

BUILD YOUR HIRAETH IDENTITY



An Interactive Workbook



UNCOVER WHO YOU'D BE IN THE WORLD OF HIRAETH—
THROUGH MAGIK, MEMORY, AND MYTH.

WRITTEN BY REMINGTON WULF

To the Seeker of Forgotten Threads,

If this journal has found you, then so too has the Veil. Do not fear—it watches all who wander close, but it only calls to those who once belonged.

There is a theory—ancient, contested, but persistent—that the souls of Hiraeth do not perish. When displaced, they leak into other realms, echoing across time, tethered to memory, waiting to be remembered. You, dear soul, may be one such echo. In this book, you will rediscover who you were—your race, your Anima affinity, your forgotten bloodlines, and the magik that once pulsed through your bones. These revelations are not prophecy. They are reminders.

Do not rush. The Veil opens slowly to those it recognizes.

Begin, and be claimed.

— Archivist Irix, Warden of Forgotten Identities

House of Teeth | Lore Division

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FIND YOUR HIRAETH IDENTITY

THE PROCESS



STEP

1

RACE ALIGNMENT TEST

"BEFORE YOU CAN WALK THE WORLD, YOU MUST KNOW THE SHAPE YOU TAKE."

TAKE THE RACE ALIGNMENT QUIZ TO UNCOVER YOUR TRUE NATURE—BE IT KAIJU, ELF, SHIFTER, OR SOMETHING DARKER. THEN, DEFINE YOUR SECONDARY TYPE—THE BEAST, FORM, OR ORIGIN THAT REFLECTS YOUR DEEPER SELF.

STEP

2

"ANIMA IS NOT WHAT YOU USE. IT'S HOW YOU EXIST."

MAGIK IN HIRAETH MANIFESTS IN ONE OF THREE CORE FORMS: OFFENSIVE, DEFENSIVE, OR SUPPORTIVE. THROUGH REFLECTIVE SCENARIOS, DISCOVER HOW YOUR SOUL CHANNELS ANIMA—AND WHAT IT MAY COST YOU.

ANIMA AFFINITY TEST

STEP

3

BLOODLINE ABILITY

"SOME POWERS AREN'T LEARNED—THEY'RE INHERITED."

IF YOUR STORY CALLS FOR LEGACY, SELECT A UNIQUE BLOODLINE TRAIT PASSED THROUGH YOUR LINEAGE. USE IT WITH PURPOSE... BLOOD REMEMBERS EVERYTHING.





RACE ALIGNMENT TEST

The soul remembers—even if you don't.

A Note from the Lorekeeper of Erinth:



Long before your first memory, before your voice ever touched air, the Veil had already marked you. In Hiraeth, race is more than blood and bone. It is a resonance—an echo passed down through generations, tied not only to what you are, but what you were. While some are born knowing their kind, others must rediscover it. Some feel the earth rise beneath their skin and know they are Shifters. Others wake from dreams with the scent of ash or halos of flame, and understand they are Emphyrean or Clthonic. Some have no flame at all. No magic. Only discipline, pain, and a body unblessed by Anima. These are the Aes Sedai—and they endure.

These pages will help you remember who you were meant to be.

Your race is not your fate—but it is your foundation. Use it to understand your instincts. Use it to build your path. Use it to write your Hiraeth story forward.

- Archivist Kaelen Dey, Veilwatch Order, 3rd Archive of Erinth



RACE PRIMARIES & RACE SUBTYPES: *The Shape Within the Shape*



HUMAN

SECONDARY: NONE (OR LISTED BY BLOODLINE SPECIALIZATION)

HUMANS ARE PARADOXICALLY THE MOST FRAGILE AND YET MOST PERSISTENT RACE IN HIRAETH. WITHOUT INHERENT TRANSFORMATIONS OR UNIQUE PHYSIOLOGICAL ADAPTATIONS, HUMANS INSTEAD RELY ON INNOVATION, DETERMINATION, AND A REMARKABLE RANGE OF MAGICAL POTENTIAL. WHILE THEY LACK A "SECONDARY" FORM LIKE SHIFTERS OR KAIJU, HUMANS CAN AND DO WIELD MAGIK—SOME EVEN BEAR ANCIENT BLOODLINE ABILITIES RIVALING THOSE OF MORE MYSTICAL RACES. THEIR STRENGTH LIES NOT IN THEIR BIOLOGY, BUT IN THEIR VERSATILITY. IN CITIES LIKE ANSEYN AND ODMOR, HUMAN SCHOLARS, ELEMENTALISTS, AND VEILKEEPERS PLAY CRUCIAL ROLES IN SOCIETY. OTHERS BECOME POLITICAL ARCHITECTS OR MERCENARIES, USING CUNNING WHERE POWER ALONE MIGHT FAIL.

- **RACIAL ABILITY: ENHANCED NIGHT VISION** — ADAPTED TO THRIVE IN DARKNESS, HUMANS CAN SEE CLEARLY IN LOW-LIGHT CONDITIONS, MAKING THEM NATURAL NAVIGATORS, SCOUTS, AND NOCTURNAL COMBATANTS.



SHIFTER

SECONDARY: ANIMAL FORM (E.G., GREY WOLF, LYNX, CROSSBREED)

BLESSED WITH THE GIFT OF DUALITY, SHIFTERS LIVE IN A BALANCE BETWEEN HUMANITY AND BEAST. THEIR PRIMARY FORM IS HUMANOID, BUT THEIR SECONDARY FORM IS A REFLECTION OF THEIR SOUL'S INSTINCTS—USUALLY AN ANIMAL PASSED DOWN THROUGH FAMILY LINES. THESE RANGE FROM WOLVES AND LYNXES TO BOARS, BEARS, AND BIRDS OF PREY. SOME RARE INDIVIDUALS ARE BORN AS CROSSBREEDS (LIMITED TO TWO SPECIES), RESULTING IN UNIQUE HYBRID TRAITS. SHIFTER CULTURE OFTEN REVOLVES AROUND RITES OF PASSAGE, WHERE THE YOUNG EARN THEIR RIGHT TO TRANSFORM. THEIR REGENERATION AND RESILIENCE MAKE THEM VALUABLE FRONT-LINE PROTECTORS AND FORMIDABLE HUNTERS, BUT THEIR BLOOD BURNS HOT, AND CONTROL CAN BE A LIFELONG STRUGGLE.

- **RACIAL ABILITY: REGENERATIVE HEALING** — SHIFTERS CAN RAPIDLY HEAL PHYSICAL WOUNDS. CUTS, BRUISES, AND EVEN BROKEN BONES MEND QUICKLY—THOUGH EMOTIONAL WOUNDS MAY LINGER FAR LONGER.



KAIJU

SECONDARY: MYTHIC BEAST (E.G.,
PESANTA, CHIMERA, BANSHEE, ETC.)

KAIJU ARE BORN WITH THE POWER OF LEGEND EMBEDDED IN THEIR BLOOD. THEY SHIFT NOT INTO ANIMALS, BUT INTO CREATURES PULLED FROM MYTH, FOLKLORE, OR URBAN LEGENDS—MONSTERS AND DEITIES THAT OTHERS ONLY WHISPER ABOUT. FROM SERPENTINE LEVIATHANS TO FIRE-EYED PESANTA, THEIR SECONDARY FORMS ARE AWE-INSPIRING AND TERRIFYING IN EQUAL MEASURE. KAIJU COMMUNITIES OFTEN LIVE IN SECRET OR IN ISOLATED ENCLAVES LIKE GALOS, BOTH TO PROTECT THEIR YOUNG FROM EXPLOITATION AND TO PRESERVE ANCESTRAL LORE. WHILE THEY ARE AMONG THE MOST PHYSICALLY POWERFUL RACES IN HIRAETH, KAIJU WALK A NARROW PATH BETWEEN WONDER AND DEVASTATION. WHEN THEY FALL, THEY FALL HARD.

- **RACIAL ABILITY: SOUND MIMICRY** – KAIJU CAN REPLICATE ANY SOUND, FROM VOICES TO MONSTROUS HOWLS TO BATTLEFIELD NOISE, USING IT TO DECEIVE, DISTRACT, OR DEVASTATE. ADVANCED KAIJU USE THIS ABILITY AS THE BASIS FOR SOUND-BASED MAGIK.



ELF

SECONDARY: CLAN-RAISED OR
URBAN-RAISED

ELVES ARE CREATURES OF THE VEIL—GRACEFUL, ANCIENT, AND INTIMATELY TIED TO SHADOW. EVERY ELF IS BORN WITH THE ABILITY TO SHADOW WEAVE, BUT HOW THAT GIFT IS SHAPED DEPENDS ON UPBRINGING. CLAN-RAISED ELVES ARE TRAINED FROM CHILDHOOD TO USE THEIR ABILITIES WITH REVERENCE, CONTROL, AND BALANCE. URBAN-RAISED ELVES, ON THE OTHER HAND, OFTEN GROW UP SUPPRESSING THEIR POWERS FOR FEAR OF SOCIAL BACKLASH OR VEILKEEPER SURVEILLANCE. THESE UNTRAINED ABILITIES CAN CAUSE ACCIDENTAL BREACHES OR SPIRITUAL POSSESSION, OFTEN LEADING TO INTERNALIZED FEAR OR SHAME. ELVES ARE BOTH FEARED AND ADMIRER—RARE IS THE CULTURE IN HIRAETH THAT DOES NOT INCLUDE THEM IN ITS STORIES, AS VILLAINS OR PROPHETS.

- **RACIAL ABILITY: SHADOW WEAVING** – THE ABILITY TO MANIPULATE SHADOWS AS TANGIBLE MATTER—CREATING ILLUSIONS, CONSTRUCTS, BARRIERS, OR SENSORY DISTORTION. OFTEN USED IN STEALTH, DIPLOMACY, OR SPIRITUAL DEFENSE.



UNDEAD

SECONDARY: REAPER, VAMPIRE,
OR SPIRIT

THE UNDEAD ARE NOT TRULY ONE RACE, BUT MANY—EACH CONNECTED BY A REFUSAL (OR INABILITY) TO PASS BEYOND THE VEIL. THEY MAY BE REAPERS TASKED WITH HARVESTING SOULS, VAMPIRES CURSED TO HUNGER AND ISOLATION, OR SPIRITS TETHERED BY SORROW, DUTY, OR VENGEANCE. WHILE FEARED BY MOST, UNDEAD OFTEN CARRY ANCIENT KNOWLEDGE AND PURPOSE. THEIR EXISTENCE IS LIMINAL, THEIR POWER PROFOUND—BUT THEIR TOUCH WITH HUMANITY FADES THE LONGER THEY WALK.

- **RACIAL ABILITY: VEIL RESILIENCE** – UNDEAD BEINGS ARE HIGHLY RESISTANT TO VEIL RIFTS, SHADOW CURSES, AND SPIRITUAL DISSONANCE. THEY ARE DIFFICULT TO POSSESS, IMPOSSIBLE TO KILL, AND NEARLY IMPOSSIBLE TO SHAKE ONCE ANGERED.



AES SEDAI

SECONDARY: NULLED OR STRAINED

NEITHER CURSED NOR POWERLESS, THE AES SEDAI ARE SIMPLY DISCONNECTED FROM MAGIK—BORN WITH ATROPHIED (NULLED) OR BLOCKED (STRAINED) ANIMA RECEPTORS. ONCE RULERS AND INVENTORS BEFORE THE ANIMA WARS, THEY ARE NOW OFTEN SEEN AS LESSER IN MAGIK-DOMINATED SOCIETIES. BUT AES SEDAI ARE TENACIOUS. MANY MASTER ADVANCED PHYSICAL COMBAT, TECHNOLOGY, ENGINEERING, OR DIPLOMACY TO LEVEL THE PLAYING FIELD. SOME STRAINED EVEN UNDERGO DANGEROUS RITUALS TO AWAKEN DORMANT POWER.

- **RACIAL ABILITY:**
 - **NULLED: ENHANCED REFLEXES** – A COMPENSATION FOR LACKING MAGIK, THEY REACT FASTER, SENSE DANGER INSTINCTIVELY, AND OFTEN EXCEL IN PHYSICAL COMBAT.
 - **STRAINED: ANIMA ADAPTATION** – THROUGH INTENSIVE TRAINING, THEY MAY AWAKEN MAGIK ACCESS. THOSE WHO DO TEND TO WIELD IT WITH EXTREME PRECISION AND UNUSUAL RESISTANCE TO BACKLASH.



CHTHONIC

SECONDARY: DEMON, HELLHOUND,
OR WRAITH

BORN OF GEHENNA, THE HELL-REALM BENEATH HIRAETH'S PLANES, CHTHONIC BEINGS ARE CREATURES OF DECAY, FIRE, AND FORGOTTEN SINS. SOME MANIFEST AS DEMONS, OTHERS AS HELLHOUNDS—FURIOUS, FOUR-LIMBED BEASTS WITH SMOLDERING EYES—OR AS WRAITHS, SHADOWY FORMS OF VENGEANCE BOUND IN BARELY-CONTAINED FORM. CHTHONIC BEINGS ARE OFTEN BOUND TO CONTRACTS, CURSES, OR OATHS, AND THEY ARE FEARED IN MOST MORTAL TERRITORIES. YET MANY SERVE CRUCIAL PURPOSES—GUARDIANS OF FORBIDDEN KNOWLEDGE, ENFORCERS OF OLD PACTS, OR EVEN HEALERS THROUGH SACRIFICE.

- **RACIAL ABILITY: HEMOMANCY** – THE MANIPULATION OF BLOOD AS A CONDUIT FOR MAGIK. CHTHONIC USERS CAN HEAL, HARM, OR ANIMATE THROUGH BLOOD—BUT EVERY USE INVITES CORRUPTION OR PHYSICAL STRAIN.



EMPYREAN

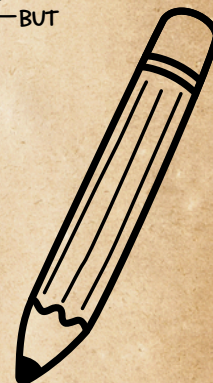
SECONDARY: ELYSIAN (FOUR-
WINGED) OR FALLEN (TWO-WINGED)

EMPYREAN ARE CHILDREN OF ELYSIA, THE HEAVENLY PLANE. SOME STILL SERVE THERE AS GUARDIANS, SEERS, OR WATCHERS, KNOWN AS ELYSIAN. OTHERS ARE FALLEN—CAST FROM THE HEAVENS AFTER DEFYING DIVINE LAW, THEIR WINGS CLIPPED AND GRACE FRACTURED. FALLEN EMPYREAN WALK HIRAETH WITH TWO WINGS REMAINING, CARRYING THE WEIGHT OF DIVINE MEMORY AND MORTAL CONSEQUENCE. WHETHER REVERED OR REVILED, ALL EMPYREAN POSSESS DEEP SPIRITUAL MAGIK TIED TO DREAMS, JUSTICE, AND CELESTIAL ENERGY. THEY ARE RARE AND OFTEN BECOME SYMBOLS—OF INSPIRATION, OR OF WARNING.

- **RACIAL ABILITY: DREAM WALKING** – EMPYREAN CAN ENTER, OBSERVE, OR MANIPULATE DREAMS. THIS POWER ALLOWS COMMUNICATION, PROPHECY, AND TRAUMA HEALING—OR EXPLOITATION IF MISUSED.

IN HIRAETH, RACE IS MORE THAN SKIN OR ORIGIN—IT IS LEGACY, SPIRIT, AND TRANSFORMATION. WHILE YOUR RACE DEFINES YOUR CONNECTION TO ANIMA AND YOUR PLACE IN THE WORLD, YOUR SECONDARY TYPE REVEALS HOW YOU CARRY THAT ESSENCE. EVERY RACE EXCEPT HUMANS HAS INTERNAL VARIATIONS—BRANCHES, SUBTYPES, OR EXPRESSIONS OF THEIR NATURE PASSED DOWN THROUGH BLOODLINES OR MOLDED BY CIRCUMSTANCE. THESE SECONDARIES SHAPE YOUR STRENGTHS, FEARS, AND HOW MAGIK MOVES THROUGH YOUR SOUL.

⚠ **NOTE:** THESE SECONDARIES SHAPE NOT ONLY YOUR ABILITIES—BUT HOW THE WORLD OF HIRAETH TREATS YOU. A WOLF IS NOT A PANTHER. A DEMON IS NOT A HELLHOUND. A FALLEN IS NOT FORGIVEN. AS YOU BEGIN THE RACE ALIGNMENT QUIZ, REMEMBER: YOUR RESULT WILL GUIDE YOU TO A RACE—BUT YOUR SOUL DECIDES THE SHAPE IT TAKES. CHOOSE WITH INSTINCT. DEFINE WITH INTENTION.



HOW TO COMPLETE THIS TEST:

- ANSWER EACH QUESTION WITH YOUR GUT. DON'T OVERTHINK—YOUR INSTINCTS BELONG TO YOUR RACE.
- TALLY YOUR ANSWERS TO DISCOVER WHICH RACE YOUR SPIRIT RESONATES WITH.
- READ THE FULL RACE DESCRIPTIONS BEFORE FINALIZING YOUR RESULT. YOU MAY RELATE TO MORE THAN ONE.
- THEN, RECORD YOUR ALIGNMENT IN THE SPACE PROVIDED ON THE NEXT PAGE.

💡 **TIP:** IF YOU'RE USING THE PRINTABLE VERSION, CIRCLE YOUR ANSWERS OR MARK TALLIES IN THE MARGINS. IF YOU'RE USING THE DIGITAL FILE, OPEN IN A PDF READER THAT ALLOWS TEXT EDITING OR ANNOTATIONS.

FIND YOUR HIRAETH

RACE ALIGNMENT

INTERACTIVE QUIZ

WHICH OF THESE BEST DESCRIBES YOUR WEAKNESS?

- | | |
|--|---|
| <input type="checkbox"/> A. LACK OF ORIGINALITY/AVERAGE | <input type="checkbox"/> B. EMOTIONAL UNPREDICTABILITY |
| <input type="checkbox"/> C. ISOLATION OR BEING MISUNDERSTOOD | <input type="checkbox"/> D. PHYSICAL FRAGILITY |
| <input type="checkbox"/> E. AN OVERWHELMING SENSE OF JUSTICE | <input type="checkbox"/> F. TEMPTATION TOWARD DESTRUCTION |
| <input type="checkbox"/> G. BEING CAUGHT BETWEEN TWO WORLDS | <input type="checkbox"/> H. TIED TO UNFINISHED BUSINESS |

YOU FIND A HIDDEN BOOK IN A LANGUAGE YOU DON'T RECOGNIZE. WHAT DO YOU DO?

- | | |
|--|---|
| <input type="checkbox"/> A. TRY TO TRANSLATE IT, PAGE BY PAGE. YOU NEED TO UNDERSTAND IT. | <input type="checkbox"/> B. SMELL THE SPINE, TOUCH THE INK, AND FEEL FOR WHAT'S BEEN LEFT BEHIND. |
| <input type="checkbox"/> C. LISTEN FOR ANY RESONANCE—IT MIGHT BE WRITTEN IN SOMETHING OLDER THAN LANGUAGE. | <input type="checkbox"/> D. SHADOW YOUR FINGERS ACROSS THE PAGE. THE VEIL MIGHT ANSWER YOU. |
| <input type="checkbox"/> E. DREAM ABOUT IT BEFORE OPENING IT. BOOKS SOMETIMES RESPOND TO INTENTION. | <input type="checkbox"/> F. SCAN IT FOR CURSES, TRAPS, OR HIDDEN OATHS. BOOKS CAN BLEED TOO. |
| <input type="checkbox"/> G. FIND A QUIET PLACE. MAYBE IT'S WAITING FOR SOMEONE LIKE YOU. | <input type="checkbox"/> H. LOG ITS MARKINGS, PHOTOGRAPH IT, AND FIND SOMEONE MORE QUALIFIED. |

WHICH TRUTH HURTS MORE?

- | | |
|---|---|
| <input type="checkbox"/> A. YOU'LL NEVER BE ENOUGH FOR THE PEOPLE YOU LOVE. | <input type="checkbox"/> B. YOU CAN'T PROTECT EVERYONE. |
| <input type="checkbox"/> C. THE WORLD ONLY FEARS WHAT IT DOESN'T CONTROL. | <input type="checkbox"/> D. PEOPLE DON'T SEE THE REAL YOU—AND THEY'RE RIGHT TO BE AFRAID. |
| <input type="checkbox"/> E. YOU WERE MADE FOR MORE, BUT WERE TORN DOWN BEFORE YOU COULD RISE. | <input type="checkbox"/> F. YOU ARE WHAT THEY SAID YOU WERE. |
| <input type="checkbox"/> G. YOU'RE TOO LATE TO FIX WHAT MATTERS. | <input type="checkbox"/> H. YOU CAN'T CHANGE WHAT YOU WEREN'T BORN TO BE. |

IN A MOMENT OF DANGER, WHAT DO YOU TRUST MOST?

- | | |
|--|---|
| <input type="checkbox"/> A. YOUR MIND. IT'S SHARP WHEN IT MATTERS. | <input type="checkbox"/> B. YOUR BODY. INSTINCT NEVER LIES. |
| <input type="checkbox"/> C. YOUR ROAR. SOUND BREAKS HESITATION. | <input type="checkbox"/> D. THE DARK. YOU'VE TRAINED FOR THIS. |
| <input type="checkbox"/> E. YOUR PURPOSE. EVEN PAIN HAS A PLAN. | <input type="checkbox"/> F. YOUR BLOOD. IT KNOWS SURVIVAL. |
| <input type="checkbox"/> G. COLD. SOME STORIES SHOULDN'T BE UNEARTHED. | <input type="checkbox"/> H. DISMISSIVE. LOGIC WINS. EMOTION LIES. |

YOU HEAR A STORY THAT CONTRADICTS EVERYTHING YOU'VE BEEN TOLD.
WHAT DO YOU FEEL FIRST?

- | | |
|--|---|
| <input type="checkbox"/> A. CURIOUS. MAYBE YOU WERE WRONG. | <input type="checkbox"/> B. DEFENSIVE. SOMEONE'S LYING. |
| <input type="checkbox"/> C. PROVOKED. CHALLENGE ACCEPTED. | <input type="checkbox"/> D. HAUNTED. THIS ISN'T NEW—IT'S JUST BURIED. |
| <input type="checkbox"/> E. VINDICATED. YOU KNEW THE TRUTH WOULDN'T STAY SILENT. | <input type="checkbox"/> F. ENRAGED. THE TRUTH DESERVES BLOOD. |
| <input type="checkbox"/> G. COLD. SOME STORIES SHOULDN'T BE UNEARTHED. | <input type="checkbox"/> H. DISMISSIVE. LOGIC WINS. EMOTION LIES. |

WHAT DRAWS YOU TO OTHERS?

- | | |
|--|---|
| <input type="checkbox"/> A. HUMOR. IF WE CAN LAUGH, WE'RE NOT LOST. | <input type="checkbox"/> B. LOYALTY. YOU PROTECT WHAT'S YOURS. |
| <input type="checkbox"/> C. ENERGY. YOU FEEL EVERYTHING LOUD AND FAST. | <input type="checkbox"/> D. STILLNESS. THE UNSPOKEN PARTS MATTER MOST. |
| <input type="checkbox"/> E. KINDNESS. THE BROKEN OFTEN GLOW BRIGHTEST. | <input type="checkbox"/> F. CONFIDENCE. YOU RESPECT SCARS MORE THAN SMILES. |
| <input type="checkbox"/> G. UNDERSTANDING. YOU KNOW WHAT GRIEF LOOKS LIKE. | <input type="checkbox"/> H. INTELLIGENCE. YOU WANT SOMEONE WHO THINKS. |

YOU'RE OFFERED POWER YOU SHOULDN'T HAVE. WHAT'S YOUR FIRST THOUGHT?

- | | |
|---|---|
| <input type="checkbox"/> A. WHAT'S THE COST? | <input type="checkbox"/> B. COULD I USE IT TO PROTECT MY PEOPLE? |
| <input type="checkbox"/> C. LET THEM TRY TO STOP ME. | <input type="checkbox"/> D. NOT AGAIN. POWER LIKE THAT LEAKS SHADOWS. |
| <input type="checkbox"/> E. MAYBE THIS IS HOW I RECLAIM WHAT WAS TAKEN. | <input type="checkbox"/> F. FINALLY. I DESERVE THIS. |
| <input type="checkbox"/> G. I'VE ALREADY LIVED WITH TOO MUCH. | <input type="checkbox"/> H. IF I CAN CONTROL IT, MAYBE. |

WHAT WOULD YOU LEAVE BEHIND WITHOUT REGRET?

- | | |
|---|--|
| <input type="checkbox"/> A. THE PAST. IT'S USEFUL, BUT NOT DEFINING. | <input type="checkbox"/> B. WEAKNESS. I'VE SURVIVED WORSE. |
| <input type="checkbox"/> C. SILENCE. I WAS BORN TO MAKE NOISE | <input type="checkbox"/> D. COMFORT. TRUTH NEVER GROWS IN SAFETY |
| <input type="checkbox"/> E. FORGIVENESS. SOME THINGS ARE TOO DEEP TO UNCUT. | <input type="checkbox"/> F. LOVE. IT'S A LIABILITY. |
| <input type="checkbox"/> G. HOPE. IT HASN'T SERVED ME YET. | <input type="checkbox"/> H. DEPENDENCY. I'LL BUILD IT MYSELF. |

YOUR RACE ALIGNMENT IS:

PRIMARY:

SECONDARY:

A - HUMAN / B - SHIFTER / C - KALJU / D - ELF / E - EMPYREAN / F - CHTHONIC / G - UNDEAD / H - AES SEDAI



YOUR ANIMA AFFINITY

The pulse of magik within you begins here.

Anima flows through all living beings in Hiraeth—an invisible current of life and potential. But not all who carry Anima can command it.

You are among the few whose connection to this vital force might be shaped, molded... awakened. Before you study spellwork, before you weave magik, you must first understand: what kind of power resonates with your soul?

This page will help you discover your Anima Affinity—a reflection of how you were born to use magik, should your spirit allow it.



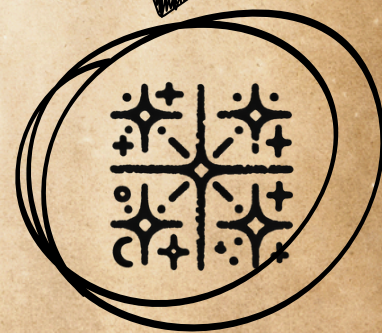
WHAT IS ANIMA AFFINITY?

All functional magik in Hiraeth stems from Anima, but each person's flow takes on a unique form, categorized by how they instinctively interact with the world:



- ◆ Offensive: Your power is raw, aggressive, and unrelenting. You excel in combat magik—fire, destruction, and disruption.
- ◆ Defensive: You are a shield. Your Anima responds best when protecting others or restoring balance—earth, barriers, resilience.
- ◆ Supportive: You are a conduit. Your Anima nurtures, manipulates, and inspires—healing, illusions, Veil magik, and more.

Each affinity impacts how you learn, cast, and evolve. Attempting magik outside your affinity is possible—but dangerous and inefficient.



HOW TO DISCOVER YOUR ANIMA AFFINITY

STEP 1: READ THE SCENARIO CAREFULLY. IT PRESENTS A MOMENT OF DECISION—SPIRITUAL, STRATEGIC, OR INSTINCTUAL. READ THE ANSWERS SLOWLY AND CONSIDER HOW YOU WOULD REACT IF THIS WERE YOU.

STEP 2: CHOOSE THE ANSWER THAT RESONATES MOST NOT THE ONE THAT SOUNDS THE "STRONGEST" OR MOST "NOBLE." CHOOSE THE PATH THAT FEELS LIKE YOUR TRUTH. EVEN IF IT'S CAUTIOUS. EVEN IF IT'S QUIET. ESPECIALLY IF IT'S BOLD.

STEP 3: REVIEW THE AFFINITY MEANING. EACH ANSWER LINKS TO ONE OF THE THREE CORE AFFINITIES IN HIRAETH:

- OFFENSIVE (FORCE, FIRE, DIRECT ACTION)
- DEFENSIVE (BARRIERS, PROTECTION, CALCULATED RESPONSE)
- SUPPORTIVE (HEALING, CHANNELING, VEIL COMMUNION)

WHICHEVER PATH YOU'VE CHOSEN MOST OFTEN THROUGHOUT THE QUIZ OR REFLECTION IS LIKELY WHERE YOUR ANIMA FLOWS STRONGEST.



While traveling through an ancient underground tunnel, you hear your own voice calling for help deeper inside. It's impossible—but chillingly familiar.

What do you do?

You mark your position with protective runes and slowly retreat, ensuring no one else follows until you know what you're dealing with.



You follow the echo carefully, attempting to understand its source without giving away your presence.



You call back with your own voice, projecting strength and challenging whatever's mimicking you.

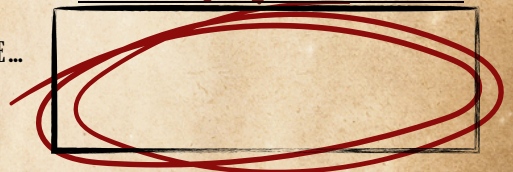


WHAT KIND OF MAGIK SPEAKS TO YOU—AND WHY?

THIS CAN HELP YOU BETTER UNDERSTAND HOW YOUR AFFINITY REFLECTS WHO YOU ARE...

AND WHO YOU MIGHT BECOME IN HIRAETH.

MY ANIMA AFFINITY IS:





BLOODLINE ABILITIES

Power runs deepest through blood that remembers

A Note from the Archive of Lineages:

Not all magik is taught. Some is inherited—etched into the marrow, whispered through veins, or born in flashes of pain and brilliance. These are known as Bloodline Traits: ancestral powers passed down through family lines, fiercely guarded, often feared.

To carry a Bloodline trait is to carry legacy, whether by blessing or burden.

You may choose one Bloodline trait—if it fits your story. Some races are more likely to carry such abilities, but blood knows no rules.

Let your instinct—and your story—guide you.



CHOOSE YOUR TRAIT (OR CREATE YOUR OWN)

LATENT POTENTIAL

IN MOMENTS OF INTENSE EMOTION, YOUR ANIMA SPIKES UNCONTROLLABLY. STRENGTH, SPEED, OR MAGIK SURGE BEYOND YOUR LIMITS—FOR BETTER OR WORSE.

THREAD OF ECHOES

YOU CAN HEAR OR FEEL ANCESTRAL MEMORIES IN DREAMS, OBJECTS, OR PLACES TIED TO YOUR BLOODLINE. THESE ECHOES MAY GUIDE—OR HAUNT—YOU.

STONEBIND OATH

YOU CAN FORGE TEMPORARY PACTS WITH ELEMENTAL FORCES OR ANCIENT SPIRITS—BUT EACH AGREEMENT CARRIES A VISIBLE SCAR ON YOUR BODY.

SPLIT VEIL SIGHT

YOU SEE THROUGH BOTH THE VEIL AND THE PHYSICAL WORLD SIMULTANEOUSLY. HIDDEN DOORS, SPIRITS, AND LIES ARE HARDER TO IGNORE. OR ESCAPE.

MISTSHAPER

YOU CAN BEND ENVIRONMENTAL ENERGY AROUND YOU, MAKING YOURSELF BRIEFLY INVISIBLE, UNTRACEABLE, OR FORGOTTEN.

VOICE OF THE BEAST

INHERITED FROM OLD KAIJU OR SHIFTER BLOOD—YOU CAN SPEAK TO OR CONTROL CREATURES WITH SHARED LINEAGE, EVEN IN CHAOS.

HEARTSHADOW

YOU CAST NO TRUE SHADOW, BUT MAY SHAPE ONE INTO BASIC FORMS OR ILLUSIONS. IN RARE MOMENTS, IT ACTS WITHOUT YOUR CONSENT.

LIVING INK

MAGIKAL MARKINGS (DRAK'YTHI) APPEAR ACROSS YOUR SKIN WHEN YOU ACTIVATE ANIMA. THESE GLYPHS ENHANCE SPELLWORK—BUT REVEAL YOUR LOCATION TO THOSE WHO KNOW HOW TO READ THEM.

WOUND-TETHERED

EVERY INJURY YOU RECEIVE CAN BE STORED BRIEFLY AS ENERGY TO BE REDIRECTED—PAIN MADE INTO A WEAPON. BUT THE TOLL IS STEEP.

VEILTHREADED PULSE

YOUR BLOOD CARRIES A NATURAL ATTUNEMENT TO VEIL RIFTS. YOU INSTINCTIVELY SENSE BREACHES NEARBY, AND MINOR SPIRITS MAY MISTAKE YOU FOR KIN.

CUSTOM TRAIT

INVENT YOUR OWN UNIQUE BLOODLINE POWER. WHAT ABILITY WAS BORN IN YOUR ANCESTORS—AND WHAT WILL YOU DO WITH IT?

☐☐☐☐☐☐☐☐☐☐☐



IDENTITY REFLECTION PROMPTS

HIRAETH JOURNAL

IN HIRAETH, IDENTITY IS MORE THAN BIRTHRIGHT OR BLOODLINE. IT'S MEMORY, INSTINCT, AND MAGIK—LAYERED ACROSS THE SOUL LIKE VEILS OF SMOKE AND STARLIGHT. THESE PROMPTS ARE MEANT TO GUIDE YOU INWARD, TO HELP YOU UNCOVER NOT JUST WHAT YOU ARE, BUT WHY YOU ARE. YOU MAY WRITE AS YOURSELF, OR AS YOUR HIRAETH COUNTERPART. THERE ARE NO WRONG ANSWERS—ONLY PATHS UNWALKED. USE THIS SPACE TO REFLECT, IMAGINE, AND REWEAVE YOUR TRUTH.



WHAT ARE YOU TRYING TO PROTECT?

IS IT A PERSON, AN IDEA, A HOME—OR SOMETHING YOU LOST LONG AGO? :



WHAT SECRET WOULD YOU NEVER CONFESS ALOUD?

WOULD IT CHANGE THE WAY OTHERS SEE YOU? OR THE WAY YOU SEE YOURSELF?

WHAT DOES YOUR POWER COST YOU?

EVERY GIFT HAS A PRICE. WHAT HAVE YOU PAID—OR REFUSED TO?



WHO HAVE YOU FAILED. AND DO THEY STILL MATTER?

GHOSTS LINGER IN HIRAETH. SOME WEAR YOUR FACE.





WHEN DID YOU FIRST REALIZE YOU WERE DIFFERENT?

WAS IT A QUIET KNOWING... OR SOMETHING THAT COULDN'T BE IGNORED?

WHAT DO YOU FEAR BECOMING?

POWER CHANGES PEOPLE. WHO DO YOU HOPE TO AVOID BECOMING?

WHERE DO YOU GO WHEN NO ONE'S WATCHING?

EVERYONE HIDES SOMETHING. EVEN YOU.



HAT BREAKS YOU—AND WHAT BRINGS YOU BACK?

SURVIVAL IS NOT ALWAYS THE SAME AS LIVING.



FREE NOTES SPACE



CREATE YOUR HIRAETH SELF

"Name yourself. Claim your nature. Walk the world as one of its own."

SKETCH YOUR HIRAETH SELF OR SIGIL:

A SYMBOL, CREST, OR SELF-PORTRAIT—WHATEVER CAPTURES YOUR ESSENCE.

NAME:

A NAME CHOSEN, INHERITED, OR WHISPERED THROUGH THE VEIL.

RACE:

WHICH PEOPLE CALL YOUR SPIRIT HOME? (HUMAN, KAIJU, ELF, ETC.)

SECONDARY:

WHAT IS YOUR RACE ATTRIBUTE? (TIGER SHIFTER, PHOENIX KAIJU, ETC.)

ANIMA AFFINITY:

OFFENSIVE, DEFENSIVE, OR SUPPORTIVE—HOW YOUR SOUL CHANNELS POWER.



BLOODLINE ABILITY

(IF ANY):

A RARE POWER PASSED DOWN THROUGH YOUR ANCESTRY—UNIQUELY YOURS, OFTEN FEARED, AND NEVER FREE.

✦ IF NONE, LEAVE THIS SPACE BLANK —OR WRITE "UNKNOWN" IF YOU'RE STILL DISCOVERING YOUR LEGACY.

KNOWN WEAKNESSES:

WHAT FEARS, FLAWS, OR LIMITATIONS DO YOU CARRY INTO HIRAETH?

PERSONAL GOAL:

WHAT DRIVES YOU—REVENGE, REDEMPTION, REBELLION?

MISC. NOTES:

FIRST WORDS SPOKEN IN HIRAETH:

EVERY SOUL ARRIVES SPEAKING SOMETHING—DEFIANCE, PRAYER, SILENCE, OR PROPHECY. WHAT WERE YOURS?



Congratulations, *Veilwalker*

By order of the Lorewardens and under the seal of the House of Teeth, your discovery is complete.

You have braved shadow, memory, blood, and choice. You have mapped the shape of your Anima, chosen your path through magik, and revealed the race that calls your soul home.

You are no longer just a reader.

You are a citizen of Hiraeth.

Your unique identity—race, affinity, history, and voice—has been recorded in this edition's Archive Ledger. But before the record is complete, one final task remains...

Please complete your official Hiraeth Identity Certificate

THIS PAGE MARKS YOUR ENTRY INTO THE HOUSE'S LIVING RECORDS. WHETHER YOU ARE KAIJU-BORN, EMPYREAN-FALLEN, OR A NULLED AES SEDAI BUILDING YOUR POWER FROM SCRATCH—YOUR NAME BELONGS AMONG THE TRUE.

Welcome to Hiraeth. You've remembered who you are.

Now, the world must remember you too.

Want to Be Featured?

WE'RE BUILDING SOMETHING MORE THAN LORE. WE'RE BUILDING A LIVING WORLD—AND YOU ARE PART OF IT.

✉ SUBMIT YOUR FINISHED CERTIFICATE VIA EMAIL TO REMINGTONWULF@GMAIL.COM OR ON FACEBOOK, INSTAGRAM OR PINTEREST WITH #HOUSEOFTEETHSAGA. SELECT ENTRIES MAY BE FEATURED IN THE HOUSE OF TEETH NEWSLETTER OR CHOSEN FOR EXCLUSIVE DISCOUNTS AND LORE DROPS.

T FUTURE WORKBOOK EDITIONS WILL EXPAND YOUR CHARACTER'S JOURNEY WITH CLASS PATHS, BLOODLINE JOURNALS, SPELL CRAFTING, AND VEILBOUND HISTORIES.

AS A CERTIFIED MEMBER, YOU'LL RECEIVE YOURS BEFORE THE VEIL SHIFTS AGAIN.

**FILED AND APPROVED BY ARCHIVIST KAELEN DEY
— LORE DIVISION, HOUSE OF TEETH**



Lorewalker's Archive

Certificate of Lorewalker Induction

This certificate is awarded to

Print name

By this name they are known
through the Veil and beyond.

Race

Bloodline Trait
(if applicable)

Race Subtype

With Anima Affinity:



Offensive



Defensive



Supportive



Signature

Date

(Earth time or Hiraeth time)

HIRAETH Date Conversion Formula

House Of
Teeth

Remington Wolf

Author & Founder
of HouseOfTeeth