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martial cultures

arytis

city, soldiers, self



# MARTIAL CULTURES: ARYTIS

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DUNGEONS & DRAGONS 4th Edition PLAYER'S HANDBOOK, written by Rob Heinsoo, Andy Collins, and James Wyatt; DUNGEON MASTER'S GUIDE, written by James Wyatt; and MONSTER MANUAL, written by Mike Mearls, Stephen Schubert and James Wyatt; PLAYER'S HANDBOOK 2, written by Jeremy Crawford, Mike Mearls, and James Wyatt; MONSTER MANUAL 2, written by Rob Heinsoo, and Chris Sims; Adventurer's Vault, D&D 4E written by Logan Bonner, Eytan Bernstein, and Chris Sims. © 2008, 2009 Wizards of the Coast. All rights reserved.

# MARTIAL CULTURES: ARYTIS

## INTRODUCTION

The City of Arytis is a place of politics and intrigue, scholarship and trade, and above all, a strong military tradition. Not every character whose story begins in Arytis will be a former Legionnaire, but all will have some knowledge of the arts of war.

Martial Cultures: Arytis tells you more about those Legions, with expanded information on ranks and honors. There are also new alternate class features for Legionnaires outside the typical fighters and rogues – Paladins of Arytis, whose faith carries them through bloody battles, and warlords who always lead from the front. For those characters who prefer a more subtle kind of bloodshed, the Arytyn bard is as far from a jovial minstrel as you can get.

Politics in Arytis are every bit as much of a battlefield as the Legion's front lines. Military leaders, merchants, and elected officials all strive for control of the city, winning influence through laws, speeches, and even outright bribery. Whether it's the infiltrator Kalypse ordering a political assassination, or a popular player throwing a gala to raise money for her council member of choice, nothing is ever done for only one reason.

Welcome to the City of Arytis.

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## MARTIAL CULTURES: ARYTIS

*City, soldiers, self. That has been the order of priorities for every man, woman and child of Arytis since the day the first settlers carved it out of the hostile wilderness. Frontiers have shifted and borders have changed, but Arytis has stood, a beacon of strength.*

*City, soldiers, self. The city that gives life to us all, protecting us, teaching us, giving us a home. Soldiers, the tireless legions who guard the city, protecting that which protects us. Self. The people are the city, and the city is her people. Without each and every one of us, our strength of arms, our unwavering devotion, Arytis will fall.*

*City, soldiers, self. The walls of this city have sheltered you all your life, and now it is your turn to give back. You have been tested, and found worthy of this highest duty. You are now part of a great tradition stretching back to the founding of Arytis. Do not dishonor it.*

*City, soldiers, self. You know these words as well as I. Now go and live up to them. Legionnaires of Arytis, dismissed!*

The embodiment of martial strength, the Legions of Arytis have guarded the city for time immemorial. Utterly devoted to protecting their city, they are the best of the best of all of the citizens who have trained for the duty.

Each and every citizen of Arytis begins their military training as soon as they are old enough to lift a sword. They learn how to forge weapons, how to scout terrain, how to treat wounds in the field, and how to infiltrate enemy encampments. But most of all, they learn how to fight.

Upon coming of age, citizens serve their city for a minimum of five years. Those who pass a rigorous and exhaustive series of tests join the Legions. The rest serve in other capacities, as judges, advocates, quartermasters, city guards, and the like. No citizen of Arytis can hold high office without having served in the Legion, and even lesser elected positions are unlikely to be filled by anyone without a strong military record.

Arytis is governed by a council, elected by a vote of all citizens who have served their five years. Council members are elected for life, while lesser offices hold elections as often as every six months or as rarely as every ten years. Only citizens can vote in any election, and only natives of the city born to two citizens are eligible to be citizens.

Despite the insular nature of their politics, Arytis welcomes non-citizens. Many journey there to trade or study, and a rare few are even permitted to train with the Legions or the city guard.

The average Arytyn citizen believes themselves to be above non-citizens, and the Legionnaires, even more so. While they will be friendly to these lesser outsiders, very few Arytyns ever completely overcome their sense of superiority.

After serving their five years, citizens can either continue on in their positions and seek advancement through the ranks, or seek their fortune in other ways. Many remain in the city, especially among civilians, but opinion is divided among Legionnaires. Some feel that because their city gave them life and honor, they should devote their lives to serving it, while others feel that the best service to Arytis is to go out into the world and win glory in her name. This leads many former Legionnaires into the adventuring life, where they seek ever greater challenges against which to prove the superiority of their training.