questions about family health, household danger, or private custom feel like hostile scrutiny even when concern is sincere.
- *Work Before Words:* You dismiss discussion as avoidance when no immediate physical task is being completed.
- *Valley Defense:* A threat to food stores, fields, or a neighboring household feels personal enough to override restraint.

Public source:

- [Howlentop](#)

Quilt Lochfolk

“ *Lore status:* Published anchor with strong environmental and economic detail.

Identity

Quilt is Icebeach's smallest recognized town, and its scale is part of its pride. A tight cluster of buildings and one long dock cling to the Foaming Loch. Warm water from the Foaming Burrow kept fish cultivation possible through the darkest winters, while other waters froze.

Lochfolk identity joins aquaculture and textile craft. Their famous quilts are heavy survival gear, household history, trade good, and—far to the south—fashionable status object. Outsiders admire the finished color. Locals remember the sheep, steam, fish, wet wool, dyework, and winter necessity that produced it.

Daily Life and Material Culture

The town's days follow water temperature, fish health, dock repair, Icesheep, washing, dye batches, drying weather, and protection of the geothermal source. Brilliant ochres, crimsons, and indigos interrupt the northern palette. Cloth may record family events through pattern, patch, and repair without every quilt being ceremonial.

Small scale makes privacy relational rather than anonymous. People notice who failed to arrive at the dock, whose dyewater changed, who has not opened a shutter, and which visitor has asked the same question twice. That attention can feel like care, surveillance, or both.

Etiquette

- Ask whether a quilt is bedding, trade stock, a memorial, or unfinished work before handling it.
- Never assume warm water is limitless or public merely because it occurs naturally.
- Clean tools and boots according to local rules before approaching fish farms or dyeworks.
- Praise workmanship specifically; broad admiration can sound like appraisal for resale.

- In a small town, repair a relationship rather than assuming distance will solve it.

Values and Tensions

Lochfolk value patient craft, ecological attention, repair, small-community accountability, and turning necessity into beauty. Their recurring arguments concern protecting the Foaming Burrow versus profiting from it, family craft versus export demand, shared resource versus private claim, and pride in renown versus resentment at becoming fashionable.

Outsiders may reduce Quilt to quaint artisans, warm water, or luxury blankets. Lochfolk may view distant collectors as people who understand price but not value.

Language:

Choose Ikbesh, Auran, or a household or trade language. Quilt patterns, dyers' marks, and dock signs are not complete secret languages.

Suggested Heritage Expressions:

- Seasoncraft
- Technical Maintenance
- Guild and Market Signs
- Hospitality and Mutual Aid
- Boundary Signs

Suggested backgrounds:

Guild Artisan, Fisher, Farmer, Merchant, Folk Hero, Sailor, Outlander, Sage, or Urchin. Hiraeth backgrounds such as Cold Water Fisherfolk, Fur Trader, Ice Harvester, or Reindeer Herder may also fit.

Character Questions

- Which color or pattern immediately reminds you of home, and what does your household say it means?
- Does your family regard the Foaming Burrow as common inheritance, dangerous resource, or private livelihood?
- Who taught you that repair could be more honorable than replacement?
- What Quilt-made object did you give away, sell, or lose—and why does that still matter?
- When did the town's close attention protect you, and when did it become suffocating?

Optional flaws:

- *Resource Guardian:* Waste or careless handling of a shared necessity provokes a response disproportionate to its immediate cost.
- *Maker's Appraisal:* You habitually judge people by how they maintain ordinary possessions.
- *Small-Town Ledger:* You struggle to let an interpersonal debt fade simply because time or distance has passed.

Public source:

- [Quilt](#)
- [The Foaming Burrow](#)
- [The Foaming Runs](#)

4.6 - Icebeach Heritages: Ice, Lake, and Gate

The following heritages cover Icebeach communities formed by open water, seasonal sea ice, cultivated lakeshores, migration, and the confederation's fortified southern threshold. Each heritage grants one language and one listed Heritage Expression under the rules in the Icebeach overview.

Shiverwallow Fleetfolk

“ Lore status: Published anchor.

Identity

Shiverwallow is a fortified harbor at the mouth of the Chillfolk River. Its wooden palisade extends into the ocean as both breakwater and defense. After years of ships trapped in crushing ice, the thaw released the largest fishing fleet south of the Frigid Plain. The harbor became a forest of masts, nets, shouting crews, smoke, salt, and continual work.

Fleetfolk inherit a culture of coordination at scale. A boat, dock, salting floor, net crew, and unloading line function only when people recognize one another's timing. Even proudly independent fishers depend on harbor signals, preserved stores, repair workers, market rhythms, and somebody awake when the catch arrives.

Daily Life and Material Culture

Fleetfolk life smells of brine, fish, smoke, rope, tar, wet timber, and salt. Clothing is cut for movement and expected to get dirty. Meals follow landings rather than polite hours. Children may learn which paths must remain clear during unloading before they understand the economics of a catch.

Knots, tally marks, boat paint, family flags, net repairs, gutting knives, salt stores, and memorial objects for those who did not return make up ordinary material culture.

Etiquette

- Do not stand between a landing catch and the people moving it.
- Ask which spaces are safe for passengers before stepping onto a working vessel or dock.
- Return borrowed rope dry, coiled, and honestly described.
- Shouted efficiency is not necessarily anger; silence during an emergency may be.
- Never promise a return time as though weather and water signed the agreement.

Values and Tensions

Fleetfolk admire competence, tempo, mutual dependence, honest risk, and work completed before spoilage. Their tensions include profit versus safe return, inherited crews versus newcomers, summer abundance versus

winter memory, and public pride versus private grief.

Other communities may call Fleetfolk loud, crude, hurried, or obsessed with catch size. Fleetfolk may describe inland people as leisurely because their work does not rot by the hour.

Language:

Choose Ikbesh, a household language, or a port language. Work calls and routine signals do not constitute a complete secret language.

Suggested Heritage Expressions:

- Maritime Routine
- Seasoncraft
- Weatherwise
- Guild and Market Signs
- Technical Maintenance

Suggested backgrounds:

Sailor, Fisher, Merchant, Guild Artisan, Guard, Soldier, Criminal, Urchin, or Folk Hero. Hiraeth backgrounds such as Cold Water Fisherfolk, Whaler, Ship's Surgeon, Ice Harvester, or Arctic Rescuer may also fit.

Character Questions

- Which vessel, dock, smokehouse, or processing floor does your family call "ours," even if it owns none of it?
- Who failed to return with the fleet, and what does your household do instead of saying their name?
- Which harbor job do outsiders overlook even though the fleet could not function without it?
- Did the thaw feel like liberation, economic pressure, or the loss of a way of life?
- What rule do you follow whenever someone shouts an emergency order?

Optional flaws:

- *Catch-Time:* Deliberation feels intolerable when delay might waste an opportunity or resource.
- *Crew Measure:* You distrust people who cannot immediately state what they contribute to a shared task.
- *Ocean's Accounting:* Every loss demands a reason, a name, or someone to blame even when the sea offers none.

Public source:

- [Shiverwallow](#)
- [The Environment](#)

Shiverwallow Ice Walkers

“ *Lore status:* Published anchor. Ice Walkers are explicitly identified as a distinct seasonal community within Shiverwallow.

Identity

During the Eternal Winter, Shiverwallow's ships froze into the harbor and its people built survival camps directly on the bay. After the thaw, some continued to migrate onto the seasonal sea ice, establishing temporary tent-cities and hunting across a landscape that moves, cracks, thins, and eventually disappears.

This is not simply Fleetfolk life made harsher. Fleetfolk organize around harbor and vessel. Ice Walkers organize around temporary ground, migration, distributed shelter, hunting conditions, and the question of when a survival practice becomes a chosen tradition.

Daily Life and Material Culture

Ice Walker material culture prioritizes portability, visible repair, weight, insulation, anchoring, and recovery after sudden movement. A camp becomes home quickly without pretending it will be permanent. Lines, stakes, sled loads, hides, lamps, cutting tools, markers, and sound carried across ice have enormous importance.

The sea ice is read through surface texture, weather, pressure, animal behavior, remembered routes, and local instruction. Experience reduces ordinary mistakes; it never makes anyone invulnerable to the ice.

Etiquette

- Never move another household's marker, line, anchor, or emergency bundle without permission.
- Report a crack, pressure ridge, missing marker, or weather change immediately.
- Warm and assess an exhausted arrival before interrogating them.
- Do not romanticize temporary camps as wilderness freedom; they are maintained communities.
- When camp moves, carrying shared necessities matters more than demonstrating personal endurance.

Values and Tensions

Ice Walkers value portable belonging, close observation, practical courage, interdependence, and respect for ground that cannot be permanently owned. Their tensions include tradition versus avoidable risk, hunter prestige versus the less celebrated work that sustains camp, and what should be preserved when the conditions that created a practice end.

Language:

Choose Ikbesh or another Shiverwallow household language.

Suggested Heritage Expressions:

- Routecraft
- Weatherwise
- Seasoncraft
- Hospitality and Mutual Aid
- Oral History

Suggested backgrounds:

Outlander, Fisher, Sailor, Hunter, Folk Hero, Hermit, Guard, or Guide. Hiraeth backgrounds such as Whaler, Ice Harvester, Arctic Rescuer, Reindeer Herder, or Survivor may also fit.

Character Questions

- What makes a temporary camp feel like home to you?
- Whose judgment about the ice did your household trust above all others?

- What part of Ice Walker life do Shiverwallow storytellers praise while ignoring its cost?
- Did you leave because the ice became unsafe, because others stopped going, or because you wanted a home that did not move?
- Which possession must always be placed first when a new camp is established?

Optional flaws:

- *Moving Ground:* You distrust comfort that depends on assuming tomorrow will resemble today.
- *Risk as Belonging:* You sometimes accept danger because refusing it feels like rejecting your people.
- *Portable Heart:* You are quicker to abandon a damaged place than companions who believe every home must be saved.

Public source:

- [Shiverwallow](#)
 - [Travel](#)
 - [The Environment](#)
-

Sleetmond Orchardfolk

“ Lore status: Published anchor supported by the Hope Tree and Frostmaple material.

Identity

Sleetmond is a community of fewer than five hundred people beside its lake. Its food systems join sugar-maple orchards, fishing, and Icesheep. The town is associated with druidic practices centered on the Hope Tree, while nearby Frostmaple traditions connect cultivated orchards to an older wild grove.

Orchardfolk identity is not synonymous with being a druid. The person pruning trees, boiling syrup, mending a net, shearing sheep, hauling fuel, recording weather, or arguing with the local druids belongs equally. What joins these lives is cultivated endurance: living systems kept alive through conditions that should defeat them.

Daily Life and Material Culture

Sap, bark, wool, fish, smoke, lake water, pruning tools, storage vessels, orchard paths, and wind protection shape the settlement. Sugar and syrup are nutrition, trade, hospitality, and memory—not merely sweets. Icesheep connect Sleetmond to Quilt’s textile economy without making the two towns culturally interchangeable.

Work is intensely seasonal. Temperature changes, tree health, animal condition, lake behavior, and the sequence of tasks matter. Because outsiders often regard local druids and rangers with suspicion, households disagree about whether to explain their customs, protect them through silence, or confront rumor directly.

Etiquette

- Ask before taking leaves, bark, sap, cuttings, or fallen wood.
- Do not confuse respect for the Hope Tree with one compulsory religious belief.
- Learn whether a grove path is public, working, protected, or ceremonial.
- Compliments about “miraculous” food can insult the labor that maintains it.

- Report pests, disease, damaged fences, or suspicious cutting before assigning blame.

Values and Tensions

Orchardfolk value stewardship, long observation, seasonal patience, useful abundance, and reciprocal relationships between settlement and land. Their tensions include sacred interpretation versus practical ecology, local expertise versus outside suspicion, protected groves versus public need, and continuity versus changes brought by the thaw.

Language:

Choose Ikbesh or another lake, household, or trade language.

Suggested Heritage Expressions:

- Seasoncraft
- Boundary Signs
- Oral History
- Hospitality and Mutual Aid
- Weatherwise

Suggested backgrounds:

Farmer, Outlander, Hermit, Acolyte, Folk Hero, Fisher, Guild Artisan, Sage, or Guard. Hiraeth backgrounds such as Winter Druid of Frostmaple Grove, Reindeer Herder, Cold Water Fisherfolk, Wilderness Guide, or Fur Trader may also fit.

Character Questions

- Which living thing did your household teach you to care for before trusting you with your own choices?
- Is the Hope Tree primarily miracle, responsibility, public resource, sacred being, or political symbol to you?
- What does an outsider consistently misunderstand about Sleetmond?
- Where do you stand in the dispute with Niror-Ottiken, and who made that position personal?
- Which orchard or lake task tells you that one season has truly ended?

Optional flaws:

- *Long-Season Judgment:* You resist urgent change until you have observed enough to trust it, even when delay carries danger.
- *Steward's Claim:* You treat people who do not maintain a place as less entitled to decide its future.
- *Rooted Suspicion:* Extraction, rapid growth, and promises of “progress” trigger hostility before you understand the proposal.

Public source:

- [Sleetmond](#)
- [The Hope Tree](#)
- [Frostmaple Grove](#)

Niror-Ottiken Lakeshorefolk

Identity

Niror-Ottiken is a settlement whose name is an argument. Older maps and established households call it Niror. Many immigrants who arrived after the thaw call it Ottiken. Squat older buildings carry dragon and serpent carvings connected to the founders' draconic heritage, while hurried newer housing reflects migration from Astrousia and the Last Elven State. A large winery dominates both skyline and economy.

Lakeshorefolk need not select one "real" community. A character may come from a founder household, an immigrant household, a mixed family, the economy surrounding the winery, a group that uses both names strategically, or a younger generation frustrated that every introduction demands a political declaration.

Daily Life and Material Culture

Vineyard work under northern conditions, frost-sweetened wine, lake access, migrant housing, old carvings, guarded production, and uneven prosperity define daily life. Wine connects the town to taverns across Icebeach and makes local disputes visible through price and supply.

The town's buildings record arrival. Established dwellings express lineage and permanence. Makeshift housing expresses urgency, exclusion, adaptation, or hope depending on who tells the story. Material culture mixes draconic motifs, immigrant household practices, winery equipment, winter storage, and documents used to prove residence or work.

Etiquette

- Ask which name a person uses for the town rather than treating one as neutral.
- Do not assume architecture reveals loyalty, ancestry, or legal belonging.
- Sharing a drink can be hospitality, commerce, or political theater; learn which before making a toast.
- Do not ask an immigrant household to justify why it came before offering ordinary courtesy.
- A founder's long memory does not automatically grant authority over a newcomer's present life.

Values and Tensions

Lakeshorefolk may value enterprise, persistence, household identity, adaptation, and public recognition. Their tensions include founder claims versus immigrant belonging, prosperity versus worker safety, cultivated land versus druidic stewardship, security versus coercion, and whether the town's future should preserve or transform its identity.

Sleetmond neighbors may see the town as industrial and reckless. Niror-Ottiken residents may portray Sleetmond as obstructionist. Within the town, founder and immigrant stereotypes often matter more than either outside judgment.

Language:

Choose Ikbesh, an Astrousian language, Modern Elvish, Draconic, or another household language with GM approval.

Suggested Heritage Expressions:

- Crossroads Mediation
- Contract Literacy
- Guild and Market Signs
- Settlement Read

- Public Protocol

Suggested backgrounds:

Guild Artisan, Farmer, Merchant, Guard, Soldier, Noble, Urchin, Refugee, Criminal, or Folk Hero. Hiraeth backgrounds such as Port Native, Fur Trader, Farmer, or Survivor may also fit.

Character Questions

- What name do you use for the town, with whom do you change it, and what does that choice cost?
- Which household object crossed a great distance to reach the lakeshore?
- What do the serpent or dragon carvings mean to you if you are not descended from a founder?
- Who benefited from the winery's prosperity, and who became less safe as it grew?
- Which claim in the dispute with Sleetmond do you believe, and what might change your mind?

Optional flaws:

- *Name as Test:* You treat another person's choice of place-name as proof of loyalty before hearing their reasons.
- *Fortified Progress:* Opposition to economic growth sounds like a threat to your household's survival.
- *Proof of Belonging:* You feel compelled to document, defend, or perform your right to be present.

Public source:

- [Niror](#)
 - [Sleetmond](#)
-

Fractured Point Gatefolk

“ *Lore status:* Published anchor. The settlement is established, though its current public account is less extensive than Casgate's or Shiverwallow's.

Identity

The Fractured Point sits on Icebeach's rocky shore and serves as the first stop for many visitors. Its castle doubles as lighthouse and beacon across the icefields. Narrow streets are lit by stained-glass lanterns that scatter color through a town otherwise worn by cold and wind.

Gatefolk grow up where first impressions become economy. They see outsiders before most of Icebeach does, yet live behind gates that close at sundown. Their town is both invitation and refusal: a beacon guiding people in, walls deciding when they may enter, traders welcoming business, and common households that have not shared equally in the wealth.

Daily Life and Material Culture

Wind shapes walking, building, hanging signs, shutters, clothing, loading, and conversation. Residents learn which streets funnel gusts and which walls offer momentary shelter. Stained glass, beacon maintenance, gate schedules, sea traffic, the Foaming Runs, market goods, and fortified architecture make up the town's visual language.

Class difference is visible in access to comfort, trade, and celebration. A wealthy merchant household and a laboring gate household can share civic habits without inhabiting the same social Point.

Etiquette

- Know the gate schedule and do not make others responsible for your failure to respect it.
- Give directions by shelter and wind as well as distance.
- A trader's welcome is not necessarily a household's friendship.
- Do not block narrow streets to admire lanterns during work or dangerous weather.
- Explain what closes at sundown before explaining what is beautiful.

Values and Tensions

Gatefolk may prize alertness, local trade, public order, clear boundaries, and the ability to remain functional under relentless weather. Their tensions include welcome versus closure, trader wealth versus common hardship, local commerce versus outside exploitation, and whether suspicion protects the town or slowly kills its friendliness.

Visitors often decide the Point represents all of Icebeach. Residents can find that assumption profitable and insulting in equal measure.

Language:

Choose Ikbesh or another household, trade, port, or immigrant language.

Suggested Heritage Expressions:

- Settlement Read
- Public Protocol
- Guild and Market Signs
- Weatherwise
- Maritime Routine

Suggested backgrounds:

Merchant, Sailor, Guard, Soldier, Guild Artisan, Noble, Urchin, Criminal, Courtier, or Folk Hero. Hiraeth backgrounds such as Port Native, Ship's Surgeon, Cold Water Fisherfolk, or Arctic Rescuer may also fit.

Character Questions

- What did the town teach you to notice about a stranger before learning their name?
- Which stained-glass color, gate, tower room, or windbreak marks home in your memory?
- Did your household benefit from being Icebeach's first welcome, or perform the labor behind somebody else's welcome?
- When did closing the gate save someone, and when did it abandon someone?
- What do travelers routinely believe about the Point that locals know is false?

Optional flaws:

- *Sundown Gate:* Once you decide a person or place is unsafe, reopening access feels like betraying everyone inside.
- *First-Impression Ledger:* You form durable judgments from how people enter a room, town, or negotiation.
- *Wind-Worn Courtesy:* You treat warmth and friendliness as limited resources that must be earned.

Public source:

- [The Fractured Point](#)
- [The Foaming Runs](#)

4.7 - Icebeach Heritages: Mountain, Glacier, and Memory

These heritages belong to communities shaped by difficult connection, mountain isolation, watchfulness, sealed boundaries, evacuation, and the memory of places no longer inhabited. Nil Buldinr and Gernerum have explicit limits because their public lore does not yet support a complete account of internal life.

Thrawbreak Terracefolk

“ Lore status: Published anchor.

Identity

Thrawbreak began as a mountaineers' camp for expeditions toward the Crown of the World. A palisade and stone keep followed; both eventually fell. The present town descends in terraces toward a harbor damaged by shifting ice. With ferry service from Whitedrift stopped, mountains, ice, and snow isolate the settlement, leaving one known pass—Martian's Revenge—as its precarious connection.

Terracefolk identity is shaped by abandonment, but it should not be reduced to bitterness. Some believe the wider world left them behind. Others take pride in continuing without promised infrastructure. Still others want to leave and resent outsiders who turn forced endurance into a romantic story.

Daily Life and Material Culture

Terraces turn elevation into neighborhood. Carrying goods uphill, maintaining stairs and retaining walls, clearing snow without burying the level below, repairing tilted structures, rationing imports, and planning around the pass shape daily life. Ruined walls and the failed keep remain evidence that construction is not the same as protection.

The broken harbor and absent ferry create a culture attentive to failed connections. Households keep repair material, preserve food, reuse imported objects, and remember when certain goods were last easy to obtain.

Etiquette

- When moving snow, water, waste, or cargo, account for the households below you.
- Never promise outside help until it has crossed the pass.
- Ask whether a ruin is common salvage, dangerous structure, memorial, or private claim.
- A complaint about abandonment may be testimony, humor, political demand, or all three.
- Do not praise self-sufficiency while refusing the infrastructure people actually request.

Values and Tensions

Terracefolk value maintenance, local memory, making limited supplies last, awareness across household levels, and reliability proven by arrival. Their tensions include independence versus abandonment, pride versus

resentment, staying versus leaving, and communal repair versus the question of who repeatedly benefits from sacrifice.

Other communities may call Thrawbreak angry, isolated, stubborn, or doomed. Younger residents may admire the wider world and still be judged disloyal for wanting access to it.

Language:

Choose Ikbesh, Auran, or another household or mountain-route language.

Suggested Heritage Expressions:

- Routecraft
- Technical Maintenance
- Hospitality and Mutual Aid
- Oral History
- Weatherwise

Suggested backgrounds:

Outlander, Guild Artisan, Soldier, Guard, Folk Hero, Hermit, Sailor, or Urchin. Hiraeth backgrounds such as Wilderness Guide, Miner, Prospector, Arctic Rescuer, Survivor, or Northern Minstrel may also fit.

Character Questions

- Which promise from outside Thrawbreak did your household continue planning around long after it should have stopped?
- Did you live above or below most of the town, and what assumptions came with that elevation?
- What object has your family repaired so many times that replacing it would feel like betrayal?
- Why did you cross Martian's Revenge when you left?
- What would convince you that connection to the wider world is worth depending on again?

Optional flaws:

- *Promise Must Arrive:* You dismiss offers of help until the help is physically present.
- *Abandonment Reflex:* Delays and distance quickly feel like deliberate rejection.
- *Keep the Ruin:* You preserve failed tools, structures, or plans because discarding them would erase the labor invested in them.

Public source:

- [Thrawbreak](#)
- [Travel](#)

Glacierwatch Folk

“ *Lore status:* Published but uneven anchor. Icemoor has substantial public detail; Whitedrift remains lightly documented. This heritage uses only their confirmed shared relationship to the Winrich Glacier.

Identity

Icemoor was nearly depopulated during the Eternal Winter. Families left homes that had become too close to the Winrich Glacier. A small Old Guard remained in the emptied settlement as Custodians of the View, maintaining its watchtower and warning systems. Whitedrift clings to rocky ground at the mouth of the Curse Run, meltwater descending from the same glacier, and its people likewise live beneath the responsibility of watch.

The shared heritage is not the profession of being a Watcher. It is growing up among households for whom vigilance, evacuation, false alarms, records of departures, and disputed responsibility shape ordinary thought. One branch stayed. One left. One lives downstream. Each can accuse the others of cowardice, obsession, exploitation, or denial.

Choose one community path:

- **Icemoor Custodian Kin:** your household remained connected to the tower, its records, or those who stayed.
- **Icemoor Evacuee Family:** your household carried the keys, memories, and unresolved claims of an abandoned home elsewhere.
- **Whitedrift Household:** you were raised beside the Curse Run and the continuing pressure of proximity to the glacier.

The paths do not change your mechanics.

Daily Life and Material Culture

Watch ledgers, maintained sightlines, shutters, warning procedures, warm meals for people passing north, evacuation bundles, maps, memorial objects, and the careful distinction between observation and rumor define the most established material culture.

Icemoor's empty houses create unusual relationships to property. A family may hold a key to a building it has not entered in years. Those who stayed may maintain common spaces but reject claims from absent owners; those who left may insist that evacuation did not surrender home.

Etiquette

- Record who travels toward the glacier and, when possible, who returns.
- Do not call an evacuation cowardice without asking what was being protected.
- Do not mock continued watch merely because the feared event has not occurred.
- Distinguish an observation from an inherited story and both from a prediction.
- Offer ordinary warmth before asking a traveler to recount what frightened them.

Values and Tensions

Glacierwatch Folk may value witness, preparedness, accurate records, obligations others find unreasonable, and refusing to let danger become invisible through familiarity. Their tensions include vigilance versus obsession, staying versus surviving, duty versus inherited trauma, and who gets to declare that a watch has ended.

Other Icebeach residents may regard them as grim, haunted, or useful only when danger returns. A Glacierwatch character is not required to be fearful, distressed, or suspicious. Their heritage represents a community's relationship to witness and responsibility, not a mental condition.

Language:

Choose Ikbesh, Auran, or another household language.

Suggested Heritage Expressions:

- Boundary Signs
- Archive Etiquette
- Technical Maintenance
- Routecraft
- Hospitality and Mutual Aid

Suggested backgrounds:

Guard, Soldier, Sage, Hermit, Outlander, Folk Hero, Urchin, or Acolyte. Hiraeth backgrounds such as Auroran Refugee, Arctic Rescuer, Wilderness Guide, Survivor, or Port Native may also fit.

Character Questions

- Did your household stay, evacuate, or live downstream—and which choice does it still defend?
- What key, ledger entry, warning device, or view of the glacier represents home to you?
- Who taught you the difference between vigilance and fear?
- What warning did your family give that nobody believed?
- What would need to happen before you agreed that the watch could end?
- Whose account of Icemoor or Whitedrift do you trust despite public doubt?

Optional flaws:

- *The Silence Is a Trick:* Long periods without evidence make you more suspicious rather than reassured.
- *Witness's Burden:* You cannot leave a danger unrecorded even when documenting it puts you at risk.
- *Evacuation Shame:* Staying, leaving, or returning has become a moral test you unfairly apply to others.

Public source:

- [Icemoor](#)
- [Whitedrift](#)
- [The Environment](#)

Nil Buldinr Holdfolk

“ *Lore status: **Restricted heritage.*** Public lore deliberately describes Nil Buldinr from outside. Select this heritage only with GM approval and collaborative answers about your character's household.

Identity

Nil Buldinr lies within the Aurora Mountains behind gates sealed for more than a century. Outsiders see black smoke from high chimneys and hear rhythmic industrial clanking. They believe the hold is vast and wealthy. They know its monarchy collapsed after a king abandoned the throne and a successor was exposed as a fraud. They do not reliably know what authority replaced the crown or how ordinary life now works behind the gates.

A Holdfolk character might have been raised inside, descended from an exile, exchanged across the boundary, or otherwise possess a credible relationship to the sealed city. Why you are outside is part of the character concept. Your answers establish your household and campaign; they do not automatically define all Nil Buldinr.

Daily Life and Material Culture

Only broad foundations are established: sealed-gate logistics, large-scale industry, mountain construction, continual maintenance, and political memory surrounding the failed monarchy.

Choose two visible habits or objects that demonstrate your upbringing without explaining the entire hold. Examples include a maintenance tag, a way of recording completed work, a gate courtesy, a family object tied to the broken throne, or a ritual for checking shared machinery. Confirm your choices with the GM.

Etiquette

Answer these questions with the GM:

- What information about the hold is yours to share?
- What form of introduction proves that a stranger is accountable for their words?
- How does your household acknowledge the vacant throne, if at all?
- What ordinary maintenance duty is treated as civic participation?

Values and Tensions

Known tensions include isolation versus outside dependence, industry versus secrecy, rejection of monarchy versus unknown replacement authority, and the hold's reputation for judging surface nations as soft or unreliable. Your character may confirm, complicate, or reject that reputation.

Surface people imagine Nil Buldinr as fabulously wealthy, militarized, engineer-ruled, or hostile. Being Holdfolk does not automatically give you secret strategic knowledge, public authority, or access through the sealed gates.

Language:

Choose Auran or another approved hold or household language.

Suggested Heritage Expressions:

- Technical Maintenance
- Public Protocol
- Archive Etiquette
- Boundary Signs
- Contract Literacy

Suggested backgrounds:

Guild Artisan, Soldier, Sage, Noble, Hermit, Outlander, or Guard. Hiraeth backgrounds such as Rune Carver, Miner, Prospector, Auroran Refugee, or Treasure Hunter may also fit.

Character Questions

- Why are you outside when the gates have remained closed to everyone else?
- Which rumor about Nil Buldinr is true, which is insulting, and which frightens you because you do not know?
- What did the broken throne teach your household about legitimate authority?
- What knowledge did you promise not to share?

- Who inside the hold expects your return, and what would count as betrayal?

Optional flaws:

- *Sealed Counsel*: You withhold ordinary context because deciding what outsiders may know became habitual.
- *Maintenance Is Loyalty*: Neglect of shared infrastructure looks like civic betrayal rather than simple carelessness.
- *Thawed Distrust*: You assume open societies are less disciplined and more fragile than they are.

Public source:

- [Nil Buldinr](#)
 - [Travel](#)
-

Gernerum Remnants

“ *Lore status: **Legacy heritage.*** Gernerum no longer stands, and very little public detail survives about its ordinary culture. Use this heritage for families and communities carrying its memory, not as a complete account of the lost town.

Identity

Gernerum is now a lost hometown. Public records remember it as the childhood or temporary home of several famous Icebeach figures, but say little about the ordinary people who made it a community.

Remnant identity therefore centers on disputed remembrance. People who left before the town's destruction, descendants raised elsewhere, admirers of its famous former residents, and claimants to a destroyed place may disagree over who gets to say “we.” A character can inherit Gernerum without possessing a flawless or complete history of it.

Daily Life and Material Culture

Choose one family object, recipe, song, practical habit, place-name, or story your household attributes to Gernerum. Then decide who disputes that attribution and why.

A culture preserved only as perfect nostalgia cannot breathe. Gernerum remnants carry contradictions, embarrassing recollections, incomplete records, adaptations made in new homes, and arguments over whether a familiar custom truly began in the lost town.

Etiquette

- Ask whether someone remembers Gernerum directly, through family, or through public story.
- Do not demand that a descendant perform grief to prove belonging.
- Distinguish objects recovered from the town from objects later made “in the Gernerum style.”
- Do not allow famous former residents to replace ordinary people in the town's memory.
- Treat uncertainty about a treasured custom as part of its history, not proof that it is meaningless.

Values and Tensions

Remnant themes include memory versus invention, direct recollection versus diaspora continuity, public legend versus domestic history, and whether rebuilding elsewhere preserves or abandons a lost home.

Other Icebeach communities may romanticize Gernerum only after it is safely gone. Remnants may resent being treated as relics, frauds, or sources of adventure stories. Some may also profit from that attention; doing so does not make their heritage false.

Language:

Choose Auran, Ikbesb, or another confirmed household language. Gernerum does not currently have a separately established language.

Suggested Heritage Expressions:

- Oral History
- Archive Etiquette
- Hospitality and Mutual Aid
- Technical Maintenance

Suggested backgrounds:

Folk Hero, Outlander, Sage, Hermit, Sailor, Guild Artisan, Urchin, or Refugee. Hiraeth backgrounds such as Auroran Refugee, Northern Minstrel, Survivor, or another approved remnant-community background may also fit.

Character Questions

- Do you remember Gernerum, inherit it, study it, or claim it—and who says that is not enough?
- Which ordinary person deserves to be remembered beside the town's famous former residents?
- What object or practice does your household call Gernerum-made even though its origin is uncertain?
- Would rebuilding under the same name restore your home or overwrite it?
- What part of the public story of Gernerum do you refuse to repeat?

Optional flaws:

- *Lost-Home Authority:* You treat grief or inherited memory as sufficient authority over every attempt to reinterpret the past.
- *Prove the Remnant:* You cling to questionable objects or stories because uncertainty feels like a second destruction.
- *Famous Shadows:* You compare ordinary achievement to legendary former residents until nothing feels worthy.

Public source:

- [Gernerum](#)

4.8 - World Heritages and the Peoples of Arfordir

Heritage answers a simple character question:

“ Which people and place taught you how ordinary life works?

It does not determine your body, supernatural lineage, profession, social class, employer, religion, or adventuring class. A dwarf and a human raised on the same Rockdrift street can share a heritage. Two human siblings raised in different countries can have different heritages.

Using a Heritage

Choose one heritage and record:

- **One language** allowed by that heritage.
- **Two Heritage Expressions**, chosen from its suggestions or from another catalog entry that fits your community.
- Any customs, tensions, questions, and optional flaws that help define your character.

Suggested backgrounds are inspiration only. Your normal D&D background remains your profession, training, social station, or former life.

Heritage Status

- **Published Heritage:** Grounded in a substantive player-facing setting guide.
- **Working Heritage:** Grounded in current Hiraeth lore, but still open to refinement.
- **Legacy Heritage:** Preserves an older Hiraeth idea. Choose it with the GM and decide together which local details are true.
- **Thin-Lore Heritage:** The place is established, but much of its everyday culture remains intentionally open for the player and GM to develop.

Suggested Heritage Expressions

Each profile lists common suggestions from the thirty-six-expression catalog. Choose two suggestions or another catalog expression that fits your community.

Rockdrift and Arfordir

1. Old Rockdrift Stoneward

Status: Published Heritage

You were raised in Rockdrift's oldest civic heart, among stone buildings, memorial parks, old shops, the Mythic Fjord, and stories about a city repeatedly built, wounded, and rebuilt. Old Rockdrift includes tenants, shopkeepers, scribes, laborers, civic families, and people whose only prestige is that their household remained.

Residents tend to value continuity, precise local memory, practical repair, and being known by one's neighbors. They also argue over when preservation becomes an excuse for keeping wealth and authority exactly where it already sits. Dockward people may call them territorial, while newer districts may call them self-important. Stoneward families reply that someone must remember what Rockdrift promised before the newest council or guildmaster arrived.

Language: Old Rockdrift street speech, an Arfordiran household dialect, or another language maintained by a long-established neighborhood.

Suggested Heritage Expressions: Oral History, Civic Procedure, Settlement Read, or Boundary Signs.

Suggested backgrounds: Artisan, Guild Artisan, Merchant, Scribe, Acolyte, Guard, Noble, or Urchin.

Character questions:

- Which public place does your household treat as part of its own history?
- Which Rockdrift story is told incorrectly outside your ward?
- Which old custom protected your family, and which one excluded someone like you?

Optional flaws: Territorial about local decisions; slow to trust newcomers; unable to ignore a public insult to neighborhood history.

Public source: [Player's Guide to Rockdrift](#).

2. Rockdrift Dockward Harborfolk

Status: Published Heritage

You grew up where Rockdrift faces the sea: among cargo gangs, visiting crews, foreign warehouses, sailors' lodging, dockside libraries, rough taverns, and the Port Authority's separate rhythm of law. You need never have worked aboard a vessel. Harborfolk are people for whom weather, tides, manifests, missing cargo, foreign accents, and unexpected arrivals continually reshape the day.

The district prizes competence, mutual warning, adaptability, and discretion. It welcomes outsiders because it depends on them while fiercely rejecting the idea that the Docks have no roots. Upper wards may call the area disorderly; Dockward residents see the rest of the city as sheltered from the labor that makes Rockdrift prosperous.

Language: Rockdrift dockside trade speech, an Arfordiran port dialect, or a trade or household language justified by the harbor's traffic.

Suggested Heritage Expressions: Maritime Routine, Guild and Market Signs, Crossroads Mediation, Settlement Read, or Weatherwise.

Suggested backgrounds: Sailor, Fisher, Merchant, Laborer, Urchin, Criminal, Guard, Artisan, or Entertainer.

Character questions:

- Which sound tells you that the harbor is functioning normally?
- Which visiting people became ordinary neighbors to you?
- Which dockside establishment would take you in without asking for an explanation?

Optional flaws: Treats every conversation as bargaining; protects dockside discretion too long; impatient with people who ignore obvious danger.

Public source: [Rockdrift Places and Landmarks](#).

3. Claygrasp Neighborhood Folk

Status: Published Heritage with Open Local Detail

You grew up in Rockdrift's largest district, where working and middle-income households make the city ordinary. Claygrasp culture is crowded competence: knowing where to secure decent goods, which neighbor can repair something, how reputation travels across several streets, and how quickly apparent stability can disappear.

Residents prize resourcefulness, mutual notice, respectable presentation, and the ability to keep daily life moving. Gossip is expected; weaponizing a neighbor's private hardship is contemptible. Hill Keep may flatten Claygrasp into "ordinary people," while Dusk Gate may see it as comfortable. Claygrasp families know how much work hides behind that comfort.

Language: Claygrasp street speech, an Arfordiran household dialect, or another neighborhood language.

Suggested Heritage Expressions: Settlement Read, Hospitality and Mutual Aid, Guild and Market Signs, or Civic Procedure.

Suggested backgrounds: Artisan, Merchant, Laborer, Guard, Entertainer, Guild Artisan, Urchin, or Farmer.

Character questions:

- Which neighbor taught you the difference between respectability and trustworthiness?
- What repaired household object became an heirloom?
- Whose good opinion mattered more than an official credential?

Optional flaws: Overprotective of hard-won respectability; assumes every favor creates a debt; judges visible waste harshly.

Public source: [Player's Guide to Rockdrift](#).

4. Hill Keep Guildward

Status: Published Heritage with Open Local Detail

You grew up near Rockdrift's castle hill, where comfortable households, formal guilds, specialists, and access to decision-makers concentrate. This does not make you noble or a guild member. It means you learned how reputation is displayed, how introductions circulate, and how proximity to power changes the cost of a mistake.

Hill Keep values accomplishment, polish, patronage, expertise, and institutional continuity. Its defenders believe access should create responsibility. Its critics observe that inherited access is often presented as proof of merit. Other districts may call Hill Keep insulated or performative; Hill Keep households may answer that large civic undertakings require networks, specialists, and long planning.

Language: Formal Arfordiran court speech, a court or guild register, or a language used by the district's professional households.

Suggested Heritage Expressions: Public Protocol, Contract Literacy, Guild and Market Signs, Civic Procedure, or Archive Etiquette.

Suggested backgrounds: Noble, Courtier, Guild Artisan, Merchant, Sage, Artisan, Guard, or Charlatan.

Character questions:

- Who taught you to enter a room where nobody wanted to admit you belonged?
- Which mark of prestige impresses outsiders but means little locally?
- Whose reputation remains entangled with your own?

Optional flaws: Mistakes access for competence; protects a network despite individual wrongdoing; corrects presentation when the underlying issue matters more.

Public source: [Rockdrift Places and Landmarks](#).

5. Salts' Road Yardfolk

Status: Published Heritage with Open Local Detail

You were raised around the raw-goods yards where mountain stone and salt are weighed, processed, stored, and sent onward. Dust, brine, stacked blocks, scales, ledgers, worn gloves, and warning marks are ordinary. Yardfolk learn to notice a dishonest measure, an unsafe stack, a damaged wheel, and a supervisor who values schedule more than bodies.

Residents value reliability, material honesty, shared safety, and pride in essential labor. They may distrust clerks, merchants, and adventurers who appear to profit from risks they do not carry. Owners and workers sometimes invoke the same "Salts' Road values" while meaning opposite things.

Language: Salts' Road yard speech, an inland trade dialect, a mountain community language, or another household language.

Suggested Heritage Expressions: Technical Maintenance, Guild and Market Signs, Contract Literacy, or Boundary Signs.

Suggested backgrounds: Laborer, Artisan, Guild Artisan, Merchant, Teamster, Guard, Soldier, or Criminal.

Character questions:

- What material can you judge by touch, smell, or sound?
- Which safety rule was written after someone you knew was injured?
- Who takes credit for labor your community performs?

Optional flaws: Assumes polished people are impractical; refuses to abandon a task once others rely on it; treats rest as something that must be justified.

Public source: [Rockdrift Places and Landmarks](#).

6. Dusk Gate Outerward

Status: Published Heritage with Open Local Detail

You grew up outside or against Rockdrift's western gate, among farmers, new arrivals, households unable to secure residence within the walls, and people summoned toward the capital by crown or necessity. The city is close enough to shape every opportunity and distant enough to show who receives walls, services, and recognition first.

Outerward people value persistence, mutual aid, independence, and skepticism toward official promises. Some seek full urban recognition. Others fear recognition will bring taxes, inspections, and displacement before it brings services. Inner wards may call Dusk Gate makeshift; its residents know when a "temporary" settlement has become a permanent community without acquiring permanent rights.

Language: Dusk Gate street speech, a nearby rural dialect, or a recent migrant household language.

Suggested Heritage Expressions: Hospitality and Mutual Aid, Settlement Read, Boundary Signs, Routecraft, or Civic Procedure.

Suggested backgrounds: Farmer, Laborer, Urchin, Merchant, Folk Hero, Outlander, Guard, or Criminal.

Character questions:

- What did your household build before anyone granted permission?
- Do you want Dusk Gate incorporated into the city or protected from it?
- Which service do residents provide because Rockdrift does not?

Optional flaws: Expects public help to conceal a cost; resents people who exclude Dusk Gate from "the city"; takes challenges to informal boundaries personally.

Public source: [Rockdrift Places and Landmarks](#).

7. Arfordiran Crownland and Tablefolk

Status: Working Heritage

You were raised in wider Arfordir rather than Rockdrift itself, among communities that combine food, art, craft, cultivated reputation, royal symbolism, and the ideal that accomplishment can change a family's standing. Regional hospitality is often judged through care and presentation rather than raw expense. A precise compliment shows attention; broad praise can sound empty.

Arfordir's ideals of taste, education, accomplishment, and merit sit beside inherited access to instruction and recommendation. Royal loyalty can be personal, ceremonial, pragmatic, or contested. Rockdrift may call the rest of the country provincial, while rural communities know where the capital's food, stone, craft, and stories begin.

Language: An Arfordiran regional dialect, or another household language.

Suggested Heritage Expressions: Hospitality and Mutual Aid, Seasoncraft, Guild and Market Signs, Oral History, or Public Protocol.

Suggested backgrounds: Farmer, Artisan, Entertainer, Merchant, Noble, Courtier, Folk Hero, or Guard.

Character questions:

- Which food, craft, performance, or local product is your community proud to be judged by?
- Whose recommendation opened—or failed to open—a door?
- Which royal story is told differently in your town?

Optional flaws: Turns taste into a judgment of character; assumes achievement must be publicly legible; holds lasting grudges over condescension toward home.

Public source: [Earlier v4 world survey retained in this book.](#)

4.9 - Athenaeum, Gilded Crossroads, Wolgari, and Beccin

Athenaeum and Delphi

8. Delphic Civic

Status: Working Heritage

You were raised in Delphi as a citizen of a vast magical capital, not necessarily as a wizard or student. Bridges, docks, roads, courts, archives, public offices, school traffic, and the Mount Primo Complex make institutional magic part of the city's ordinary geography.

Delphians often value precise questions, demonstrable knowledge, competent stewardship, and civic capacity. They also argue about whether expertise serves the public or gives experts permission to decide what the public may know. Foreigners may see Delphians as brilliant, arrogant, regulated, or magically spoiled. Delphians may see foreign systems as dangerously informal while knowing how readily their own institutions hide behind procedure.

Language: Delphic civic speech, a scholarly or civic language, or a household language used in the capital.

Suggested Heritage Expressions: Civic Procedure, Archive Etiquette, Public Protocol, Technical Maintenance, or Settlement Read.

Suggested backgrounds: Sage, Scholar, Artisan, Merchant, Courtier, Guard, Urchin, or Entertainer.

Character questions:

- Which public institution worked exactly as promised when your family needed it?
- What dangerous knowledge do you believe should genuinely be controlled?
- Which neighborhood resents being described only through the Mount Primo Complex?

Optional flaws: Assumes every problem has a correct office; equates orderly explanation with truth; impatient with knowledge that resists classification.

Public source: [Earlier v4 world survey retained in this book.](#)

9. Athenaeum Scholastic-Quarter Household

Status: Working Heritage

You were raised in a household or neighborhood shaped by schools, archives, laboratories, magical trades, or state research. This does not make you a mage, graduate, employee, or license-holder. It means academic calendars, visiting experts, restricted doors, experimental hazards, and the distinction between trained, licensed,

published, and merely clever were ordinary parts of life.

Such communities prize curiosity, precision, credit, preservation, and reliable method. They also understand credentialism, status anxiety, secrecy, and the invisible labor supporting prestigious work. Foreigners may assume everyone nearby is a wizard. Residents know that most people sustaining magical institutions perform ordinary and frequently uncredited work.

Language: Delphic civic speech, a household language, or an appropriate scholarly language.

Suggested Heritage Expressions: Archive Etiquette, Technical Maintenance, Contract Literacy, Crossroads Mediation, or Public Protocol.

Suggested backgrounds: Sage, Student, Artisan, Laborer, Merchant, Scribe, Urchin, or Guard.

Character questions:

- Which brilliant person relied on someone your community never credited?
- Which safety rule do you follow when nobody is watching?
- Did your home benefit more from the Athenaeum's openness or suffer more from its restrictions?

Optional flaws: Corrects terminology when the human issue matters more; protects unfinished work too long; distrusts uncredentialed expertise.

Public source: [Earlier v4 world survey retained in this book.](#)

The Gilded Nations

10. Gilded Corridor Folk

Status: Working Heritage

You were raised between member states of the Gilded Nations: in a border town, multilingual household, shared-currency market, transit community, or family whose ordinary life crosses jurisdictions. This is not a generic Gilded nationality. It is the culture of repeatedly translating between distinct member peoples.

Corridor Folk value mobility, mediation, shared infrastructure, and plural belonging. They also experience unequal influence and pressure to become culturally neutral for everyone else's convenience. Localists may call them rootless; central institutions may treat them as ideal intermediaries while ignoring the cost of that work.

Language: One member-state language, a trade language, or a mixed household language.

Suggested Heritage Expressions: Crossroads Mediation, Contract Literacy, Routecraft, Public Protocol, or Guild and Market Signs.

Suggested backgrounds: Merchant, Courtier, Sailor, Caravan Specialist, Guard, Guild Artisan, Entertainer, or Urchin.

Character questions:

- Which border seems artificial to you?
- Which local distinction must never be flattened?

- Whose disagreement are you tired of being expected to translate?

Optional flaws: Avoids taking a side when neutrality has consequences; assumes every conflict is misunderstanding; changes presentation so easily that friends question what is sincere.

Public source: [Earlier v4 world survey retained in this book.](#)

Wolgari

11. Trier Civic Wolgari

Status: Working Heritage

You were raised in or around Trier, the federal center of a concealed island republic. Civic life combines democratic institutions, thirteen largely autonomous provinces, controlled access through the veil, and a national identity founded on refuge while now possessing real logistical and research power.

Trier's people debate what belongs to a household, a community, a province, or the federation. Sanctuary, autonomy, technical competence, discretion, and negotiated pluralism are admired. Foreigners may romanticize Wolgari as a perfect refuge or treat every silence as conspiracy. Provincial Wolgari may see Trier as necessary, overconfident, or both.

Language: Wolgari civic speech, Draconic, a refugee household language, or a provincial language.

Suggested Heritage Expressions: Civic Procedure, Crossroads Mediation, Public Protocol, Contract Literacy, or Settlement Read.

Suggested backgrounds: Courtier, Merchant, Artisan, Sage, Guard, Urchin, Sailor, or Refugee.

Character questions:

- Which part of your identity belongs to Trier, and which belongs elsewhere?
- What information feels like a dangerous question rather than harmless curiosity?
- Who taught you the difference between refuge and isolation?

Optional flaws: Treats disclosure as danger; becomes controlling when responsible for safety; assumes outsiders cannot understand legitimate Wolgari concerns.

Public source: [Earlier v4 world survey retained in this book.](#)

12. Wolgari Refuge-Province Community

Status: Working Heritage

You were raised in a semi-insular province, settlement, or neighborhood founded or reshaped by people fleeing persecution. Your customs may carry an older homeland, but they did not remain unchanged. They adapted to the island, secrecy, neighboring refugees, and the practical work required to sustain sanctuary.

These communities prize mutual protection, memory, self-determination, adaptation, and chosen continuity. They also argue over assimilation, language retention, federal participation, marriage, internal authority, and whether safety justifies gatekeeping. Other Wolgari may describe a community as closed; outsiders may assume all refugees share one politics.

Language: A preserved community language, Draconic, or a provincial language.

Suggested Heritage Expressions: Hospitality and Mutual Aid, Oral History, Crossroads Mediation, Sacred Observance, or Seasoncraft.

Suggested backgrounds: Farmer, Artisan, Merchant, Acolyte, Folk Hero, Hermit, Sailor, or Sage.

Character questions:

- Which custom changed after arrival on Wolgari?
- What object, recipe, song, or name carries more homeland than a map?
- What makes you Wolgari that an outsider focused on your family's origin would miss?

Optional flaws: Treats community scrutiny as the price of safety; preserves a custom after forgetting whom it serves; assumes leaving is rejection.

Public source: [Earlier v4 world survey retained in this book](#).

13. Wolgari Kobold Homeland Community

Status: Working Heritage with Open Local Detail

You were raised among communities descended from or connected to Wolgari's Green, Red, Yellow, or Blue Kobold peoples, who lived on the island before the modern refuge republic. This heritage concerns homeland, ecology, political memory, and continuity. It does not reduce those peoples to color-coded ancestry options.

Original presence must not become museum status. Communities may disagree about development, federal participation, land, refuge policy, and how much tradition should be made legible to outsiders. Newer Wolgari may celebrate kobold history symbolically while neglecting current voices. Foreigners may mistake these communities for a single tribe. Neither view is adequate.

Language: Draconic or another established island language.

Suggested Heritage Expressions: Boundary Signs, Oral History, Seasoncraft, Hospitality and Mutual Aid, or Routecraft.

Suggested backgrounds: Farmer, Outlander, Artisan, Sage, Merchant, Guard, Hermit, or Folk Hero.

Character questions:

- Which place carries a history the federal story tells too briefly?
- What did your community gain from the refuge republic, and what did it defend from it?
- Is the color-name a proud self-description, an outsider label, both, or neither?

Optional flaws: Interprets curiosity as attempted claim; distrusts national symbols that omit local history; feels responsible for defending every secret.

Public source: [Earlier v4 world survey retained in this book.](#)

Beccin

14. Beccin Core Civic

Status: Working Heritage

You were raised inside Beccin's core civic culture, where imperial hierarchy, public order, industry, schedules, records, and the promise of overwhelming capacity shape everyday expectations. You need not support the Empire. You are familiar with a society that often judges legitimacy by whether a system acts, produces, and maintains order.

Beccin civic ideals include competence, action, scale, public works, and clear hierarchy. The central cultural danger is confusing effectiveness with consent and treating burdens imposed elsewhere as administrative necessity. Occupied peoples may see Beccin citizens as beneficiaries who call coercion efficiency. Citizens may resent being reduced to the army while overlooking how ordinary prosperity connects to imperial power.

Language: Beccin or another established household or provincial language.

Suggested Heritage Expressions: Civic Procedure, Public Protocol, Technical Maintenance, Contract Literacy, or Settlement Read.

Suggested backgrounds: Artisan, Courtier, Merchant, Guard, Soldier, Sage, Noble, Laborer, or Criminal.

Character questions:

- Which Imperial system materially improved life for people you love?
- What cost were you trained not to see?
- When does decisive action become a way to prevent objection?

Optional flaws: Treats delay as incompetence; sends moral responsibility upward through hierarchy; values measurable results above unrecorded harm.

Public source: [Players' Guide to Rebels of Eschatia.](#)

15. Beccin Works-Corridor Community

Status: Working Heritage

You grew up in a rail, telegraph, industrial, provincial, or contractor-shaped settlement where infrastructure organizes communal life. This does not give you a trade proficiency or make you an Imperial employee. It teaches the rhythm of maintenance windows, supply arrivals, work credentials, and distant decisions that can reorder a town.

Works-Corridor communities value reliability, coordinated effort, technical pride, and the local improvisation that keeps official systems alive. They also argue over relocation, surveillance, safety, extraction, and who receives the benefit. Core citizens may call them rough but productive; rural neighbors may call them agents of extraction. Residents may reject both.

Language: Beccin, a provincial language, or a mixed work-community dialect.

Suggested Heritage Expressions: Technical Maintenance, Routecraft, Contract Literacy, Boundary Signs, or Hospitality and Mutual Aid.

Suggested backgrounds: Laborer, Artisan, Guild Artisan, Merchant, Guard, Soldier, Farmer, Urchin, or Sage.

Character questions:

- Which official system would fail without your neighbors' unofficial work?
- What schedule governed your childhood more than the calendar?
- Which piece of infrastructure is both pride and grievance?

Optional flaws: Measures worth through usefulness; continues following schedules after their purpose fails; distrusts plans without a maintenance explanation.

Public source: [Players' Guide to Rebels of Eschatia](#).

4.10 - Eschatia and the Southern Thalassia

Eschatia

16. Eschatian Slow-Root Countryside

Status: Working Heritage

You were raised in an Eschatian village, orchard, vineyard, coffee-growing region, or small eparchial community where civic memory and the seasons move together. “Slow Roots” is more than legal procedure. It is the belief that changes affecting land, water, burial, worship, and standing should remain visible long enough for neighbors and old records to answer.

Such communities value stewardship, patience, reciprocal standing, and public memory. The same customs can protect land or allow established interests to postpone justice. Beccin officials may call this inefficient. Urban Eschatians may praise rural resistance while depending on the countryside’s produce. Rural people know how quickly cities praise Slow Roots and invoke exceptions.

Language: Modern Elvish, an Eschatian regional dialect, Beccin, or another household language.

Suggested Heritage Expressions: Seasoncraft, Oral History, Boundary Signs, Civic Procedure, or Hospitality and Mutual Aid.

Suggested backgrounds: Farmer, Folk Hero, Artisan, Guild Artisan, Acolyte, Hermit, Merchant, or Guard.

Character questions:

- Which decision did your community insist must ripen in public?
- Which grove, well, boundary, or burial place carries an invisible obligation?
- When did patient procedure protect someone, and when did it abandon someone?

Optional flaws: Refuses necessary haste; gives inherited standing too much authority; treats departure as abandonment.

Public source: [Players' Guide to Rebels of Eschatia](#).

17. Eschatian Eparchy Ward

Status: Working Heritage

You grew up in a town or city ward where the Republic is encountered through elected representatives, guilds, registrars, courts, markets, watches, public relief, notices, and remonstrances. Republican participation is not an abstraction. It is a daily practice full of queues, sponsorship, personal risk, and procedural argument.

Ward communities value accountable records, local competence, public objection, and decisions that remain visible. Access is uneven: recognized households and institutions can make a problem legible, while an isolated person may struggle to be heard. Beccin observers may call the process endless; residents see procedure as a defense against distant power quietly making temporary control permanent.

Language: Modern Elvish, a local dialect, Beccin, or a multilingual household language.

Suggested Heritage Expressions: Civic Procedure, Archive Etiquette, Public Protocol, Contract Literacy, or Settlement Read.

Suggested backgrounds: Courtier, Guild Artisan, Merchant, Guard, Sage, Noble, Urchin, Criminal, or Laborer.

Character questions:

- Which office did your family trust enough to risk its name?
- Who taught you to object without making your objection easy to dismiss?
- Which missing record altered someone's life?

Optional flaws: Believes a recorded objection is sufficient action; cannot resist procedural argument; distrusts people without local sponsors.

Public source: [Players' Guide to Rebels of Eschatia](#).

18. Eschatian Paper-Cage Cityfolk

Status: Working Heritage

You were raised where Eschatian and Beccin administrations overlap: an occupied city, rail district, permit-heavy ward, or community living under two systems that each claim the other authorized the harm. You learned that "Who is in charge?" can matter less than "Who must sign for this to look legal?"

Residence registers, travel passes, changing currencies, ration channels, inspections, and offices with overlapping seals shape ordinary life. Residents value adaptability, quiet warning, documentary memory, and the ability to read official language critically. That constant ambiguity can also normalize corruption, informant fear, and the belief that every relationship is compromised.

Language: Modern Elvish, Beccin, or another household language.

Suggested Heritage Expressions: Civic Procedure, Contract Literacy, Crossroads Mediation, Archive Etiquette, or Settlement Read.

Suggested backgrounds: Urchin, Merchant, Courtier, Criminal, Guild Artisan, Guard, Laborer, Sage, or Soldier.

Character questions:

- Which document did your household copy more than once?
- Who taught you how to make two offices disagree?
- What act of cooperation kept someone alive but still feels like betrayal?

Optional flaws: Sees every request as leverage; preserves dangerous records too long; assumes a kind official must have a hidden purpose.

Public source: [Players' Guide to Rebels of Eschatia](#).

19. Eschatian Old-House Country

Status: Working Heritage

You were raised in a community shaped by one or more old Oikoi: an estate town, service household, ward, workshop, clinic, school, stable, performance house, archive, or memorial landscape. Choosing this heritage does not make you noble, blooded, magical, a house member, or loyal to the Synedrion.

Old-House communities value continuity, obligation, public role, specialized knowledge, and inherited memory. Their central dispute is whether generations of public service justify hereditary privilege—and who may reinterpret obligations made by the dead. Republican critics may call these communities compromised by hierarchy. Residents know the distance between a celebrated name and the ordinary people maintaining its public work.

Language: Modern Elvish, an older formal register, a regional dialect, Beccin, or another household language.

Suggested Heritage Expressions: Public Protocol, Oral History, Archive Etiquette, Hospitality and Mutual Aid, or Boundary Signs.

Suggested backgrounds: Noble, Courtier, Artisan, Acolyte, Guard, Soldier, Sage, Laborer, or Entertainer.

Character questions:

- What does the old house near your home publicly owe the community?
- Who serves its institutions without belonging to its bloodline?
- If hereditary standing vanished, what useful work should remain?

Optional flaws: Confuses inherited obligation with personal identity; defends public service to avoid confronting private harm; rejects all outside criticism.

Public source: [Players' Guide to Rebels of Eschatia](#).

20. Eschatian Road, Port, and Diaspora Folk

Status: Working Heritage

You were raised among Eschatians whose lives cross regions: port households, roadside communities, displaced families, emigrants, veterans, and people whose homes carry both old Elvish and newer trade-language or Beccin names. Your heritage is defined by how Eschatian identity survives movement, occupation, and renamed places.

These communities value adaptation, memory, safe passage, hospitality, and plural belonging. They argue over return, authenticity, language loss, political responsibility, and whether keeping the old name helps people endure or prevents them from inhabiting the present. Local Eschatians may call diaspora families distant, while host communities may continue treating them as foreign.

Language: Modern Elvish, Beccin, a regional dialect, or another migration-shaped household language.

Suggested Heritage Expressions: Crossroads Mediation, Routecraft, Oral History, Contract Literacy, or Hospitality and Mutual Aid.

Suggested backgrounds: Sailor, Merchant, Caravan Specialist, Soldier, Refugee, Entertainer, Guild Artisan, or Urchin.

Character questions:

- Which name for home do you use with family, officials, and foreigners?
- What became more Eschatian in exile than it had been at home?
- Who thinks you left too easily, and who thinks you have not left enough?

Optional flaws: Tests other people's authenticity; hoards news or objects from home; treats every departure as temporary.

Public source: [Players' Guide to Rebels of Eschatia](#).

The Southern Thalassia

The following are **Thin-Lore Heritages**. Their ports and broad themes are established, but players should help define household customs, neighborhoods, and local disagreements with the GM.

21. Cavaross Freeport Folk

Status: Thin-Lore Heritage

You were raised in or around free Cavaross, a port whose identity is shaped by contested sovereignty, revolt, maritime trade, and the determination to remain more than an asset on another power's map. Choosing this heritage grants no rebel, marine, pirate, or faction membership.

Cavaross values self-rule, practical trade, mutual defense, and refusal of imposed identity. Its difficult question is how far a community expecting siege or infiltration may go before security begins to resemble the power it resisted. Outsiders may turn Cavaross into a symbol; residents still have to live there.

Language: A Thalassian port language, Beccin, a Gilded language, or a mixed household language.

Suggested Heritage Expressions: Maritime Routine, Civic Procedure, Boundary Signs, Hospitality and Mutual Aid, or Settlement Read.

Suggested backgrounds: Sailor, Merchant, Fisher, Guard, Artisan, Urchin, Soldier, or Criminal.

Character questions:

- Who claims Cavaross, and whose claim did your neighborhood recognize?
- What public resource became a symbol because people fought to keep it shared?
- Which security measure feels too much like the power your home resisted?

Optional flaws: Equates compromise with surrender; demands loyalty before trust can grow; refuses help that might create political debt.

Public source: [Players Guide to Pirates of the Thalassia](#).

22. Gale's Rest Windshore

Status: Thin-Lore Heritage

You were raised in Gale's Rest or a similar wind-battered town where treacherous water and skilled seamanship shape public identity. You need not be a sailor. Windshore people live where weather forecasts, safe returns, memorials, shore work, and the judgment of those who know the water concern everyone.

The community values foresight, rescue, practical courage, and shared warning. Its reputation for hardiness can pressure residents into avoidable risk. Safer ports may romanticize Gale's Rest as fearless; its people know fear is information and survival often belongs to the person willing to turn back.

Language: A Shallows dialect, a maritime trade language, or another household language.

Suggested Heritage Expressions: Weatherwise, Maritime Routine, Hospitality and Mutual Aid, Oral History, or Routecraft.

Suggested backgrounds: Fisher, Sailor, Artisan, Merchant, Folk Hero, Guard, Acolyte, or Outlander.

Character questions:

- Which warning sign does every local child learn?
- Which loss is remembered when the weather turns?
- What does your community do for the family of someone who does not return?

Optional flaws: Treats outsiders' confidence as ignorance; cannot relax while weather remains uncertain; assumes responsibility for warnings others ignore.

Public source: [Players Guide to Pirates of the Thalassia](#).

23. Eastwatch Beaconfolk

Status: Thin-Lore Heritage

You were raised around Eastwatch, a strategic port known for a great lighthouse guiding ships through dangerous waters. Beaconfolk culture grows around watching, being watched, making passage legible, and living in a place whose safety function attracts distant powers.

Residents value precise observation, clear warning, reliability, and duty to travelers. Strategic importance can turn civic service into surveillance and reduce a community to infrastructure. Passing sailors may see Eastwatch only as a light or checkpoint; Beaconfolk insist it is a home first.

Language: A Thalassian port language, Beccin, a Gilded language, or a signal-port household language.

Suggested Heritage Expressions: Maritime Routine, Weatherwise, Public Protocol, Boundary Signs, or Routecraft.

Suggested backgrounds: Sailor, Guard, Soldier, Artisan, Merchant, Fisher, Sage, or Urchin.

Character questions:

- Which signal do you still notice before anyone else?
- When did guiding travelers conflict with an order to control them?
- What does your community do when the official watch fails?

Optional flaws: Cannot stop monitoring exits and strangers; equates unclear speech with concealment; accepts unwanted responsibility because someone must keep watch.

Public source: [Players Guide to Pirates of the Thalassia](#).

24. Pyrthian Academy-Port Household

Status: Thin-Lore Heritage

You were raised in Pyrthia or another Shallows community where a Gilded academy, navigation, magical instruction, and island life overlap. This does not grant school admission. It includes local households, landlords, suppliers, boat families, craftspeople, and critics whose home is continually described through an institution they may not belong to.

These communities value learning, exchange, navigation, and experiment while arguing over unequal access, foreign influence, and who receives credit for local knowledge. Other islanders may call Pyrthians sheltered; visitors may assume everyone is formally educated. Residents know the difference between living near an academy and being empowered by it.

Language: A local port language, a Gilded language, or another household language.

Suggested Heritage Expressions: Archive Etiquette, Maritime Routine, Crossroads Mediation, Technical Maintenance, or Guild and Market Signs.

Suggested backgrounds: Student, Sage, Artisan, Sailor, Merchant, Urchin, Fisher, or Guard.

Character questions:

- Which piece of local knowledge did the academy rename?
- Who lives beside the institution without being invited inside?
- Which school custom became town custom, and which do residents reject?

Optional flaws: Resents formal expertise even when useful; overstates local ownership of knowledge; judges people by whether they credit support work.

Public source: [Players Guide to Pirates of the Thalassia](#).

25. Star-Touched Shallows Diaspora

Status: Thin-Lore Heritage

You were raised among people socially or historically connected to the meteor storm and the emergence of the Southern Thalassia. “Star-touched” is a community identity, stigma, or reclaimed name—not a new ancestry or automatic magical trait.

These communities value survival, self-definition, guardianship of difficult history, and refusal of stigma. They may disagree over concealment, public pride, magical study, and whether dangerous remnants should be destroyed, shared, or kept. Outsiders may romanticize Star-Touched people as chosen, fear them as contaminated, or treat them as access points to wealth.

Language: A Shallows island language, a port language, or a diaspora household language.

Suggested Heritage Expressions: Oral History, Boundary Signs, Crossroads Mediation, Sacred Observance, or Hospitality and Mutual Aid.

Suggested backgrounds: Hermit, Sage, Sailor, Acolyte, Artisan, Refugee, Entertainer, or Urchin.

Character questions:

- Is “star-touched” a name your family chose, reclaimed, tolerated, or rejected?
- What object or story do outsiders think they may inspect?
- What would respectful study of your people’s history require?

Optional flaws: Treats every researcher as exploiter; turns stigma into a test nobody can pass; protects a harmful remnant because surrender feels like erasure.

Public source: [Players Guide to Pirates of the Thalassia](#).

4.11 - Cynnyd, Ossuria, the Ravine, and Draconic Enclaves

Cynnyd

26. Cynnyd Sky-City Household

Status: Working Heritage

You were raised in Cynnyd, the flying city-state centered on Twr yr Oesoedd and Athrofa. You may come from a school household, residential district, immigrant neighborhood, or maintenance community. This does not make you a student, mage, or servant of the Headmaster.

Cynnyd's people value curiosity, adaptation, education, maintenance, and shared dependence. Residents treat what outsiders call impossible wonders as infrastructure that still needs rules, cleaning, repair, and evacuation plans. The city's unique mobility creates both freedom and dependence on systems few citizens fully understand.

Language: Cynnyd civic speech, an immigrant or household language, or a language used in Athrofa's wider civic life.

Suggested Heritage Expressions: Technical Maintenance, Routecraft, Archive Etiquette, Public Protocol, or Crossroads Mediation.

Suggested backgrounds: Student, Sage, Artisan, Laborer, Guard, Courtier, Urchin, Merchant, or Hermit.

Character questions:

- What ordinary routine keeps a flying city habitable?
- Which moving horizon do you still think of as home?
- Is Cynnyd a school with citizens, a nation with students, or something else?

Optional flaws: Treats dangerous magical instability as routine; sees grounded communities as narrow-minded; feels responsible for systems far beyond personal control.

Public source: [Earlier v4 world survey retained in this book.](#)

Ossurian Traditions

27. Ossurian New Guard Community

Status: Legacy Heritage

You were raised among Ossurians who define continuity through reform: modern offices, disciplined work systems, industrial adaptation, revised civic organization, and the belief that old vows must be made useful in the present. This is a cultural and political tradition available to any ancestry, not a kind of dwarf.

New Guard communities value reform, public usefulness, technical reliability, and visible competence. Their risk is treating novelty as justice and dismissing an inherited practice before learning whom it protects. Old Guard neighbors may call them impatient. New Guard people may see themselves as rescuing Ossuria from ceremonial paralysis.

Language: An Ossurian civic language, a work-community register, or another household language approved by the GM.

Suggested Heritage Expressions: Technical Maintenance, Civic Procedure, Contract Literacy, Boundary Signs, or Public Protocol.

Suggested backgrounds: Artisan, Guild Artisan, Soldier, Guard, Sage, Laborer, or Courtier.

Character questions:

- Which reform repaired an old injustice?
- Which custom was discarded before anyone understood its purpose?
- How does a new system earn trust?

Optional flaws: Treats custom as guilty until proven useful; believes discipline can solve disagreement; mistakes the newest standard for the fairest.

Public source: [Races, Lineages, & Ancestories v3.0](#).

28. Ossurian Old Guard Community

Status: Legacy Heritage

You were raised among Ossurians who understand society through ancestral oaths, clan records, grave care, inherited offices, durable craft, and obligations measured across generations. This does not grant clan rank, sacred office, or authority over another Ossurian.

Old Guard communities value accountable memory, continuity, work that outlasts its maker, and responsibility to the dead. The same system can preserve wisdom and privilege, leaving living people constrained by promises they never made. New Guard people may call them immovable. Old Guard households answer that change without records lets the powerful rewrite what happened.

Language: An Ossurian language, an older formal register, or another clan or household language approved by the GM.

Suggested Heritage Expressions: Oral History, Boundary Signs, Archive Etiquette, Public Protocol, or Technical Maintenance.

Suggested backgrounds: Artisan, Acolyte, Noble, Guard, Soldier, Sage, Guild Artisan, or Hermit.

Character questions:

- Which oath governs your household although nobody living chose it?
- What object must be named before it can be repaired?
- Who may reinterpret an old obligation?

Optional flaws: Preserves obligation after its purpose dies; trusts old records over living testimony; interprets reform as disrespect.

Public source: [Races, Lineages, & Ancestories v3.0](#).

The Ravine

29. Ravine Suspended-Town Folk

Status: Legacy Heritage

You were raised in a settlement suspended above or within the Ravine, among platforms, anchors, gondola routes, guest-right, public music, and communal festivals. Any ancestry may select this heritage. Gliding or flight must come from ancestry, lineage, equipment, class, or magic.

Suspended towns value daring, hospitality, shared maintenance, and competence that others can trust with their lives. Their celebration of courage can shame cautious people; communal dependence can become social control. Ground communities may see Ravine people as reckless or whimsical. Ravine residents may see ground assumptions about roads, space, and ownership as extravagant.

Language: A Ravine language, aerial trade language, or another household language approved by the GM.

Suggested Heritage Expressions: Routecraft, Weatherwise, Hospitality and Mutual Aid, Maritime Routine, or Technical Maintenance.

Suggested backgrounds: Artisan, Entertainer, Sailor, Merchant, Guard, Outlander, Laborer, or Folk Hero.

Character questions:

- Which shared anchor or route does your community treat as sacred in practice?
- Which warning did you learn before you could read?
- When does public daring become dangerous pressure?

Optional flaws: Treats fear of heights as weakness; interferes with others' equipment in the name of safety; assumes hospitality creates authority.

Public source: [Races, Lineages, & Ancestories v3.0](#).

30. Ravine Grounded Diaspora

Status: Legacy Heritage with Open Local Detail

You were raised among Ravine-descended people living on stable ground. Your home may preserve route songs, light furnishings, shared repair, elevated gatherings, and guest customs whose original dangers are now distant. Some practices remain practical; others became symbols whose first purpose younger people may no longer know.

Grounded communities value adaptation, memory, chosen community, movement, and mutual aid. They debate whether life away from the Ravine is exile, liberation, dilution, or simply another Ravine way of living. Relatives

above may see them as assimilated, while host communities may treat them as picturesque.

Language: A Ravine language, the host community's language, or a mixed household language.

Suggested Heritage Expressions: Crossroads Mediation, Oral History, Hospitality and Mutual Aid, Settlement Read, or Routecraft.

Suggested backgrounds: Merchant, Artisan, Entertainer, Urchin, Guild Artisan, Sailor, Courtier, or Folk Hero.

Character questions:

- Which custom survived after its practical purpose disappeared?
- What do relatives above think your community forgot?
- Is return a goal, a threat, a ritual phrase, or irrelevant?

Optional flaws: Polices authenticity; mistakes stability for complacency; idealizes a home never personally known.

Public source: [Races, Lineages, & Ancestories v3.0](#).

Draconic Enclaves

31. Draconic Stewardship Enclave

Status: Legacy Heritage

You were raised in a community organized around a dragon, ruin, old hoard, scale-lineage memory, kobold and Dragonborn kinship, or an inherited pact of protection. The dragon need not be benevolent, alive, present, or entitled to rule.

Stewardship enclaves value continuity, custodianship, precise obligation, and protection. Their “hoard” might be books, seeds, tools, names, oaths, or common wealth rather than coin. Stewardship becomes domination when keepers claim the community exists for the legacy rather than the legacy for the community.

Language: Draconic or the ordinary language of the enclave and its neighbors.

Suggested Heritage Expressions: Boundary Signs, Oral History, Contract Literacy, Public Protocol, or Archive Etiquette.

Suggested backgrounds: Sage, Guard, Artisan, Acolyte, Merchant, Noble, Hermit, or Treasure Hunter.

Character questions:

- What does your community call its hoard?
- Who may add to, remove from, or reinterpret it?
- What should happen if the dragon never returns?

Optional flaws: Treats possession as stewardship without consent; assumes outsiders covet everything; preserves danger because surrender feels like betrayal.

Public source: [Races, Lineages, & Ancestories v3.0](#).

32. Dragonfall and Liberation Enclave

Status: Legacy Heritage

You were raised in a community founded by resisting, expelling, surviving, or outliving draconic rule. Dragons remain central to local identity because your people refused to serve them. This may be a ruin town, watch community, liberated kobold settlement, or a people who reclaimed a hoard as public property.

Such communities value freedom, vigilance, common ownership, mutual defense, and refusal of inherited submission. Their danger is permanent emergency: leaders may justify present control by invoking a dragon that is dead, distant, or never returning. Stewardship enclaves may call them destroyers of memory; romantic outsiders may ignore the new hierarchies liberation created.

Language: Draconic or the language of the liberated community.

Suggested Heritage Expressions: Oral History, Boundary Signs, Civic Procedure, Hospitality and Mutual Aid, or Public Protocol.

Suggested backgrounds: Folk Hero, Soldier, Guard, Artisan, Sage, Criminal, Farmer, or Noble.

Character questions:

- What did your people reclaim, and who owns it now?
- Which liberation story is true but incomplete?
- Which old draconic practice survived because it was useful?

Optional flaws: Sees compromise as submission; exempts heroic ancestors from criticism; interprets secrecy or accumulation as the beginning of tyranny.

Public source: [Races, Lineages, & Ancestories v3.0](#).

4.12 - Legacy Heritages: Airgid through Harold-Ford

The profiles on this page are **Legacy Heritages**. They preserve established seeds from earlier Hiraeth development without pretending every city, language, law, and custom is already settled. Choose one with the GM, retain its central themes, and use the character questions to define your particular household and community.

Airgid

33. Airgid Silver-Islander

Status: Legacy Heritage

You were raised on Airgid, an island nation renowned for magical silver and ruled by a long imperial line. Island sovereignty, guarded trade, dynastic symbolism, and argument over who is entitled to speak for the silver shape the broad heritage.

Silver-Islanders may value stewardship, material expertise, continuity, and resistance to foreign extraction. Outsiders often imagine effortless wealth; residents may instead experience strategic vulnerability, restriction, and dependence on imports. Court supporters, workers, traders, and critics should never be treated as a single viewpoint.

Language: An Airgid court, port, trade, or household language approved by the GM.

Suggested Heritage Expressions: Contract Literacy, Public Protocol, Maritime Routine, Guild and Market Signs, or Boundary Signs.

Suggested backgrounds: Artisan, Merchant, Sailor, Noble, Guard, Laborer, or Courtier.

Character questions:

- What does your household believe Airgid silver belongs to?
- Which ordinary good is surprisingly scarce?
- What does the Iron Empress represent to your community?

Optional flaws: Treats foreign interest as attempted theft; measures trust through respect for property; defends the dynasty because instability seems worse.

Public source: [V3 ancestry and world legacy material](#).

Astrousia

34. Astrousian Coastal-Port Folk

Status: Legacy Heritage

You were raised in a merchant port or coastal community on Astrousia, the broad landmass associated with jungle valleys, sea trade, Nwt, and Darwishi. Astrousian identity is real, but it does not imply one government, one people, or one continental culture.

Port communities may value regional pride, adaptability, trade literacy, and resistance to foreign flattening. A person might identify first with a city, coast, river, or people and use “Astrousian” chiefly abroad. Fair-based outsiders may compress the continent into desert, jungle, dragon history, or exotic markets.

Language: An Astrousian regional, port, or household language approved by the GM.

Suggested Heritage Expressions: Maritime Routine, Crossroads Mediation, Guild and Market Signs, Routecraft, or Oral History.

Suggested backgrounds: Sailor, Merchant, Fisher, Artisan, Entertainer, Sage, Urchin, or Caravan Specialist.

Character questions:

- Which city, coast, or valley do you name before saying Astrousia?
- What seasonal arrival connected your home to the interior?
- Which outsider’s map combines peoples who would never call themselves one?

Optional flaws: Treats continental identity as a test; exaggerates local difference to resist flattening; assumes every Fair-based institution is imperial.

Public source: [V3 ancestry and world legacy material](#).

35. Nwt Memory-Bearer

Status: Legacy Heritage

You were raised in Nwt or among communities carrying its history after the fall of dragon rule and Beccin intervention. This heritage concerns life after a ruler’s violent removal. It does not require draconic ancestry or agreement about whether the old queen was protector, monarch, tyrant, or several things at once.

Nwt communities value memory, sovereignty, survival, and the right to argue over continuity. Some may seek restoration; others accommodation, independence, reinvention, or departure. Foreign treasure-seekers may see ruins and abandoned wealth where residents see homes, graves, and unresolved ownership.

Language: An Nwt or Astrousian language, Draconic, Beccin, or another language approved by the GM.

Suggested Heritage Expressions: Oral History, Boundary Signs, Public Protocol, Archive Etiquette, or Crossroads Mediation.

Suggested backgrounds: Noble, Courtier, Sage, Guard, Soldier, Refugee, Artisan, or Hermit.

Character questions:

- Which truth about the old kingdom will your household not surrender?
- Which part of the former order should never be restored?

- What gives present authority legitimacy?

Optional flaws: Treats grief as political loyalty; cannot distinguish preservation from restoration; assumes every seeker of old artifacts intends desecration.

Public source: [V3 ancestry and world legacy material](#).

36. Darwishi Jungle-Edge Cityfolk

Status: Thin-Lore Legacy Heritage

You were raised in Darwishi, a city-state at the edge of a great jungle. Its everyday culture remains open, but the city's defining experience is clear: residents live at a meeting point between dense urban life, distant trade, and routes into an environment outsiders often describe as wilderness.

Darwishi people may value local route knowledge, independent city identity, environmental awareness, and hospitality with firm boundaries. Visitors may see the city only as a gateway to adventure. Residents know it as a destination where people work, raise families, manage water and heat, and absorb the risks created by other people's expeditions.

Language: A Darwishi, Astrousian, trade, or household language approved by the GM.

Suggested Heritage Expressions: Settlement Read, Routecraft, Weatherwise, Guild and Market Signs, or Crossroads Mediation.

Suggested backgrounds: Merchant, Outlander, Artisan, Sage, Guard, Urchin, Sailor, or Guide.

Character questions:

- What does a visitor misunderstand when calling Darwishi "the edge"?
- Which route belongs to a community outsiders ignore?
- Who profits when danger beyond the city is exaggerated?

Optional flaws: Exploits visitors' ignorance; dismisses inland peoples; refuses to admit where local knowledge ends.

Public source: [V3 ancestry and world legacy material](#).

Bl?

37. Bl? Civic Rationalist

Status: Legacy Heritage

You were raised in Bl?, a democracy whose older civic identity centers science and hostility toward magical dependence. Choosing this heritage does not require anti-magic belief and does not grant technical proficiency. It means public debate about evidence, reason, self-reliance, and magic's social legitimacy shaped ordinary life.

BI? ideals may include reproducibility, democratic legitimacy, technical competence, and skepticism. Its central contradiction is a society that praises inquiry while treating a major feature of reality as moral weakness. Magical BI? households, open critics, and people who redefine magic as a natural phenomenon complicate any simple picture.

Language: A BI? civic, technical, or household language approved by the GM.

Suggested Heritage Expressions: Technical Maintenance, Civic Procedure, Archive Etiquette, Public Protocol, or Contract Literacy.

Suggested backgrounds: Sage, Artisan, Guild Artisan, Courtier, Merchant, Soldier, Charlatan, or Hermit.

Character questions:

- What counts as evidence in your community?
- Which magical phenomenon did people refuse to investigate honestly?
- Did your household conceal magic, condemn it, study it, or redefine it?

Optional flaws: Treats unfamiliar methods as weakness; confuses consensus with proof; performs skepticism selectively.

Public source: [V3 ancestry and world legacy material](#).

Fearledell

38. Fearledell Lake-Court Folk

Status: Legacy Heritage

You were raised in Fearledell's lake capital or a community shaped by its winter court, skating traditions, candlelit festivals, and memory of a dangerous fey incursion. This does not make you noble, magical, courtly, or loyal to the king.

Lake-Court people may value grace under danger, public celebration, winter competence, and collective survival memory. The beautiful royal version of that history can overlook hedge-witches, laborers, and ordinary households. Mountain and orchard communities may see the capital as dependent on their work while receiving most of the nation's story.

Language: A Fearledell court, lake-city, or household language approved by the GM.

Suggested Heritage Expressions: Public Protocol, Seasoncraft, Weatherwise, Oral History, or Hospitality and Mutual Aid.

Suggested backgrounds: Courtier, Entertainer, Noble, Artisan, Merchant, Guard, Acolyte, or Urchin.

Character questions:

- What does the Festival of Candlelight mean in your household?
- Who is omitted when the capital retells the old incursion?
- What winter skill is treated as evidence of character?

Optional flaws: Treats composure as more important than honesty; romanticizes survival into spectacle; judges people by ease with public tradition.

Public source: [V3 ancestry and world legacy material](#).

39. Fearledell Orchard-Mountain Folk

Status: Legacy Heritage

You were raised in Fearledell's rocky mountain country, where difficult farming produces orchards, vineyards, swineherds, cider, ale, grape wine, and fruit wine. Household preparation, careful use of cultivable land, and winter storage give local hospitality its meaning.

Orchard-Mountain people may value seasonal foresight, independence, pride in difficult cultivation, and mutual survival. They may resent a lake court that celebrates the national table while forgetting the valleys that fill it. Court markets and the single major port remain useful and resented dependencies.

Language: A Fearledell valley, mountain, border, or household language approved by the GM.

Suggested Heritage Expressions: Seasoncraft, Weatherwise, Hospitality and Mutual Aid, Routecraft, or Boundary Signs.

Suggested backgrounds: Farmer, Outlander, Artisan, Folk Hero, Merchant, Hermit, Acolyte, or Guard.

Character questions:

- Which crop or drink proves your home can make beauty from difficult land?
- What winter preparation is a moral duty?
- Which warning survives inside an ordinary farming custom?

Optional flaws: Judges imported comfort as weakness; uses hospitality to control guests; refuses to abandon failing land.

Public source: [V3 ancestry and world legacy material](#).

Goldwind

40. Goldwind Vermonbend Folk

Status: Legacy Heritage

You were raised in Vermonbend, a desert settlement shaped by an ancient fountain, elected memory, alchemical traditions, Beccin occupation, industrial development, and contested ownership of Goldwind. This does not grant membership in an alchemical house, a mine, or an Imperial office.

Residents value water stewardship, ingenuity, local self-rule, and the ability to survive dramatic political change. Industrial improvements may genuinely help people while binding the town more tightly to occupation. Free-ranging neighbors may call Vermonbend captured; its residents may resent outsiders who demand purity while benefiting from infrastructure locals need.

Language: A Goldwind local language, Beccin, an alchemical household register, or another migrant language approved by the GM.

Suggested Heritage Expressions: Civic Procedure, Technical Maintenance, Boundary Signs, Contract Literacy, or Settlement Read.

Suggested backgrounds: Artisan, Merchant, Guard, Criminal, Laborer, Sage, Courtier, or Entertainer.

Character questions:

- Who does your family believe owns the fountain?
- Which improvement would you keep if occupation ended?
- Which version of Vermonbend feels most real to you?

Optional flaws: Sees every improvement as attempted ownership; refuses to admit an enemy provided something useful; hides vulnerability behind spectacle.

Public source: [V3 ancestry and world legacy material](#).

41. Goldwind Open-Range and Painted-Hill Folk

Status: Legacy Heritage with Open Local Detail

You were raised among Goldwind's desert routes, remote water sites, ranches, caravans, painted hills, or mining camps. "Cowboys with wands" is a useful tone, not a complete culture. The deeper theme is a people arguing over whether Goldwind can be owned at all.

Open-Range communities value mobility, self-reliance, mutual warning, and hospitality shaped by scarce water. Freedom rhetoric can conceal obligations to settled, displaced, or laboring people. Outsiders may romanticize individualism, but survival depends on dense networks of route knowledge, wells, warnings, and reciprocal aid.

Language: A Goldwind route, ranch, mining, caravan, or household language approved by the GM.

Suggested Heritage Expressions: Routecraft, Weatherwise, Boundary Signs, Hospitality and Mutual Aid, or Seasoncraft.

Suggested backgrounds: Outlander, Farmer, Merchant, Guard, Criminal, Folk Hero, Artisan, or Hermit.

Character questions:

- Which water source can no deed legitimately own?
- What obligation follows a night's shelter?
- What boundary does your household reject?

Optional flaws: Confuses lack of authority with lack of obligation; treats settled people as compromised; withholds route knowledge from those judged disrespectful.

Public source: [V3 ancestry and world legacy material](#).

Harold-Ford

42. Harold-Ford Parish and Market Folk

Status: Legacy Heritage

You were raised in a Harold-Ford parish, village, market town, or rural estate where kings, nobles, knights, clergy, seasonal observance, and relatively uncommon everyday arcane magic shape expectation. This grants no faith, title, feudal standing, or knightly allegiance.

Parish communities may value duty, personal honor, public charity, hospitality, and reciprocal protection. Their difficult question is whether a “good” hierarchy can answer people without a good patron, title, parish standing, or winter shelter. Outsiders may romanticize Harold-Ford as uncomplicated chivalry. Residents know honor and religion can protect or pressure the vulnerable.

Language: A Harold-Ford parish, regional, court, or household language approved by the GM.

Suggested Heritage Expressions: Hospitality and Mutual Aid, Sacred Observance, Public Protocol, Seasoncraft, or Settlement Read.

Suggested backgrounds: Farmer, Acolyte, Folk Hero, Artisan, Merchant, Noble, Guard, or Soldier.

Character questions:

- What does a good ruler owe a household without a patron?
- Which observance reveals who receives care?
- Whose honor matters more than formal rank?

Optional flaws: Trusts honorable presentation too readily; treats assistance as a claim to loyalty; distrusts people without patrons.

Public source: [V3 ancestry and world legacy material](#).

43. Harold-Ford Court-Road Folk

Status: Thin-Lore Legacy Heritage

You were raised along the roads connecting Harold-Ford’s courts, temples, nobles, borders, and markets. Your people may host messengers, pilgrims, seasonal workers, soldiers, or people seeking aid in winter. You know hierarchy as traffic: status arrives, consumes resources, spreads news, and moves onward.

Court-Road Folk value safe passage, practical hospitality, discernment, and skepticism toward display. Their communities benefit from elite travel while carrying the costs of requisition and danger. Court residents may see them as service stops; road communities know how power behaves once ceremony is out of sight.

Language: A Harold-Ford regional or court language, a border language, or another household language approved by the GM.

Suggested Heritage Expressions: Routecraft, Public Protocol, Hospitality and Mutual Aid, Weatherwise, or Oral History.

Suggested backgrounds: Merchant, Teamster, Guard, Soldier, Courtier, Farmer, Acolyte, or Urchin.

Character questions:

- Which title receives more hospitality than it deserves?
- What road duty does your community perform without recognition?
- Who arrived in winter and never truly left?

Optional flaws: Assumes every visitor conceals rank; makes hospitality a test; overvalues court news.

Public source: [V3 ancestry and world legacy material](#).

4.13 - Legacy Heritages: Iron Mountains through Southern Fair

These profiles continue the **Legacy Heritage** catalog. A legacy label is an invitation to collaborate, not a warning that the option is lesser. Its broad identity is available for a character; its unmapped towns, customs, languages, and present politics remain open for the table to define.

The Iron Bash and Iron Mountains

44. Iron Bash Garrison-State Folk

Status: Legacy Heritage

You were raised within the rapidly expanding Iron Bash, the disciplined state named for the warlord who unified it. You may come from its capital, the Garrison, or a settlement fully integrated into its regulated military economy. This heritage makes you neither hobgoblin nor soldier and does not require loyalty.

Garrison-State communities may value order, logistics, collective endurance, and public discipline. The state uses those virtues to normalize expansion, confiscation, and the conversion of civilian life into supply. Foreign leaders fear the Bash's growth; outsiders may assume every resident supports it. Civilians may distinguish pride in community competence from support for conquest.

Language: A Bash civic or military language, Goblin, or another household language approved by the GM.

Suggested Heritage Expressions: Public Protocol, Technical Maintenance, Civic Procedure, Boundary Signs, or Contract Literacy.

Suggested backgrounds: Soldier, Guard, Artisan, Laborer, Merchant, Courtier, Criminal, or Farmer.

Character questions:

- Which disciplined public custom would you preserve without the war state?
- Which temporary requisition became permanent?
- What civilian tradition survives beneath official standardization?

Optional flaws: Mistakes obedience for solidarity; sees disorder as an existential threat; continues enforcing rules after their legitimacy fails.

Public source: [V3 ancestry and world legacy material](#).

45. Iron Mountains Mine-Settlement Folk

Status: Legacy Heritage with Unsettled Political Context

You were raised in an Iron Mountains mining settlement, dwarf clan community, company town, or mixed mountain settlement shaped by ore, structural danger, and disputes over whether the region belongs to residents, workers, clans, states, or extraction interests. Its exact relationship to the Iron Bash remains open.

Mine-Settlement people may value structural responsibility, mutual rescue, material knowledge, local claims, and memory of labor. Those solidarities can be divided by clan, ancestry, employer, military control, and unequal access to safe work. Buyers see ore; governments see strategic resources; mountain communities see generations of risk no ingot fully records.

Language: Dwarvish, Goblin, a mining-community language, or another household language approved by the GM.

Suggested Heritage Expressions: Technical Maintenance, Boundary Signs, Guild and Market Signs, Hospitality and Mutual Aid, or Oral History.

Suggested backgrounds: Miner, Laborer, Artisan, Guild Artisan, Guard, Merchant, Soldier, Folk Hero, or Hermit.

Character questions:

- Who owns a tunnel made safe by generations of communal work?
- Which accident changed a rule everyone now treats as ancient?
- Is the Iron Bash ruler, neighbor, occupier, trading partner, or unresolved question?

Optional flaws: Treats outsiders as incapable of judging mountain risk; shields local wrongdoing from scrutiny; measures legitimacy solely through labor.

Public source: [V3 ancestry and world legacy material](#).

The Half Heights

46. Half Heights Alcove-Clan Folk

Status: Legacy Heritage

You were raised in one of the clans inhabiting alcoves along Trincea Alta, the great canyon of the Half Heights. Your heritage predates or remains partly independent from the confederation that later travel made possible. Any ancestry adopted into such a clan may select it.

Alcove communities value autonomy, guest-right, vertical safety, inherited route knowledge, and fierce practical care for limited space. Isolation protects distinctive customs but can preserve feuds. Platform communities may call the clans stubborn; outsiders may romanticize canyon life or reduce a complex halfling nation to size and food.

Language: A canyon-clan language, Halfling, or another household language approved by the GM.

Suggested Heritage Expressions: Routecraft, Weatherwise, Hospitality and Mutual Aid, Boundary Signs, or Oral History.

Suggested backgrounds: Outlander, Artisan, Farmer, Merchant, Guard, Folk Hero, or Hermit.

Character questions:

- What must a guest contribute when space itself is precious?
- Which inherited feud began as a real safety problem?
- What does the Floating Council misunderstand about your clan?

Optional flaws: Uses autonomy to ignore shared consequences; treats inherited grudges as objective safety knowledge; sees coordination as attempted domination.

Public source: [V3 ancestry and world legacy material](#).

47. Half Heights Floating-Corridor Folk

Status: Legacy Heritage

You were raised among the glideship routes, trade platforms, and communities formed when regular travel connected once-isolated clans and enabled the Floating Council to meet. You need not be a pilot, Windseeker, trader, or council affiliate.

Floating-Corridor people value connection, exchange, negotiated coordination, mobility, and shared maintenance. Their communities can also flatten local distinctions and concentrate trade influence. Alcove clans may call them rootless or council-serving. Corridor Folk often identify with several clans and with the routes between them.

Language: A canyon trade language, one clan language, or Halfling.

Suggested Heritage Expressions: Maritime Routine, Routecraft, Crossroads Mediation, Guild and Market Signs, or Weatherwise.

Suggested backgrounds: Sailor, Merchant, Artisan, Courtier, Guard, Entertainer, or Urchin.

Character questions:

- Which clan custom became easier—and less meaningful—once travel became regular?
- What does every passenger owe a glideship community?
- Which route feels more like home than either endpoint?

Optional flaws: Treats mobility as proof of sophistication; assumes trade can mediate every dispute; undervalues customs that do not travel well.

Public source: [V3 ancestry and world legacy material](#).

Relèv

48. Relèv Nablów Industrial-City Folk

Status: Legacy Heritage

You were raised in Nablów, capital of an island nation once known for neutrality and open trade but increasingly reshaped by mining, transport, refining, magical coal, weapons, monopoly, and royal corruption. This heritage grants no company or court membership.

Nablow communities value technical ambition, port adaptability, island sovereignty, and memories of freer exchange. They may depend on the same monopolies they blame for closing opportunity. Outer islanders may see the capital as bought; foreigners may see only an industrial boomtown. Residents experience the neighborhood cost of decisions announced as national prosperity.

Language: A Relèv civic, dock, industrial-district, court, or household language approved by the GM.

Suggested Heritage Expressions: Contract Literacy, Technical Maintenance, Guild and Market Signs, Civic Procedure, or Settlement Read.

Suggested backgrounds: Laborer, Artisan, Merchant, Sailor, Courtier, Criminal, Guard, or Noble.

Character questions:

- Which necessity became impossible to obtain without owing someone powerful?
- What industrial change genuinely improved your neighborhood?
- Which part of old neutral Nablow survives?

Optional flaws: Treats every relationship as hidden employment; excuses danger as national survival; assumes independence is merely invisible ownership.

Public source: [V3 ancestry and world legacy material](#).

49. Relèv Outer-Island Folk

Status: Legacy Heritage with Open Local Detail

You were raised on a smaller island, in a rural district, marsh community, cliff settlement, or independent port beyond Nablow's immediate dominance. Older Relèv identity emphasized neutrality, refuge, and free trade; outer communities now live amid monopoly, restricted shipbuilding, resource claims, piracy, and militarized suppression.

Outer-Island people may value independence, maritime competence, refuge, mutual aid, and memory of open routes. They disagree over smuggling, piracy, royal loyalty, and company work. Nablow may call them peripheral or unruly. Pirates and industrial interests may each treat their homes as natural bases for someone else's plans.

Language: A Relèv island, maritime, trade, refugee-household, or other local language approved by the GM.

Suggested Heritage Expressions: Maritime Routine, Hospitality and Mutual Aid, Weatherwise, Boundary Signs, or Routecraft.

Suggested backgrounds: Fisher, Sailor, Farmer, Outlander, Merchant, Smuggler, Artisan, or Folk Hero.

Character questions:

- What did neutrality mean in your home?
- Which route became dangerous only after someone claimed to secure it?
- What kind of stranger would your community still shelter?

Optional flaws: Treats all regulation as monopoly; protects local smugglers from deserved scrutiny; refuses mainland help even when isolation is being exploited.

RossWin and Farnears

50. RossWin Cooperative-City Folk

Status: Legacy Heritage

You were raised in one of RossWin's city-states or farmer cooperatives, within a federation remembered for early democracy and excellent grain. Your culture centers civic participation and the difficult work of coordinating urban communities with the people who produce their food.

RossWin people may value democracy, food security, cooperative labor, and accountable exchange. City-states and farms can still disagree over prices, taxes, infrastructure, and representation. Farnears remembers RossWin through rebellion. Other nations may praise democratic language while finding decentralized negotiation frustrating.

Language: A RossWin city-state, cooperative, coastal, or household language approved by the GM.

Suggested Heritage Expressions: Civic Procedure, Seasoncraft, Contract Literacy, Guild and Market Signs, or Oral History.

Suggested backgrounds: Farmer, Merchant, Courtier, Sailor, Artisan, Guild Artisan, Guard, or Folk Hero.

Character questions:

- Who is "the public" when city and countryside disagree?
- Which rule protects farmers from a powerful buyer?
- What does RossWin's democratic pride conceal?

Optional flaws: Assumes a vote makes an outcome just; turns private decisions into committee business; treats food producers as morally purer than city residents.

Public source: [V3 ancestry and world legacy material](#).

51. Farnears Freehold Folk

Status: Legacy Heritage with Unsettled Political Context

You were raised among Farnears farmers, freeholds, and loosely coordinated communities in Fair's breadbasket. Farnears is remembered for rebellion against taxation and resistance to central rule. Older material also contains competing political descriptions, so your table should decide whether they represent different eras or regions.

Freehold people may value local authority, land competence, household autonomy, and mutual harvest work. Fragmentation also weakens collective bargaining and emergency response. Importing states may resent negotiating locally; Farnears communities may see central coordination as the first step toward someone else promising their harvest.

Language: A Farnears farm, port, local, or household language approved by the GM.

Suggested Heritage Expressions: Seasoncraft, Hospitality and Mutual Aid, Contract Literacy, Boundary Signs, or Civic Procedure.

Suggested backgrounds: Farmer, Folk Hero, Merchant, Guard, Outlander, Artisan, Noble, or Courtier.

Character questions:

- Who may promise your community's harvest?
- Which agreement taught your household to distrust distant authority?
- What problem can no freehold solve alone?

Optional flaws: Treats coordination as surrender; rejects fair agreements because authority proposed them; places household autonomy above preventable regional harm.

Public source: [V3 ancestry and world legacy material](#).

Southern Fair

52. Southern Fair Coast-Republic Folk

Status: Legacy Heritage

You were raised along the strategic southern coast of Fair in a polity described as both province and republic, formed to present a united front against Beccin power. Its communities share a coastline they must defend despite potentially having little else in common.

Coast-Republic people may value strategic solidarity, local sovereignty, maritime livelihood, and resistance to external domination. Their challenge is preventing necessity from becoming automatic consent. Foreign powers may see a rival or useful buffer. Residents may resent being defined solely by what their coast prevents rather than what its people create.

Language: A Southern Fair coastal, republican, port, or household language approved by the GM.

Suggested Heritage Expressions: Civic Procedure, Maritime Routine, Public Protocol, Routecraft, or Guild and Market Signs.

Suggested backgrounds: Sailor, Merchant, Courtier, Guard, Soldier, Fisher, Artisan, or Folk Hero.

Character questions:

- What must the coast defend together?
- Which local decision should central government never control?
- What does your home celebrate that has nothing to do with opposing Beccin?

Optional flaws: Defines identity chiefly through an enemy; treats strategic necessity as consent; assumes coastal communities agree more than they do.

Public source: [V3 ancestry and world legacy material](#).

53. Southern Fair Outer-Island Folk

Status: Thin-Lore Legacy Heritage

You were raised on an island or offshore community where fishing, storms, salvage, sunken ships, and the republic's strategic claims meet local life. The islands are established; their particular names and societies remain open for your table to develop.

Outer-Island people may value maritime memory, rescue duty, local autonomy, and practical salvage. They argue over who owns what the sea returns and whether the mainland protects, taxes, represents, or remembers them only when foreign fleets appear. Treasure-seekers see opportunity where islanders may see a grave.

Language: A Southern Fair island, maritime, port, or household language approved by the GM.

Suggested Heritage Expressions: Maritime Routine, Weatherwise, Oral History, Boundary Signs, or Hospitality and Mutual Aid.

Suggested backgrounds: Fisher, Sailor, Outlander, Artisan, Merchant, Smuggler, Guard, or Hermit.

Character questions:

- Which wreck is treated as a grave rather than salvage?
- When does the mainland remember your island?
- Which rescue duty overrides politics?

Optional flaws: Treats all recovered property as local; resents mainland coordination even when useful; protects dangerous route knowledge as family inheritance.

Public source: [V3 ancestry and world legacy material](#).