Via Prima

A Fanzine for the World of Eileria

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FIRST ISSUE FREE



PRIMEPATH
RPG

WELCOME TO VIA PRIMA - ISSUE #1.

We are excited to present the first in a series of fanzines exploring the World of Eileria and the Primepath RPG system.

Each issue will follow a similar format, combining world lore and additional setting information with new skills, talents and specialisations. Every issue will also contain an adventure that can be used in Eileria or adapted to another setting, alongside a drop-in location suitable for encounters of your own.

Eileria itself can be used with almost any roleplaying system with a little adaptation. It is a large and vibrant setting, with plenty of opportunities for exploration and room for GMs to make it their own. Our World Anvil is slowly growing and will be the single point of canon for Eileria.

Our initial focus is Fallin, a war-torn continent recovering from several decades of conflict. Its kingdoms are attempting to re-establish themselves while numerous organisations compete for influence and power.

In this issue, we explore the history of the Gnomish withdrawal from Bluerest and the Library of Aqiluzanin. We also introduce a new Druid specialisation, two new mace talents, one monster and one example of Eilerian fauna. Finally, Part One of *Building a Druid* demonstrates how you might approach creating a Primepath character.

We finish with an introductory adventure set in Fallin, written in an OSR style and suitable for use with Primepath or any other system you prefer.

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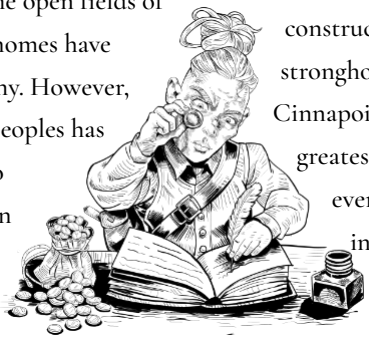
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THE HISTORY OF THE GNOMES OF BLUEREST

The Gnomes are original inhabitants of Fallin. They once maintained settlements all over the continent and there may still be some today. Having similar beginnings to the Pentarians, but preferring underground living to the open fields of their neighbours, the Gnomes have pursued their own destiny. However, the expansion of other peoples has gradually forced them to withdraw into their main enclave of Cinnapoint, South of Bluerest.



The Gnomes are an ancient people, rumoured to have lived through the time of the Ancients and beyond. It is said that jealousy of the power of the ancients led the Gnomes to pursue their mechanical and magical creations. This, combined with their thirst for knowledge, led to the creation of some of the most impressive libraries in all of Eileria.

THE GREAT WITHDRAWAL

The arrival of the Numerians and the division of the Aberdarian Empire put a great deal of pressure on Gnomish settlements around Bluerest. While their learning, knowledge and ingenuity helped them to hold their own and sometimes even become valued members of the new societies growing around them, the region no longer felt like home for many.

Over many, many years the Gnomes drifted South to Cinnapoint, a mountainous region where they constructed their present cities and strongholds. The famed library at Cinnapoint is claimed to be the greatest collection of knowledge ever produced and assembled in one place. It has grown to the size of a small city, where almost every citizen serves as its keeper and protector.

WHAT REMAINS...

There are still remnants of Gnomish communities around the remote reaches of Bluerest, hidden in out of the way places where little trouble reaches them. Individuals are still a regular sight in towns and villages but their hearts now lie in Cinnapoint.

Signs of their past remain scattered across Bluerest. Abandoned tunnels and complexes can still be found throughout the region. Most have been forgotten, some are occupied by opportunists and some are better left undiscovered.

Playing with Primepath

Degrees of Success

The how and the why.

Primepath isn't unique in using Degrees of Success. How it uses them is a little different though and requires a different approach at the table.

The thinking behind them comes from a few key ideas:-

- Your roll matters

- They provide story opportunities

- Players understand why the outcome is what it is

For players new to Primepath, understanding that the actual numbers on the dice matter beyond a pass or a fail can be unintuitive. Players need to be guided that failing or passing by 1, 5 or 8 matters. You as the GM need to know that number and they as players need to learn to expect more dynamic outcomes from those rolls.

As a GM you can help with this by pointing out it matters at every opportunity.

From a GM's perspective this process can initially feel quite daunting. You may feel like you need to constantly have half a dozen outcomes ready for every roll on the fly.

While published adventures have DoS built in for most rolls, these are a guide. The practice of interpreting degrees of success doesn't have to be daunting. It is more about giving a little bit more or less to a result depending on the margin of the roll, while taking inspiration from the context of the situation.

Typical use cases would be:

- When using bargaining, diplomacy or intimidation a particularly good roll might allow you to feed the PCs that particular clue they have been missing, despite you having made it available half a dozen times.
- PCs bribing a guard on a minor fail may be asked for more money, or on a critical fail - get arrested. It's then up to the player to decide "do they run" - the story now has a chase on its hands or an incarcerated PC. Either way probably not planned but adding to the story.
- A moderate success on a lock-picking roll might be a bonus to the next lock, or even just the mechanism makes no noise when it opens, conversely a minor fail might be a broken lock pick where a moderate fail maybe the lock pick is jammed in the lock.

These are just some examples to give you an idea of the range you can use, the key is consistency in the result for the level of success or failure. This manages expectations at your table and inadvertently explains the consequences of the players actions in a format that is both structured and fair.

THE MONASTIC LIBRARY OF AQILUZANIN

About five miles to the north of Slipworth, on a bluff above the sea is a library run by an order dedicated to the Goddess of Knowledge, Aqiluzanin. Surrounded by an impressive wall with strong gates, the library spreads across the various buildings of the complex. It is said to have one of the largest collections of writings outside of the great library in Cinnapoint.

It's not widely used by the locals in the area but scholars from far and wide are said to attend on a regular basis. How welcome they are often depends on what they are seeking. The lack of unwanted attention around the monastery suggests it has ways and means to keep itself safe.

Initially part of the Gnomish lands, it is said to have housed one of their great collections but when the Numerians, Edinians and others, started to appear in larger numbers, the library was offered to the order of Aqiluzanin for safekeeping. The Gnomes over the coming decades gradually withdrew, moving further South to Cinnapoint.

It is said to be protected by strong magic maintained by the monks and the Goddess of Knowledge. There is however no living memory of the library being attacked, but that may be part of the magic itself.



Gaining Admission

There are ways to gain access to the library that are commonly known.

- A simple letter of introduction from a recognised scholar
- A small donation of a book or other interesting piece of work
- Completion of a service or task for the order

There may be other ways, but they are few and far between.

Ordinary visitors may enter the public reading halls. The Gnomish collection and dangerous texts require permission from a senior monk. Deliberate thieves might find that every corridor returns them to the entrance or that they leave having forgotten what they came to steal.

The Collection

The Open Archive contains histories, maps and religious works.

The Gnomish Repository containing ancient information about the history of the Gnomes.

The Sealed Stacks containing the most dangerous and sacred texts for the order's eyes only.

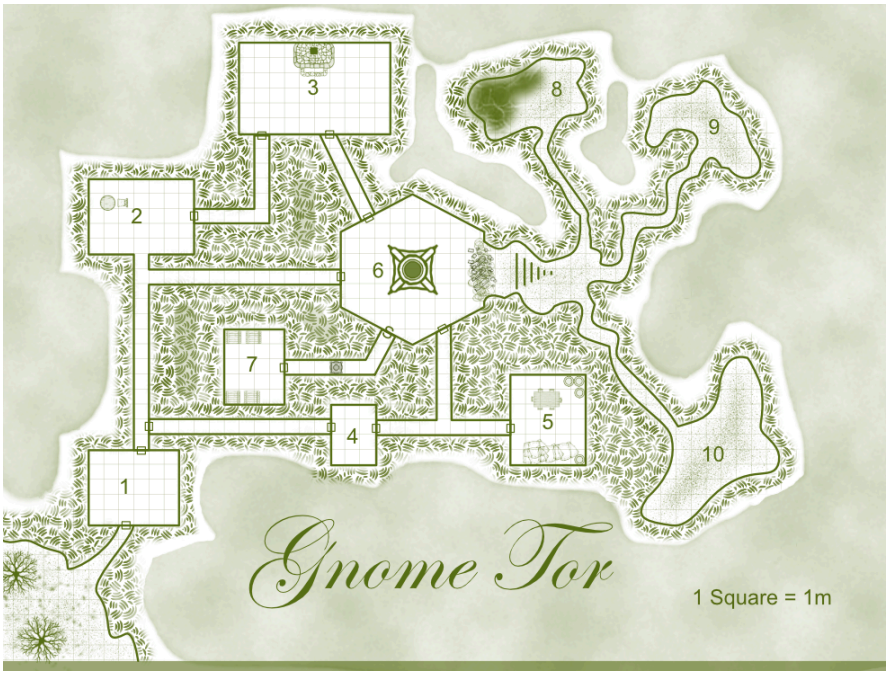
People of the Library

Haradilm Berd - the current keeper, leader and guide to the library.

Bant Higgid - A Gnome of long standing who has curated the library for decades, like his family before him.

Dom Mundine - A martial Monk charged with the defence of the library.

BENEATH GNOME TOR



Introduction

This is a short four-page adventure designed to be dropped into anywhere there are some hills. For Eileria the map is of an old abandoned Gnomish complex. Unfortunately, other creatures over time have burrowed their way in and now it is infested with wild creatures and horrors that love to prey on the unwary.

How to Use

Primarily designed for Primepath RPG, this adventure can be easily converted to any other system. The encounter tables on page 8 can be rolled for each room as the players enter or in advance. Each room has a modifier for both the encounter and treasure tables that should be applied when rolling.

Encounters should be rolled for when entering any new room or corridor using 1d10 and applying the modifier for that area.

The complex itself is dark, dingy and narrow, there is no natural light and GMs should take that into account by tracking torch time, etc. We recommend torches cast a 10m radius for light and last 30 minutes of real time. Lanterns double that time.
All doors should be considered unlocked unless stated otherwise in the room description.

The Approach

A couple of trees blow in the wind. A sandy, scrub-filled path leads into the side of the hill. A door hidden behind overgrown shrubbery has recently been exposed by a

landslide following heavy rain. The door is stone and locked. A small keyhole can be seen, and a Lock Pick (TN11) test is required to open it.

The Corridors

The corridors are narrow, only 1m wide, with low ceilings. Anyone over 6ft tall will need to duck and suffers a –1 penalty to all actions. Rooms are 8ft high or more.

Encounter: +0/Treasure: -3

1. Entrance Hall

A 6 by 5 room, thick with dust, some footprints leading across the room on a floor that must once have been impressive. A wooden door in the north wall is closed but little else of interest remains.

Encounter: +2/Treasure: -1

2. Kitchen

A 7 by 5 room, once a food preparation area, on the west wall are 2 cooking pits, while long narrow tables line the north wall. Utensils, now corroded and useless hang from hooks above the table, while some dirty glass jars, some broken and some intact - sit on shelves and the tables. There is a door in the east wall.

Encounter: +2/Treasure: -1

3. Main Hall

A large room dominated by a large central fireplace on the north wall. The remains of a large central table and matching benches rots in the middle of the hall. The trappings of luxury once hung on the walls but now there are just tattered cloths. There are two doors in the south wall, the one to the kitchen is locked **Lock Pick (TN11)**, the other is open.

Encounter: +4/Treasure: +2

4. Guard Room

A simple guard room, with doors on the east and west walls. Currently empty unless otherwise rolled.

Encounter: +0/Treasure: +0

5. Store

This room was once used to store food and other items, it has now only the remnants of storage containers and a substantial table that has seen better days. The barrels are intact and contain a liquid of unknown origin.

There are 3 of them using an Alchemy (TN11) or Arcane Lore (TN13) will separately establish their use:

- A greyish liquid - a slow acting poison that will reduce HP by 1d5/hour of playtime until cured. 1d10 doses.
- A slight glow comes from this barrel - there are 1d10 doses and it will provide Dark Sight for 1 hour of playtime.
- A sickly pink coloured liquid, 1d10 doses, will heal 1d10 HP per dose.

Encounter: +1/Treasure: +1

6. Temple

A large hexagonal room, one wall caved in revealing a cave behind, rubble is piled up and the gap is only 3-4ft high. The centre of the room is dominated by a large statue of some forgotten god or ruler. A History Lore (TN13) will reveal it is a statue of the Gnomish representation of Aqiluzanin. There are 3 visible doors and one secret door discoverable on a passive **Perception (TN15)** or active **Searching (TN13)** test.

Encounter: +3/Treasure: +2

Trapped Corridor

In the middle of the corridor to the secret room is a pit trap, 5m deep and spiked. It can be detected on a **Perception (TN17)**, **Searching (TN13)** or **Traps (TN11)**.
If the trap is not detected, the first character in line falls into it, suffering 1d10 damage and **Bleeding 2**. The second can make an **Athletics (TN11)** test to avoid following the first into the pit. The trap remains open.

If discovered, a successful **Traps (TN 9) test** can disarm it.

7. Treasure Room

At the end of the corridor behind the secret door lies an as yet undiscovered secret room. It is piled high with items that have deteriorated beyond the point of usefulness. There are 4 chests, each locked. Lock Pick (TN9). For each chest opened make a roll on the treasure table.
Encounter: N/A/Treasure: +3

Cave Entrance

The floor slopes down, and the floor is rough and uneven. There are signs of creatures passing and blood trails from the rubble into the cave entrance.
Encounter: +4/Treasure: +1

8. Hatching room

The cavern walls are damp, and a pool of viscous water lies in one corner. Large, broken eggshells are scattered across the ground.
Encounter: +3/Treasure: -2

9. Creche

Warm, dry and smelling strongly of animals, this is where the young are fed and protected.
Encounter: +10/Treasure: +1

10. Carrion Lair

A large chamber lined with faintly glowing mucus, hardened in places. The floor is scattered with collected objects and rotting animal remains.
Encounter: +10/Treasure: +3

Degrees of Success

Use degrees of success to offer further insights or complications on skill rolls.
-8 or less: Major Failure - Something potentially horrible or inconvenient happens.
-4 to -7: Moderate Failure - A setback in progress, time or equipment.
-1 to -3: Minor Failure - Recoverable, perhaps with a small penalty.
0-3: Minor Success - attempt succeeds.
4-7: Moderate success - Some small boon, info or bonus.
8 or more: Major Success - Provides some interesting positive twist or benefit.

Monsters

Each monster has a total signifying how many are potentially in the complex, once that number is reached, cross them off the encounter table.
Giant Rats: Total 20
S:Sm/Sp:10/Init:1/Def:11/Arm:1/HP15
Attacks: Bite +1/+1
Traits: On a successful Bite target must **Resist Disease (TN7)** or is **Staggered 1** -1 to all actions until cured.

Giant Spider: Total 3
S:Med/Sp:10/Init:1/Def:11/Arm:1/HP30
Attacks: Bite +2/+2, Web +2/+0

Traits: On a successful Web target must pass **Athletics (TN11)** or miss their next action.

Scarab Beetles: Total 4
S:Med/Sp:10/Init:1/Def:11/Arm:2/HP25
Attacks: Spray +2/+1, Pincer +2/+2: Att 2.
Traits: Acid Spray on successful hit causes **Armour 1** (-1 to armour until repaired)

Gnomish Machine: Total 1
S:Med/Sp:6/Init:-1/Def:8/Arm:4/HP45
Attacks: Dart +2/+2, Att 2.
Traits: A dart that causes 3 or more damage causes **Stunned 1**

Carrion Grub: Total 20
S:Sm/Sp:10/Init:0/Def:12/Arm:1/HP20
Attacks: Bite +1/+1
Traits: Attack in packs, if more than 1 other they get +1 to attack

Carrion Crawler: Total 2
S:La/Sp:10/Init:2/Def:11/Arm:3/HP40
Attacks: Bite +3/+1, Pincer +3/+3 Att 2
Traits: Poisonous Bite: A successful attack that causes damage causes paralysis for one full round.

Roll	Encounter Result
1 or less	Nothing happens
2	Scratching and the skitter of clawed feet can be heard ahead.
3	Entrails lie at your feet. Wait...are they human...?
4	Bits of armour and broken backpacks are scattered across the area, all beyond repair.
5	As you enter, a swarm of bats is disturbed. They extinguish one torch before returning to roost.
6	1d5 Giant Rats
7	One Giant Spider feeding on a rat.
8	2 Scarab Beetles
9	One Gnome Ghost - RP - may answer questions or give directions or info
10	One Gnomish Machine.
11	1d5 Carrion Grubs
12 or more	1 Carrion Crawler

Roll	Treasure Result
1 or less	Assorted pieces of useless junk.
2	Ring of Severance - removes the wearer's finger when worn.
3	A bag of labelled potion bottles, now empty, lying beside the remains of a corpse.
4	An ugly set of nesting dolls. The final doll releases a tiny imp that steals a random coin.
5	Broken armour and weapons, torn apart to reach whoever once carried them.
6	The ceremonial chain of an office that no longer exists.
7	A pair of boots, with the previous owner's feet still inside, that enable the wearer to walk on water.
8	2d10 copper and 1d5 silver pieces.
9	A Cloak of Protection, providing +1 Armour.
10	A Wand of Healing: restores 1d10 HP; 10 charges.
11	A suitable Weapon of Pain: +1 damage; a Lucky 7 also causes Bleeding 1.
12 or more	Mage Mail — chainmail with no casting penalty. Otherwise normal.

The Druid Specialisation

Druids are carers of the wild and wonderful, forged in the earth to protect it from those who would do it harm. In Primepath druids can take their magic from anywhere. This allows for a true mix of builds for druids along with a better than your average caster's ability to survive damage with their HP boosts at Adept and Master. They can heal, fight and call down the power of storms all while foraging freely across the wilderness.

Prerequisites: Warden Novice, Novice of any of Invoker, Forceweaver or Mentalist

Attributes: Agility, Main Casting Attribute from above

NOVICE:

MP +2

Nature Lore +1

Minor Druid Fire: Once per encounter Can call a small bolt of energy as a Novice spell with a 20m range that does +1d5 Dam as a Major action at zero MP cost. Its hue reflects the realm of magic of the caster. Green for invocation, Red for Elemental and Blue for Mind. Standard Novice Spell Cast required for a Direct Damage spell

Forager: Can always find sustenance when foraging for 1 person for 1 day - requires 2 hours of effort.

ADEPT:

HP +2

Gain +1 to all Survival tests in the wilderness

When searching for herbs or preparing them, gain +1 to any attempts.

+1 to Spear Weapon Skill

EXPERT:

MP +2

Gain +1 to Healing skill tests

Major Druid Fire: Once per encounter can call an energy bolt, 20m ranged Adept spell that does +1d10 Dam as a Major action at zero MP cost. Standard Adept Spell Cast required for a Direct Damage spell

MASTER:

HP +2

The trees tell tales: talk to the trees and understand what has happened in the last 24 hours.

Root bind: Command the earth to send out roots to restrain enemies within a 12m radius. Those bound by the roots can make an Athletics test TN 13 each round to break free, Being restrained causes the Staggered 3 condition.

Master of Druid Fire: Once per encounter, create an energy bolt hitting up to 3 different targets on a single roll. Each hit does +1d10 damage and is cast as a standard Expert spell

NEW TALENTS

Talents in Primepath bring a level of specialisation to both combat and non-combat skills - they are like the fancy moves of a skill, the little extra bits of training that allow you to make the most of your talent.

For example, if you had the Judo Skill. Each level of the talent would provide a special throw or hold that you could use as a major action.

This is how Primepath differentiates the use of weapons, and the talents below are an example of that. Both are aimed at characters wielding Maces, but one allows control of the fight by Stunning and Staggering opponents, while the other focuses on reducing Defence and Armour.

Both are viable options, demonstrating how Talents can further specialise weapon choice.

CONCUSS, NOT DISCUSS

Weapon - Maces

Pre-Requisite: Bludgeon Adept

Attributes: Physical, Reactions

Novice:

Not yet: A successful attack doing 3 or more damage causes Stunned 1

Adept:

Think again: A successful attack: + 2 damage and Staggered 1

Expert:

Pause for thought: A successful attack causes Stunned 2 and does +1d5 damage

Master:

Not this time: A successful attack does normal damage but hits the target so hard they miss their next Major action.

ARMOUR BREAKER

Weapon - Maces

Pre-Requisite: Bludgeon Adept

Attributes: Physical, Reactions

Novice:

Rattler: A successful attack doing 3 or more damage permanently reduces armour by 1 until repaired.

Adept:

Thumper: your attack hammers foe and does penetrating damage

Expert:

Destroyer: A successful attack reduces armour by 2 and causes Impaired 1

Master:

Dismantler: A successful attack does penetrating damage and reduces armour by 2

Drooping Venus - Flora



Found in bushes and trees, its colours are often bright and designed to attract passing notice. Around 30cm long, it waits until its prey passes close and then shoots its vines out hooking on to them and dropping form its branch attaching its small teeth onto the body of its victim. Living in small colonies, a group can swarm and overwhelm species as large as deer or even small bears. They react badly to fire or heat.

Size	Init	Speed	Def	Arm	HP
Tiny	2	2	5	1	10

Attacks Grapple +2/+1, Blood Thirst +2/On a hit Bleeding 1 while attached.

Skills Missile +2, Bite +2, Stealth +2, Survival +1.

Traits **Blood Thirst**: When the plant is attached, it will cause **Bleeding 1** until removed.

Highland Griff - Fauna

Intelligent creatures capable of speech in the common tongue, Highland Griffs are found throughout the mountain ranges of Fallin. They hunt within defined territories and fiercely protect their lairs while avoiding contact with humanoids. If attacked, they respond aggressively, but avoid direct conflict where possible. Myths claim they were once ridden by ancient civilisations, although no evidence has been found to support them.

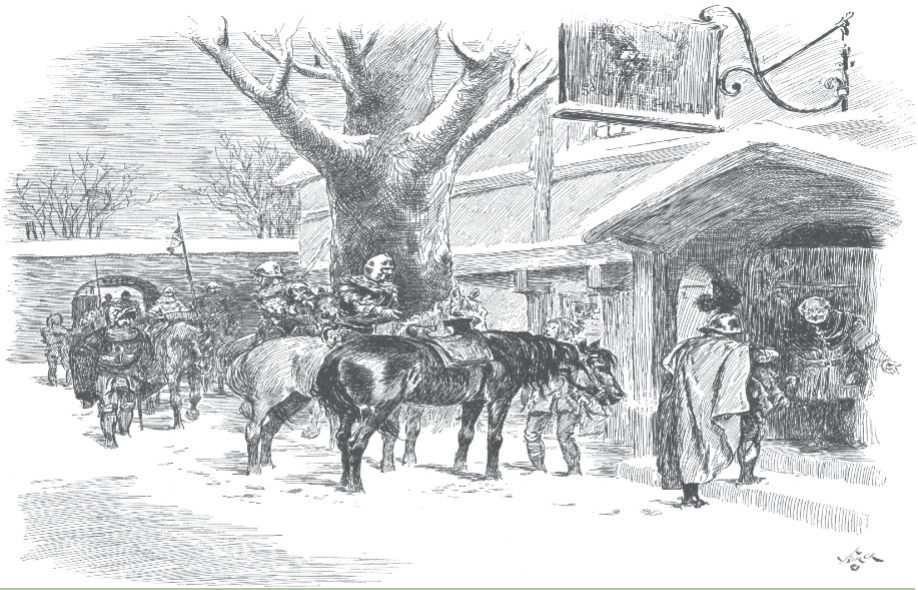


Size	Init	Speed	Def	Arm	HP
Very Large	2	12/16 flying	12	3	80

Attacks Talon +3/+3 × 2, Beak +2/+4

Skills Talon +3, beak +2, Flight +4, Survival +2, Tracking +2, Poison Resist +1

Traits **Rake**: A double talon strike that does total +4 damage and **Bleeding 2**.
Wing Blast: Powerful wing beats cause all targets in a 10m 90deg cone to be pushed back 6m on a failed **Athletics (TN11**) are also **Knocked Prone.**



The Inn - A handy drop in location

Description

Your players arrive at the Inn, it's just a stop over on their way to save (or destroy) the world, so why not use one or more tables to add some random flavour to the visit.
These are meant to be generic and just for a bit of fun. Roll 1d5...

Rumours

1. The people to the North are getting restless
2. The blacksmith's hammer was found in the graveyard this morning
3. A stranger, seems to be looking for someone specific
4. A tax collector was in the neighbouring village and is heading here next
5. A band of mercenaries came through fast and didn't stop...

Patrons

1. Two women are arguing, sounds like a man is involved
2. The barman is drunk and asleep on the bar
3. A stranger sits quietly in the corner
4. Four travellers looking tired sit down
5. A patron not usually found in this region

Events

1. 4 men gambling at a table, one is cheating
2. A wife storms in looking for her husband
3. A goose flaps out of the back room followed by the tavern keeper's wife, she grabs it and pulls it back out of sight. She appears 5 minutes later “goose stew tomorrow folks, got some nice parsnips an’ all, that’ll be nice eh”
4. An old man sits alone at a table telling the nearby stone pillar about the weather from long ago. “Don’t mind him, he tells the same story every night” says the barkeep
5. An object falls down the chimney into the fire, the barkeep apologising, sweeps a little soot back in, but, is that something interesting in the embers or just a stone?

Building a Druid - Part 1

Character creation in Primepath is one of the more complicated processes, very much part of the depth in prep, simplicity in play proposition. The process itself is straightforward, you just follow the 16 steps and it's done. Where the complexity lies is in understanding the future growth and the options available to you. This issue we are going to take you through the first 8 steps of the process that contain the bulk of the decision making process for creating the base for a Druid type character.

Step 1: So I think I want to create a Druid, one that leans towards being a friend to creatures, a capable fighter but also one that is seen as having a strong mind. So, with that idea, my first task is to look at the specialisations and their requirements. A Druid requires the **Warden** basic specialisation and a casting specialisation, I am going to choose **Mentalist** for that.

Looking at those Specialisations, the main attributes are **Self Discipline**, **Presence** and **Agility**. I also want to be a competent fighter with a **Spear**, so will also put **Physical** on my list.

Step 2: Ancestry, I am leaning towards a **Trellian**, they are often found in forest villages and tied to the lands with both their religion and way of life. So that will make me a junior Shaman from a village in the forests up towards Trell. Part of the Crow tribe, represented by my Warden companion.

Ancestry benefits

- Skill Choice: Start with Rank 1 in Survival
- Attribute Increase: Gain +1 in Physical
- Hardy Constitution: Trellians are naturally resilient and physically tough, reducing penalties from disease, extreme temperatures, and starvation by 1.
- Brutal Force: When using melee weapons, a Trellian may add +2 to an attack, once per encounter

Step 3: I now have to allocate my attribute scores among the 7 attributes - I have **10** plus the **1** from my ancestry and I know the most important ones for me from step 1, so I allocate as follows.

Physical 2, Reactions 1, Agility 2, Accuracy 1, Reasoning 1, Presence 2, Self-Discipline 2

Step 4: Choose a FREE basic specialisation, this is with no restrictions, I know I need **Warden** at Novice so that is the obvious choice.

Novice – Keeper of the Wilds: - Gain +1 HP. Gain +1 to survival test. You gain a small but loyal animal companion, (Def 10, HP 10, Attack +0, Dam 1, Speed 12) choosing:

- **Bird** – More specifically this is a black crow, the bird of my tribe.

Step 5: Choose my two FREE Talents: I know I will use a spear so **Piercing Guard** seems like an obvious choice, but I will also choose a non weapon Talent, I don't want to be all fight. So I will also

choose **Shadow Walker** to help me move through the forest stealthily.

Piercing Guard - Novice – First Strike: Gain +1 to hit and +1 to Defence when attacking an enemy that is approaching or entering your melee range for the first time.

Shadow Walker - Novice – Silent Step: Gain +1 to Stealth tests in dim light or darkness

Step 6: Choose 3 Skills at Novice. For this I am going to choose skills that are in attributes I only have 1 point in as they will be harder to get later. So Initiative, Direct Damage Spells and Searching. Those should be useful to me at the Novice level.

Step 7: Buying the skills with my attribute points - this is the same process used when you level up and points not spent can be saved for future use. I can choose between improving existing skills, talents or specialisations or gaining new ones. First I will fill the skill gaps

Physical - 1 point to Spears, 1 point to Body Development

Reactions - 1 point saved (nothing looks urgent and I'd rather increase my initiative when I can)

Agility - 1 point to Armour proficiency and 1 point to Stealth to complement my Shadow Walker talent

Accuracy - 1 point saved (DD spells is what I want to increase)

Reasoning - 1 point in Healing, as that seems an appropriate skill for my Druid

Self Discipline - For this I am going to use a point to get Mind casting and the other to get Power Development

Presence - 1 point into Animal Handling and the other is going to get me the Mentalist Specialisation - this will allow me to pick up Druid next time I level.

Mentalist - Novice – Psychic Focus: Your natural ability grants +1 to your Mind Spell Casting.

Step 8: Basic starting equipment. Leather armour, spear, backpack, cloak and coin pouch will suffice for now,

That completes the core character. In the next issue, we'll calculate the secondary attributes, transfer everything to the character sheet and prepare the Druid for play.





Via Prima is a quarterly fanzine dedicated to the World of Eileria and the Primepath RPG System.

Inside you will find:

- New world material, locations and monsters.
- A four-page adventure for Eileria but adaptable to any setting or system
- A drop-in encounter for any setting or system.
- Primepath advice and new specialisations & talents.

While you don't need Primepath rules to play the adventure, they can be found FREE at https://avalafpublishing.co.uk

For more information on Eileria you can check out our World Anvil at World Anvil Eileria

YOUR WORLD. YOUR VISION.

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