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INTRODUCTION

Fantasy Flight Games is pleased to present DAWNFORGE, a unique and exciting fantasy campaign setting designed for use with the d20 System. This book provides all the rules you need to play in the DAWNFORGE setting, including new character races, classes, feats, magic rules, equipment, and much more. The DAWNFORGE campaign setting book also presents a wealth of setting information and background material to help DMs bring the world of DAWNFORGE to life for their players.

How To Use This Book

The DAWNFORGE campaign setting is a tool for both players and DMs. It is designed as a supplement to the d20 System core rules. This book builds and expands upon those rules, and the more familiar and comfortable you are with them, the more useful this book will be. This book should be used as a companion to the core rules and not a standalone game.

WHAT'S NEW?

DAWNFORGE is more than just a campaign setting—it is also a toolbox that provides a broad range of new rules and mechanics designed for epic, high-powered fantasy adventure. The world of DAWNFORGE is a young one that is just entering its golden age, a world where the great races and civilizations are reaching the pinnacle of their glory. It is a world where magic is strong and immortal godlings walk the earth.

The rules of DAWNFORGE are designed to allow you to create and play epic heroes in this world of magic and legend. Racial traits and transformations allow you to play a hulking minotaur warrior or an ageless elf lord.

New classes and rules for magic allow you to create and play mythic characters with a unique and personal connection to the primal magic of the world. With legendary classes and legendary paths, your hero can win fame and renown that bards will sing of in ages to come.

THE OPEN GAME LICENSE

DAWNFORGE is published under the terms of the Open Game License and the d20 System Trademark License. The OGL allows us to use the d20 System core rules and to publish game products derived from and compatible with those rules.

In fact, all rules-related material is designated as Open Game Content. You can use this material in your own works, as long as you follow the conditions of the Open Game License. The introduction to each chapter or section identifies the rules material that is designated as Open Game Content.

Not everything in this book is Open Game Content, however. In general, game rules, statistics, and mechanics are Open Game Content, but all background, story, and setting information is closed content and cannot be republished, copied, or distributed without the consent of Fantasy Flight Publishing, Inc.

The following are designated as Product Identity pursuant to section 1(e) of the Open Game License: the DAWNFORGE name, logo, and trademark, the graphic design and trade dress of this book, all graphics, illustrations, maps, and diagrams in this book, and the following names and terms: Eadar, Ambria, Zangala, Tamerland, the Storm King, Anlar Icefang, Thorngul, and the Wyrms of Winter.

The text of the introductory chapter is designated as closed content.

LEGENDS OF THE FIRST AGE

I am a singer of forgotten songs. I am an explorer of worlds lost to time, a chronicler of people and places fallen to the march of years. I am a historian, and I will tell you now of a time when the world was young, a time when the great empires had not yet fallen and magic still coursed through the earth like a raging river.

The world we know is built upon the bones of a legendary past. As we wander in our mind's eye through the ruins of once-great kingdoms, we dream of what they must have been like at the height of their majesty. We are offered glimpses of forgotten lore and power, and we wonder what might have been possible before the magic receded from the land. We explore ancient sylvan groves, and we imagine their stunning beauty when the trees were young and the primeval forests spanned whole continents. We venture into subterranean cities lost to darkness, and we listen for the sounds that echoed in the galleries and vaults before the night closed in.

Journey with me now to a lost golden age and a world that is still young, a world overflowing with magic and wonder. This is a world where the first great empires are wrought from conquest, trade, and sorcery. It is a world where the elder races build glorious civilizations and forge the legacies that we, their children, would inherit in ages to come. It is a world where legends are born and the fate of a world rests on the shoulders of epic heroes. It is a world full of unbounded promise that we have always known but never visited, a world we have often glimpsed but could never reach.

Explore with me this lost, mythic age and discover in it the ancient roots of our own world. Wander with me down the darkening halls of time and find at their beginning the place where legends were born. Read with me the pages of our tattered history and mourn with me the fleeting glimpse of our faded glory and lost promise.

— Fiadan the Sage, in the Year
2664 of the Deluene Calendar

WELCOME TO DAWNFORGE

DAWNFORGE beckons you to a mythic age of epic heroes, great empires, high magic, legendary beasts, and titanic conflicts. In the world of DAWNFORGE, the vast, ancestral homeland of the elves has never known the bite of axe and flame. The great mountain kingdoms of dwarves and giantkind watch each other warily under the tattered banner of an uneasy truce. Newborn empires reach the height of their glory, and wars and intrigues are spawned where their destinies collide. Intrepid adventurers explore a primeval and untamed land, but both terrible danger and untold wealth await them in the wild places.

These are the first days of the world, and the land is still swollen with the arcane forces of creation. Legendary creatures of terrible might and foul purpose stalk the fringes of civilization and lurk in the dark corners of the earth. Archmages reach beyond the veil of the world to create spells and artifacts of awesome power. The princes, warlords, and kings of countless races and nations struggle and scheme to control the eldritch wells that tap the magic flowing through the world. In DAWNFORGE, glory is not lost and the magic and wonder of a mythic world are priceless treasures to be nurtured and protected.

The DAWNFORGE campaign setting invites roleplayers to explore a mythic world and an age of legend through the heroes they create and play. It is a world of rising civilizations surrounded by vast wildlands that have yet to be tamed. It is a world both familiar and exotic, a setting in which the players can identify with their characters and still explore new horizons and experience the thrill of discovery. On an urgent mission to Avennar, the heroes are plunged into the chivalry and intrigue of the noble courts of the Kingsmarch. In their search for a fabled elven oracle under the darkened eaves of enchanted Sildanyr, they encounter fey magic and are caught in a bitter war. They must brave plane-touched sorcerers and a fiendish legacy to save an imprisoned celestial from the summoning pits of Valhedar. In service to a merchant-prince of Ebernath, the heroes sail the Sunset Reach and hunt for dragon eggs in the rugged mountains of Tamerland. DAWNFORGE offers roleplayers a fantastic world of breathtaking beauty and epic challenge.

It is a time of endless possibilities, and heroes can chart their own courses and determine their own destinies. It is an age of wonder, and true heroes can become legends. A dwarven warrior forges a new clan and gives his name to a legacy that will endure for centuries. A trueborn lord wins a throne and changes the course of history. An elven wizard weaves the threads of magic into an intricate tapestry and transforms his ancient craft into an art. A halfling disciple builds a church and gifts a new religion to her people.

Heroes in the DAWNFORGE campaign setting do not just retrace the path of legends—they have a chance to create new ones. They do not just unearth the glory of the past—they can help to define their world and shape its future. In this mythic age, even fledgling heroes are guided by the heavy hand of fate. They may begin as novice sellswords, landless knights, apprentices or acolytes, but an epic destiny awaits those special few with the courage and fortune to seize it.

THE WORLD OF EADAR

The DAWNFORGE setting focuses on three major landmasses clustered in one hemisphere of a mythic world. The heart of civilization, Ambria, stretches from the frozen wastes of the north to the subtropics of the Summer Sea. At its widest point, from the western coast of the Kingsmarch to the eastern forests beyond the Morningstar Mountains, the continent spans some two thousand miles.

The northern reaches of the continent are dominated by the ice-sheathed Frostfells in the west and the frigid Winter Sea that bounds the central and eastern regions of the far north. The rugged Icehammer Front shields the central plains of Anderland and the western fringes of Sildanyr from the worst of the arctic winds that howl across the Winter Sea. They are also home to the goblinoids, wild giantkind, and other fell beasts that threaten the frontiers of these settled regions with never-ending raids and isolated attacks.

The great Stormfells run south from the shadow of the Pale Forest across the western heart of the continent, giving way to foothills and then flatlands as they approach the Emerlyn peninsula. The Durning Highlands, a land of rugged hills and pristine lakes, are bordered by the slopes of the Stormfells to the east and the great sea cliffs of the Sunset Reach to the west.

To the south, the highlands surrender to the broad

coastal plain known as the Kingsmarch. This fertile lowland is bisected and irrigated by two great rivers that run west from the Stormfells to the sea. These rivers—the Horn and the Hound—are the foundation of the often-chaotic politics and economics of the Kingsmarch. They are the lifeblood of the agriculture that supports the region's feudal land holdings, but they are also an imposing obstacle to any king who would unite the region under a single banner. The countless river forts and stone bridges that dot the banks of the Horn and the Hound have been razed and rebuilt more times than anyone can remember.

These great waterways have broken so many armies and shattered so many dreams of empire that they have inspired a popular saying among the common folk: "The Horn and the Hound are the only true kings in the Kingsmarch."

A broad peninsula called Emerlyn thrusts into the Summer Sea to the south and east of the Kingsmarch. Emerlyn is dominated by coastal wetlands, moors, and marshes, and its sultry, subtropical climate is stifling during the height of the summer. The mild winters are warmed by pleasant breezes from the Summer Sea, but heavy rainfall and fierce but short-lived storms are an almost daily occurrence.

Emerlyn's eastern boundary is marked by the Parthian Sea, an arm of the Summer Sea that is flanked by the headlands of Emerlyn and southern Sildanyr. A wide, marshy island in the northern coastal margins of this sea is home to Ebernath, an ancient city-state known for its twisting canals and lush, exotic gardens.

The fertile grasslands, rolling hills, and deciduous woods of Anderland stretch north from the shores of the Parthian Sea to the headwater of the mighty Imilbar River. This temperate region is fed by the great river and its many tributaries and is home to the Seven Cities, small farming communities, and bustling trading towns. The roads that crisscross this region are often little more than poorly patrolled wagon tracks, but Anderland benefits from vigorous trade with the great kingdoms and empires that border it on the east, west, and south.



The eastern region of Ambria is dominated by Sildanyr, the ancestral forest home of the elves. Sildanyr stretches for hundreds of miles from the frozen shores of the Winter Sea to the warm, sunlit woods along the coast of the Summer Sea. Ersevor, the ancient and magnificent capital of Sildanyr, stands at the base of the

Morningstar Mountains where the Netheryn River courses down from the peaks. The vast interior of the primeval forest is known only to the elves, and they guard its secrets jealously. A few small communities are scattered along the forest's western fringes and they serve as the commercial gateways that open Sildanyr to trade with Anderland and the rest of the civilized world. The Watching Wall, a line of fortified towers running along the coast of the Summer Sea, was built centuries ago when

the dark lords of Valhedar first began to look northward.

The warm, shallow Summer Sea divides the continents of Ambria and Zangala and somewhat gentles the climates of the equatorial regions. A large volcanic island in the middle of the Summer Sea is home to the ancient city of Valhedar and the great empire it has spawned. The Valhedar Dominion has spread from its island cradle to claim all of the Emerlyn peninsula and the great Azran Desert of northern Zangala. The tiefling lords of Valhedar long to conquer the fertile watersheds of the Kingsmarch, and the plains of Dor Erlon in northern Emerlyn have become one of the world's great battlegrounds. Long-standing treaties with the merchant-princes of Ebernath have thus far restrained Valhedar from expanding north and east into Anderland.

South of the Azran Desert and the Blackscale Mountains lie the windswept savannas and impenetrable jungles of shadowed Zangala. This mysterious land is home to the great empire of the yuan-ti, the most ancient civilization of the known world. It is said that the first monstrous stone temples of the serpent people were raised when the races of Ambria were still living in caves and hunting mammoths in the shadows of glaciers. Less is known of this ancient empire than of any place on the world, even newly discovered Tamerland. The few explorers and adventurers who have braved the dark jungles of Zangala have vanished as quietly as a whisper on the wind.

The Dreaming Isles are a subtropical archipelago off the western coast of Ambria. The islands are home to a handful of wealthy city-states, and the oldest and greatest of them is called Seagarden. Settled by merchant seamen and freebooters from Ebernath, the shining city-states of the Dreaming Isles are a maritime commercial hub that opens the Sunset Reach to the great civilizations of Ambria. The craft and magic of the shipwrights of Seagarden created the deep-draft vessels capable of surviving the deadly storms of the Sunset Reach and reaching the vast continent of Tamerland in the farthest west.

Landsgate, a bustling port town on the delta of the Caracasa River, is the only major settlement in Tamerland. Indifferently ruled by a colonial governor from Seagarden, Landsgate is little more than a staging point for the explorers and adventurers who mount expeditions into the interior. Most of the world's nations, both great and small, have representatives and agents in Landsgate. Few of these aspiring empires have the political will or economic resources to mount and sustain a major campaign in Tamerland, and they charter independent adventurers to plant their flags and stake their claims. There is no accepted rule or custom guiding the exploration and colonization of Tamerland, and its reputation as a lawless and unruly frontier is not undeserved. Most of the expeditions into the heart of Tamerland have been restricted to the Caracasa river basin. A few companies have struck north toward the

