



CHAPTER VIII: ALDEAN ANCESTRIES

THE PEOPLES OF ALDEA WEAR MANY DIFFERENT FORMS, woven to clothe the souls of the Eternal Dance by the gods at the beginning of time. Most of these forms are two-legged—humans, sea-folk, and vata—but some are

the forms of various beasts, the rhydan. At least one is the making of the flesh-shaping arts of the Shadow Lords, the night people, who still bear the stigma of their origins in some parts of the world.

CHOOSING AN ANCESTRY

Five ancestries are known in the lands of Aldea, presented here in order from most to least common:

- **Humans** are by far the most common people in Aldea, living alongside those of other ancestries almost everywhere in the known world. There are many different cultures, which you can find out more about on p. 124.
- **Sea-folk** are most common where the water meets the land, not just the seashores, but also the great lakes and rivers of the world. They are particularly common among the islands of the Scatterstar Archipelago to the south of Aldis.
- **Night People** are found everywhere the Shadow Lords once ruled, which is to say the whole of the known world. In Kern, they remain thralls of the regents of that land. In Aldis, they are accorded the status and rights of all people, while in lands like Jarzon and Rezea, their reception is often mixed, some still associating them with the corrupt sorcery and cruelty of their making.
- **Rhydan** are a diverse lot, wearing the forms of animals. While some kinds are most common—rhy-cats, horses, wolves, and the sleek, aquatic rhy-fen—they may be of almost any sort. Many rhydan choose to remain in the wilderness where they were born, often in their own small enclaves. Others prefer to dwell closer to people, finding homes in the towns, villages, and cities of civilization. Rhydan are accepted as people in Aldis and Rezea, but seen more as beasts in Jarzon (and dangerous ones at that) and valuable property in Kern, where they are often hunted.
- **Vata**, the rarest of all, are the surviving descendants of the legendary vatazin. They have intermingled with humanity for centuries and the pure white or pearlescent gray of vata ancestry is a rare occurrence in their bloodline. Some superstitious folk wrongly associate the “dark” or “moon” vata with the forces of Shadow, while those who mistrust arcana in general are also suspicious of their highly arcane heritage.

OTHER ANCESTRIES IN ALDEA

Aldis and its surrounding regions describe only a portion of Aldea, so it is quite possible—indeed likely—there are other ancestries in the world. What’s more, shadow-gates connect Aldea to other worlds in the multiverse, and people from elsewhere may find their way through them, in addition to other means of traversing the planes. This allows a character of virtually any ancestry to find their way into your *Blue Rose* campaign, if you wish.

THE PRIMORDIAL PEOPLES

MANY CULTURES ON ALDEA ASSOCIATE THE FOUR “primordial” ancestries: human, rhydan, sea-folk, and vata, with the four Primordials who made the world and first fashioned material forms for the souls of the Eternal Dance. Vata (and their vatazin ancestors) are linked with Selene, air, the moon, and winter. Sea-folk are blessed by Braniel, water, nature, and spring. Rhydan are linked with Anwaren, earth, the wilderness, and autumn, sometimes said to be the Red Knight’s chosen guardians against the Shadow he drew across the world. Humans are linked with Maurena, fire, summer, and all of the care-taking of the land and the fruits of the forge, oven, and alembic.

All peoples recognize and honor all of the Primordials (and their offspring, the Gods of Light) but many see these “primordial” ties as important. There is no widespread agreement as to where the night people fit into this scheme, or if they do at all. Some say they are linked with Shadow and therefore the exarchs, or the Gods of Light, who are the progeny of the Primordials. Others connect them with Anwaren (Father of Shadow) or Selene (Queen of Night and the arcania that made them) or feel the notion of “primordial” people is simply used to deny the night people a place in the order of the world, and thus perhaps the notion is best left behind in the annals of history.

ANCESTRIES AND ABILITIES

Aldean ancestries do not apply adjustments to character ability scores. Instead, all characters in *Blue Rose* gain a +2 to one ability and a +1 to another of the player’s choice.

ANCESTRIES AND LANGUAGES

A character’s native language is based on the culture where they are raised (see **Cultures**). A character also knows additional languages equal to their Intelligence bonus, if it is +1 or greater.

HUMAN

Humans on Aldea are much like their kind throughout the multiverse: a diverse, adaptable, ambitious lot, able to make do with the most difficult situations, but able to truly work wonders when they work together in community. While some joke that humans are most common simply because the gods tired of crafting physical forms for each soul in the Eternal Dance and got lazy, a great deal of their dominance

is because of the strength of their diversity and their gift for forming strong bonds of friendship, family, and community.

HUMAN TRAITS

Your human character has the following traits.

Age. Humans reach physical maturity in their late teens and usually live less than a century.

Alignment. Humans tend towards no particular alignment. Good and evil, law, chaos, and neutrality are all found among them.

Size. Humans vary widely in height and build, from barely 5 feet to well over 6 feet tall. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Adaptability. Humans are curious and adaptable. You gain two of the following options of your choice: a language, a skill proficiency, or a tool proficiency. You can choose the same option twice, if you wish.

Talent. Humans are talented at a diverse range of things. You have a feat of your choice. If feats are not in use in the campaign, you can replace this with a +1 to another ability score of your choice.

NIGHT PERSON

Night people are originally creations of the Shadow Lords. They were made, like all shadowspawn, as a servitor race. Their masters made them strong and, for generations, they worked primarily as laborers and soldiers for the Shadow Lords, knowing no other life.

During the Great Rebellion, many night people were slain or driven out of newly liberated lands. Since then, night people are common only in Kern, where they remain the subjects of its dark regents, or less often in Aldis, where some night people sought asylum. Night people are accepted in Aldin society—a test of the kingdom’s legendary tolerance. Night people nonetheless suffer some prejudice there and elsewhere because of their origins.

FORMED BY SHADOW

Their creators cared little about aesthetics when they made the night people, who are like monsters from a children’s tale. They are taller than humans, with stocky, muscular builds; sloped foreheads; and beady, yellow eyes. Their skin is ashen gray, and their hair is black and coarse. Small tusks jut from their lower jaw, and they prefer a diet of meat. (Although rumors of them eating the flesh of intelligent creatures are not true. That is a taste night people do not share with other shadowspawn.)