

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](#).

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