

The World of Farland

Game Master's Handbook



All the information you need to be an effective Game Master in the World of Farland, creating stories your players will never forget.

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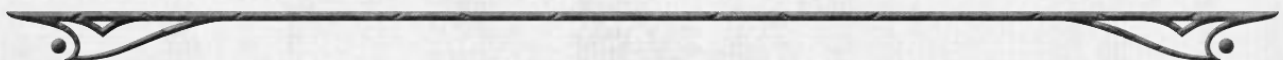


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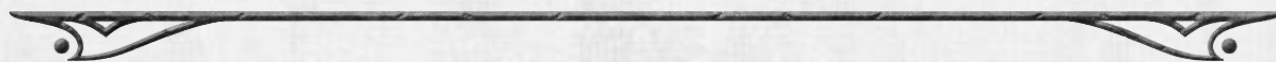
The World of Farland

www.farlandworld.com



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Introduction

So you want to GM in the World of Farland?

Excellent! You will join the ranks of players from around the world who have chosen to set their campaigns in Farland, an extremely detailed, unique setting for the 5th edition of the world's most popular roleplaying game. We know there are many settings you could choose, so we feel honored you are considering Farland. Farland has existed on the web at www.farlandworld.com for over 17 years (and it also offers a 3.5 and 4th edition version, which you may remember having seen online).

The Dark Conquest of Farland

Farland is a world that has been conquered by evil. As you will find in this book, the rich history of the world has been marred by constant strife, turmoil caused by the evil being known as the Dweller in the Wintervale. This creature, from her tower of ice in her land of endless winter, has schemed and machinated for millennia in service to her dark god, until she finally hit upon a scheme to conquer all the lands. She used an artifact to imbue certain creatures, paragons of different races and species, with dark powers that allow them to control goblinoids and evil creatures. These beings she dubbed the Lords of Sin. In a blitzkrieg attack, they conquered the continent, and brought all under their evil yoke. Now the hapless subjects is forced to raise their voices in prayer to honor and empower the evil god Vornoth. But rebellion is stirring:

Kale, Kelerak, and Daven, the three westernmost kingdoms, have been liberated, though they teeter on the brink of invasion by the remaining Lords of Sin, who desperately wish to reconquer these lost kingdoms....

Adventures in the World of Farland

As you may already be surmising, this setting provides rich opportunities for adventure. The traditional adventure path in the World of Farland involves starting your PCs in one of the liberated kingdoms—Kale, Kelerak, or Daven—and then having



them engage in local adventures until they build up enough power to venture into the occupied kingdoms and face the Lords of Sin and their armies. They could face and take down underbosses and orcish warlords until they are powerful enough to take on the Lord of Sin with the lowest CR. Then they work their way up to challenge the more powerful lords. This is a tried-and-true recipe for an exciting game where your players can feel like they are making a difference when the stakes are high. If you want a grittier campaign, you could also start your party in one of the occupied kingdoms and have them try to eke out their survival under the yoke of evil. If you desire something even darker, rewind the clock a few years to the year 8160 Farlandish Reckoning to the time before the rebellion when none of the lands had been freed. You could even have your players engage in an evil campaign using the Dark Folk race options in the *World of Farland Players Guide* and have them serve the Lords of Sin in their attempt to reconquer the lands.

Or if this is all too heavy for you, simply set your campaign in one of the liberated kingdoms and keep it there. The rumors of impending war could provide flavor to your campaign, but your players could ignore them and go dungeon-exploring like in a traditional fantasy RPG game. On the website, we also offer free high-quality 5e adventures for you to use in your game set in The World of Farland.

campaign set in Farland that will bring you many hours of fun.

This book contains exclusive content not available on the website, though, and the website contains content not presented in this text, so we also encourage you to visit us at www.farlandworld.com. Furthermore, you can follow the World of Farland on twitter: @Farland_World. Welcome to the community, and happy gaming!

Using this Book

This book is a collection of material from the website designed for Game Masters who want to run a campaign set in the World of Farland. This *Game Masters Handbook* is meant to be used with *The World of Farland Players Guide* and *The World of Farland Campaign Setting*. With those three books, you will have all the information you need to create an epic

Chapter One: History and Metaphysics

Farland has a rich and detailed history. In fact, its recorded history spans over 20,000 years. This will provide you as a Game Master with a repository of information you can use to make your game feel realistic and your world feel lived-in. Moreover, the origin of the world ties in to its history and its metaphysics. Understanding how the World of Farland and the multiverse in which it is set came to be will allow you to comprehend the nature of the gods and of magic in the setting. This will help you understand the motivation of the Dweller in the Wintervale and her Lords of Sin, and make it clear what is at stake in the setting.

Origin of Núrion

The Great Sphere and the Creation of the Lifestone of the Universe

It was as it had always been. The Eternal Strife, constantly warring, constantly struggling. For the Great Powers of existence came in pairs, equal and opposite. As there was light, darkness also existed. Where there was order, disarray struggled against it. Where there was good, evil flourished. And this harmony in the heavens passed for an eternity, time beyond all

comprehension, all the while struggling. These Forces were all of existence, and all of existence was these Forces. They each claimed a portion for themselves. Good opposed evil, law opposed chaos, and all met in the center, where balance prevailed. These divisions of the universe, where one force prevailed over the others, became part of the Great Sphere. Nine divisions, eight sections of power, surrounded by the center. Millennia ago these inexorable forces begat spiritual places, and they were called planes of existence. Heavenly Caelestin opposed evil Malor, orderly Cogiton opposed chaotic Nemux, passionately good Aeron opposed Hellish Barathus, and beautiful Efferenus opposed hopeless Carcus, all circling around the Concordia, the great balance.

In the middle of the Concordia, at the center of the sphere, was all of the non-spiritual matter of the Multiverse. Untold eons of friction, of the ceaseless pushing of these cosmic Forces, pressed the Concordia, creating at its center a great Maelstrom of heat and pressure. And the heart of this Maelstrom of Friction condensed into a diamond of perfect beauty, flawless and unspoiled: the Lifestone of the Universe. And seeing the beauty of this gem, the Forces changed. These once mindless Powers now knew desire, desire for this perfect gem. These desires slowly personified into creatures, mighty sentient beings with full-fledged emotions and minds of their own. And the Concordia simultaneously gave birth to a protector, a god whose sole purpose was to guard the gem. This being, called Dekk, was the strongest of all.

Hence came to be the nine original gods of the Universe.

Caelestin begat Heshtail, Efferenus begat Bestra, Aeron begat Kantor, Cogiton begat Neltak, Nemux begat Bel, Barathus begat Lagur, Carcus begat Grlarshh, and Malor begat Soggoth. As each of these creatures came to be, the desire in their hearts was kindled, and they wanted the gem. And beholding this gem, something else became apparent-- although the stone was beautiful beyond compare, it was also the key to more, to the cessation of the perpetual cosmic struggle which burned within each of them. The want of the Lifestone grew. This desire became passion, this passion became anger, this anger became rage. And thus began the Ontological War.

The Ontological War

Each of the gods desired the Lifestone, working to take it for his or her own. Knowing that they would be unable to wrest the stone directly from Dekk, as he was the most powerful of all of the gods, being the protector, the gods perceived that they must each defeat the other gods first, usurping their space in the Multiverse, to grow in power. As they absorbed the power of the other gods, they would be able to challenge Dekk and defeat him, claiming the Lifestone for their own.



Bel was the first to act: the nimble rogue attempted to steal Neltak's great axe. But Neltak saw him and struck out at him, meaning to end his life and take his power. The blow was true and would have killed Bel, but Dekk would not permit one Force to seize another's place, and he stopped the strike the only way he could: he interposed the Lifestone itself, using its powerful force to stop the blow. But the axe struck true, the edge bringing a small crack to the once perfect surface of the shining gem. Grlarshh cast a plague on Bestra, who struck back with a tremendous bash of her mighty shield. But Dekk was again there, stopping the power of Grlarshh's plague and Bestra's shield strike with the Lifestone. Once again, damage was done; Bestra's shield created ripples on the surface of the stone, while Grlarshh's plague left spots of disease on the once shining jewel's face. Soggoth lashed out at Heshtail, his tentacles trying to rip Heshtail in twain. Heshtail met force with force, his staff deflecting Soggoth's blow, but shattering into many shards. Dekk intervened again, placing the Lifestone between the pair, Soggoth's spiny tentacles leaving a long mark on the gem, Heshtail's staff leaving splinters all through the gem. Lagur and Kantor warred with each other, each believing that they could defeat the other with but a single blow. They each mustered all of their power, lashing out at their opposite, only to be blocked once again by Dekk and the Lifestone. But again, the blows struck true. Kantor's axe sundered the gem, leaving a large crack, while Lagur's trident pierced it to the core. And thus rebuffed, each god returned to his or her place.

The Creation of Vornoth

It was Soggoth who secretly summoned the gods of evil together, seeing that no headway was made in their quest for the gem. It was he who suggested a union, a

sacrificing of powers to create a great one, one with the power to defeat Dekk and wrest the Lifestone from his grasp.

Each of the gods of evil agreed to give up a portion of their essence, a piece of their power and dominion, to create a master, the Lord of Evil. From this joining of wills sprang Vornoth, who was named the Walker in Darkness, for he could travel through any of the planes of evil at will. And the strength of Vornoth was great.

And the gods of evil reveled in their creation and lent what aid they could to Vornoth, in hopes that their new master would be able to wrest the Lifestone from Dekk. Seeing that the Lifestone was to be stolen away by the powers of evil, the gods of good one by one came to Dekk's aid. But lo, their strength was not enough, for Vornoth met them each in turn and bested them, and Dekk knew he would lose the battle. Fearing that all was soon to be lost, Heshtail cried out for aid, willing the Good Alignment Forces once again to personify in an effort to save the Lifestone from falling into the hands of evil. And his call was heard.

The Forces again spawned three strange creatures of power, beings as mighty as the gods themselves: Tal-Allustiel, Khuldul Rockcarver, and Bunga Proudfoot. Each of these new gods lent their aid to the forces of good, and the balance again shifted. Concordia retained dominion over the Lifestone.

The Armistice

But Dekk was distraught, for the war of the gods had devastated the once perfect gem, leaving naught but a broken piece of rock in its place, flawed, irregular and imperfect. Unwilling to see any further destruction to his beloved jewel, he called for a halt to the

hostilities, for a gathering of the gods. Hence began the Council of the Gods. The council of gods lasted many ages, with talk about what could be done to save their precious Lifestone, the gem they all craved so much. Khuldul Rockcarver was assigned the task of repairing the gem, for he had great skill in working with gems of all sorts. Many ages he labored on the Lifestone, fixing some of the damage, but much of it was beyond his ability to repair. Much of the harm done during The Ontological War was irreversible, a permanent mark left by the gods. Where Neltak's axe had struck, mountains had formed. Where Grlarshh's plague had spread, now barren desert stood. Where Bestra's shield had struck, a multitude of hills had formed. Where Heshtail's staff had shattered, great trees now stood; where Soggoth's tentacles had gouged, rivers now flowed. Where Lagur's trident had pierced, caves and deep tunnels now stood, and where Kantor's axe had cut, great seas had formed.

And though this gem was no longer perfect, they still had a great desire for it, perceiving again that it was somehow the key to ending the war once and for all, and they named it Núrion, the Shattered Jewel.

The Council of the Gods

Many things came from the Council, designed to prevent any further damage to Núrion the beloved. Seeing the destruction wrought by their strikes, each of the gods agreed never again to touch the gem, for fear they may further damage it. And out of fear of Dekk's power, the other gods cried mightily, for there could be no balance where one god had more power than others. In the interest of neutrality, Dekk agreed to give up a portion of his own life essence to Núrion itself. To keep the balance, Dekk created two great entities, Tanarus and Sulis, which gave sentience and life force to

the shattered jewel. And Dekk created the Universe Shell as a case for the gem, and he pierced the shell in many tiny spots to let light into its dark hollow space.

As the universe created all things in pairs, so the gods felt that they should be in pairs as well. Each god created his or her own helper, an aid of sorts, a creature of lesser power who could further the aims of his or her master and who was not constrained from touching the gem. And secretly the gods hoped that these lesser beings could grant them aid should the Ontological War be rejoined. Heshtail begat Reenan, Bestra begat Calbran, Kantor begat Thranton, Neltak begat Aknor, Dekk begat Janora, Bel begat Flamgart, Vornoth begat Bemit, Soggoth begat Yorsot, Grlarshh begat Tormossh and Lagur begat Nij. Of the latter gods, Khuldul Rockcarver begat Dhurli Ironbeard, and Bunga Proudfoot begat Bucca Tunnelly.

Only one god refused to make a single helper. Tal-Allustiel the farsighted refrained; instead he created several creatures, immortal, of insignificant power when compared to the gods, yet he prophesied that they would be a great helpmeet. He named his creation the Elhil, the Firstborn, for he sent them directly to live on the beloved rock known as Núrion, and they were the first creatures to live thereon.

The Creation of the Book of Seven

Frustrated at his inability to gain power on this world and longing to wrest control of it, to have it for his own, Vornoth planned the ultimate evil act-- betrayal. So like Heshtail, he secretly called upon the evil ontological Forces for his own advantage, and they gave him the knowledge and the power to craft a receptacle, something that could store and magnify evil powers.

And thus Vornoth summoned the gods of evil together once again. Reminding the group of the success they had had in the past when they had joined forces and noting the new threat posed by the number of good gods, he implored each of the group to again surrender a small portion of their power to create an artifact, an item imbued with the power of the eight gods of evil. This artifact, this spiritual tome of power, would allow them once again to establish their dominance over the gods of good. And in their greed and lust for power, the gods of evil agreed to his request.

But Grlarshh the wily overheard Vornoth mutter to himself about the Book of Seven, and he reasoned that this name did not make sense if it were to contain the life force of eight gods; it should be called the Book of Eight. And he told Soggoth of his suspicions. Yet Soggoth was a liar, and he thought all others were liars. And thus he mistrusted Grlarshh, but he placed a piece of his life essence, a tiny echo of his will and existence, into a small gem, the Ruby Skull, as a small hedge against the possibility that Grlarshh spoke truth. But Grlarshh grew more certain in his mind of the betrayal, and therefore he withheld his whole power at the last moment.

And he was right to do so, for Vornoth indeed deceived them all. In an effort to make a true artifact of power, Vornoth against the agreement took the entirety of the life essences of the gods that had submitted, absorbing them into his book, the powerful Book of Seven, named thusly because it was intended to contain the life forces of all of the evil gods save Vornoth. The seven gods disappeared, entirely slain and absorbed into the book, or so the Walker thought. Vornoth then gleefully attempted to use the book to take control of the Shattered Jewel. But it was somehow incomplete and would not function! Bewildered, Vornoth sought the cause, and he soon discovered that Grlarshh had deceived him and fled during the ceremony.

He grew very angry and went to strike against him, but he was unable to do so, for two of the gods of Neutrality-Dekk and Neltak- had given him sanctuary, protection from the evil that was his former master. And Dekk, Neltak, and Grlarshh used their power to claim a small piece of Carcus and hedge it against the Walker's might. Yet Vornoth vowed that he would see Grlarshh slain.

The Evolution of the Elves

The first 100 years the elves lived alone, exploring their new home. It was then that Tanarus and Sulis each used their power to create the beasts of Núríon, creatures to share this planet with the elves. They created these creatures in many types, and they lived in peace and harmony with the elves (who called themselves *Elhil*) for the elves were their equals.

An eon passed, and Tal-Allustiel developed a special bond with his children the Elhil and saw the potential within them. Yet he also saw that they were incomplete. Once again, Tal-Allustiel poured his life essence into the Elhil, providing to them a great gift, the gift of speech. This mighty boon allowed the elves to better work together, and the power of the united elves quickly separated them from the animals. And the Elhil praised him for this mighty gift.

As Tal-Allustiel poured his life force into the Elhil, Vornoth rejoiced, knowing that by doing so, the god of elves was giving up some of his power, his life force, possibly enough to shift the great balance into the favor of the evil god. However, something happened that Vornoth did not expect. As the Elhil raised their voices in praise of their might god, they somehow channeled to Tal-Allustiel the energy of the great Maelstrom that surrounded the universe of Núríon.

And lo, the elf god grew even greater, more powerful than he had been before.

Genesis of the Dwarves

And the other gods understood now why Núrion was the key, and seeing the added power that this worship created, they became jealous, all of them wanting creatures of their own to provide them with adulation and the additional power they so craved to bring an end to the eternal strife. Yet they had no desire to give up so much of their life essence to do so.

Khuldul Rockcarver found another solution. Pulling from the essence of the very rock of Núrion itself, he began his greatest work. For an eon he worked at his forge, creating creatures in his likeness, using the heartstone of a great mountain in his forging, and the mountain in which he worked was named Mt. Creation. After many years and much hard work, he completed his labor. Ten creatures he created, strong and durable as the stone they were created from--five males and five females, the first of the dwarves.

Genesis of the Orcs

One of the greatest of the first Elhil was Talkana Silumiel, a beautiful and powerful priestess of Tal-Allustiel. She was also a student of the elves' fledgling art: the channeling and manipulating of the energy of the maelstrom, an art that became known as magic. And in this art too Silumiel would gain great renown. For many years she traveled, instructing the Elhil and the dwarves in the ways of speech and worship, encouraging the Elhil to explore the world and bring knowledge and language to all who dwelt on Núrion.

But it was through her travels and exploration that she began to crave power, wanting more than she had, more than Tal-Allustiel was willing to give. After many years of searching for power, she came to meet with Vornoth, and made with him a pact. In exchange for power unlike any creature of Núrion had ever known, Talkana was to betray her people, giving herself and nine of the Elhil unto Vornoth, providing these ten with the power unknown to them. And at this act, Silumiel's form of grace and beauty fell from her, and her outward visage changed to match the corruption of her soul. And Vornoth was pleased.

Then Vornoth took the ten Elhil, and the other nine he tortured, twisting them to forms that pleased him, forms that echoed Silumiel's corruption. Warped and perverted mightily, these other nine creatures no longer possessed the immortality of their Elhil brethren but instead had great fertility, the ability to reproduce in such numbers that they could quickly overwhelm their foes. And thus were born the race of orcs, creatures of great fecundity perverted for the sole purpose of destroying the elves and worshipping Vornoth.

Genesis of the Halflings and Humans

Seeing the creatures created by Vornoth, the other gods grew in fear, for they quickly saw the balance shifting towards evil. Joining together, the gods agreed once again each to give up a small portion of his or her life essence to create new creatures, creatures destined to once again restore balance to Núrion.

Fearful of putting too much of their own power into the creations, each of the gods of good and neutrality--Heshtail, Bestra, Kantor, Neltak, Bel, Dekk and Bunga Proudfoot--created creatures in their image.

Each of the gods created only two creatures, but they poured into them the ability to adapt, the will to change, and the desire to succeed. And thus were born the first of the humans and halflings, creatures placed by the gods on Núríon for the sole purpose of stopping the orc menace and once again restoring the balance.

Such was their concern for their own power, the gods did not instill these creatures with the same power with which Tal-Allustiel did the elves. Adaptable as they were, they were not immortal. Once they were created, the humans were not bound by their god's will as were the Elhil. They were free creatures, able to choose their own paths, their own destinies for their own purposes.

Uneducated, uncouth and uncivilized, at first these creatures were little more than the animals created by Tanarus and Sulis, doing hardly more than surviving and reproducing, with no direction.

After many eons of living as the animals, the gods despaired, for it appeared that these wretched creatures would never rise up to be the saviors of Núríon that they were created to be. It was then, at the direction of Tal-Allustiel, that the Elhil gathered some of them together and taught them. They tutored them to speak in something more than the primitive grunts and gestures they then employed, they taught them how to cultivate the land, and they taught them how to live and work together. And eventually through the combined efforts of the humans and elves, the first human kingdom was built: Aelfar the Ancient. And the battle of history was well and truly joined.

The Planes of the Multiverse

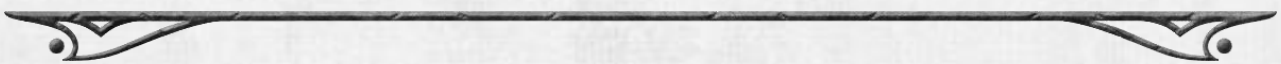
The planes of the multiverse in which Núríon is set are somewhat different than the planes of the standard Dungeons & Dragons© 5E campaign setting, although they do share some similarities. The differences are detailed below. Where a difference is not specified, the reader should assume that the plane is otherwise similar to the standard Dungeons & Dragons© 5E cosmology.

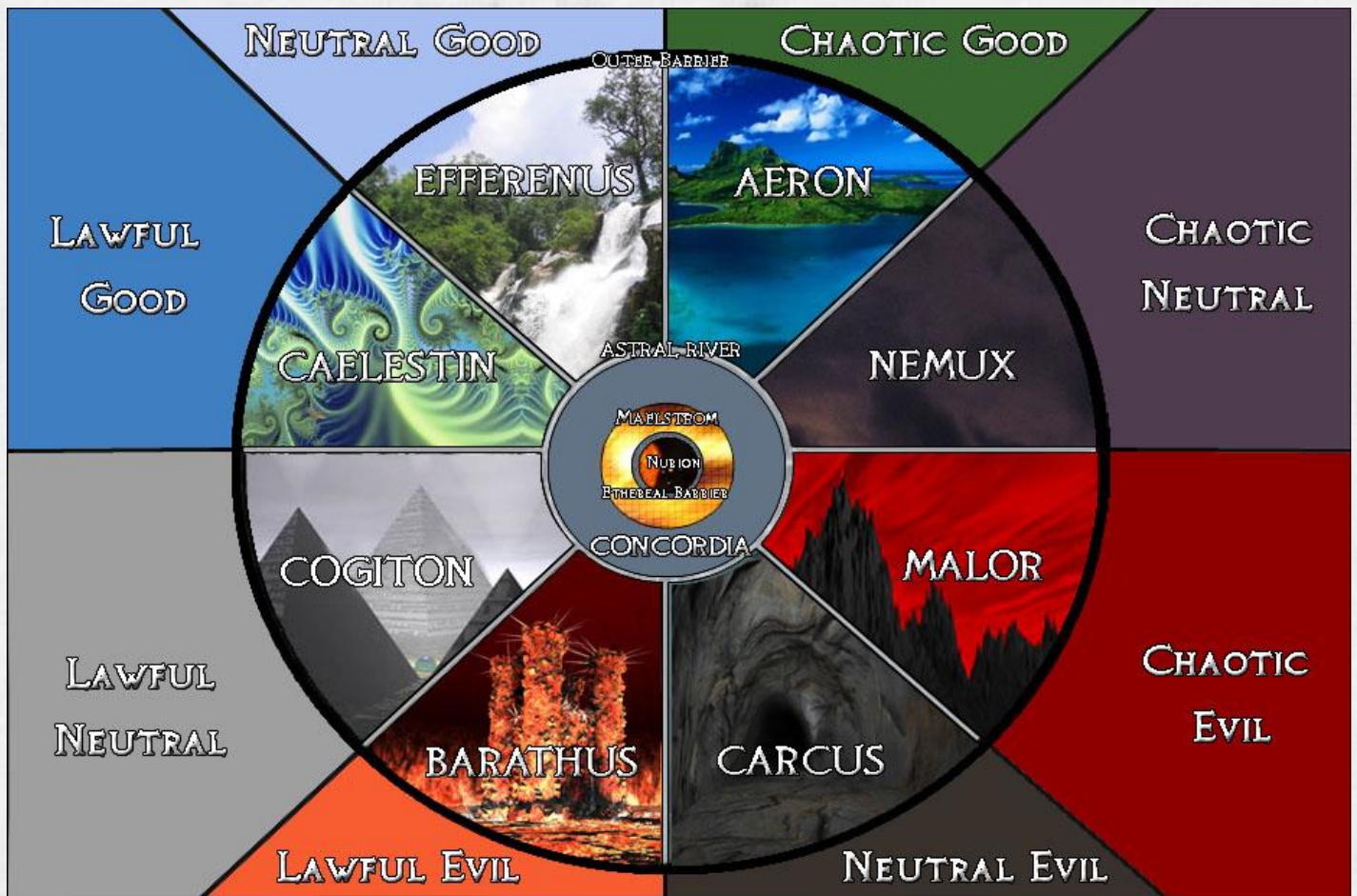
Following each section are highlights that point out at a glance some of the main differences. These metagame comments are given in italics.

Nature of Existence

Before any of the planes came into being, the Alignment Forces, ontological embodiments of ethics and organization, existed. They have always been and always will be, and as such, they are the most real things in the universe, as an eternal thing is more real than a transient thing. By their very nature, these Forces are locked in eternal ethical struggle, with Pure Neutrality struggling for balance. These forces are not sentient, but in some mysterious way they are able to respond and take action.

Among the Forces, ethical allegiances tend to be more important than organizational





forces, and thus the Good Forces seem more readily able to tolerate each other, and it is the same for the Evil Forces. In order to prosecute their eternal conflict, the Forces somehow emanated the Greater Planes of existence, one plane for each Force. The totality of the exuded planes is known as the Multiverse, or the Great Sphere.

- *The Multiverse, called the Great Sphere, was spawned by the Alignment Forces, strange non-sentient Powers.*
- *Each Alignment Force is engaged in Eternal Strife with its opposite.*
- *To Good and Evil ontological aligned Forces and things, their ethical alignment is more important than their organizational alignment, and thus they will tend to ally with each other.*

Nature of the Planes

The Greater Planes (also known as the Outer Planes), being direct emanations from the Forces, are themselves absolutely ethically aligned in the same way that the Forces are aligned. The very lands of these planes are made up of spiritual material exuded from the Alignment Forces. Subsequently creatures were born out of each plane to inhabit it. These creatures are made of the same material as the plane from which they were exuded, and they are of the same alignment as that represented by their plane. It is almost impossible for them to change alignment. For example, an angel born from the lawful good plane of Heaven is lawful good and it would be almost impossible for that angel to be evil.

The planes, once in existence, drifted towards each other in a brute force attempt

to crush their opposition. The plane of Pure Neutrality, called Concordia, desiring balance, interposed itself between the planes. The planes continued to move towards their opposites, however, compressing the Concordia into a dense plane much smaller than its original expanse. The pressure placed on Concordia was huge, but it was not strong enough to crush it completely, and the plane of Concordia was thus successful in buffering antithetical planes from coming into direct contact with each other. Thus the Multiverse formed into the shape of a great sphere, as none of the planes was infinite, although each plane is extremely huge. The planes are bounded by the Outer Barrier, an impenetrable one-way barrier through which the Forces can send power into the Multiverse. Nor do any of the planes have vertical layers. The layers of the planes proceed outward—each plane's first layer is nearest to Concordia, and each plane's last layer is nearest to the Outer Barrier.

Each plane also rubbed against the planes on either side of it, even as it tried to move to crush its opponent. The grinding friction of the contact created energy, literally liquefying some of the alignment material of each plane and turning it into pure, unaligned energy. The energy flowed down toward the center of the sphere of the Multiverse, carving huge spiritual grooves, riverbeds for the energy, between all of the planes. Upon contacting the Concordia at the center of the sphere, the energy from the grinding scoured many small channels through it until the energy pooled at the heart, creating the Maelstrom of Friction. At the center of this heat and energy, caused by the pressure of the crushing planes, a flawless gem formed like a diamond at the center of the earth. The Alignment Forces themselves took notice of this utterly beautiful gem, the Lifestone, and somehow in their mystical way conceived that it was the key to winning the eternal struggle.

- *The Greater Planes, or the Outer Planes, are extensions of each*

Alignment Force. Their main goal is to conquer their opposite and eventually all other opposition.

- *The denizens of the Greater Planes are exuded by the planes themselves in order to work toward the goal of each Alignment Force.*
- *No plane is infinite in size, although each is staggeringly large. Beyond the planes are the Alignment Forces, which each extend away infinitely from the Great Sphere.*
- *The grinding and pressing of the planes created raw unaligned friction energy, which flowed toward the center of the Great Sphere, scouring the Astral Plane and pooling in the center of Concordia.*
- *This pool of unaligned energy is the Maelstrom of Friction or simply the Maelstrom.*
- *The levels of each plane proceed from the center, with level one being closest to Concordia and the last level being closest to the Outer Barrier.*
- *Some sages say that nothing lies outside the Outer Barrier except the Forces, while other sages say that beyond the Outer Barrier also lies the Far Realm, a place of alien life forms and alien ideas that would cause one to go insane were one to be exposed to them.*
- *The pressure of the pressing planes created the Lifestone of the Multiverse, which would become Núrion.*
- *All of the Greater Planes touch the Astral Plane and the Outer Barrier.*

Nature of the Gods

The Forces then emanated the gods, beings more powerful than any of the other denizens of the Multiverse, although they are not omnipotent or omniscient. Each of the gods claimed the plane into which he or she was born to rule over. Immediately the gods begin the Ontological War over the Lifestone, but because of the intervention of the Pure Neutral god Dekk, no god could

gain an edge. Thus the gods of Evil each gave up some of their power to create the Triune god Vornoth. Vornoth then attacked the gods of Good and almost defeated them, until the Good Alignment Forces each exuded another god. The gods then each created a lesser god to do his or her bidding, a being which could have more influence on the universe of Núríon.

Vornoth later used an answering power from the Evil Alignment forces to construct an artifact, which allowed him to kill almost all of the gods of evil and make use of their power.

- *The gods were emanated by the Forces to rule over each Plane and to serve as generals in the Eternal Strife, also known as the Ontological War.*
- *Gods, while greatly powerful, are not omnipotent or omniscient.*
- *Vornoth is the Triune God, created from a portion of each of the original gods of evil.*
- *Each god created a lesser god to serve him or her.*

The Worship Mechanism

It later became clear why the Lifestone, Núríon, was the key to the alignment wars. The free-willed, non-aligned races that the gods were to create thereon could increase the power of individual gods by worshipping them; in doing so, the natives of the material Plane reflect the unaligned energy of the Maelstrom back to the gods. As the Maelstrom is renewable and potentially limitless, the amount of power any single god could absorb from it is also theoretically without limit. The worshippers on Núríon also attempt to reflect the power of Tanarus and Sulis out to the gods through the worship mechanism. This power is aligned to the god Dekk, however, and as such other gods cannot use it. Much of it pools in the

universe shell, while some small bit of it is aimlessly bounced into the vast outer planes.

- *Gods get stronger when creatures on the material plane worship them, because such worship channels back some of the energy of the Maelstrom, which each god uses as fuel to increase his or her own personal power.*
- *This is called the Worship Mechanism, and it is theoretically the key for any single god and thus any single Alignment Force to win the Ontological war.*

The Outer Planes

Caelestin

A heavenly place of lawful goodness.

The lawful good alignment-spawned plane known as Caelestin, also called Heaven, is an airy, calm place of grassy hills and mountain ranges, of shining seas, and meadows of flowers. The creatures native to Caelestin are uniformly lawful good, though other residents that hail from Efferenus, Concordia, and even Núríon can be found here.

Trait of Caelestin: Divine Righteousness

In Caelestin, any attack by a good creature against an evil-aligned creature does an additional 1d8 radiant damage. In addition, any good creatures automatically receive a *Cure Wounds* spell as if cast from a 3rd level spell slot after they complete a long rest.

Some Sites in Caelestin

The Silver Keep: This radiant castle stretches nearly endlessly into the distance, enclosing many miles of heavenly villages and grassy fields. This is the domain of the great god Heshtail, who controls most of the plane itself. His handmaiden Reeanan dwells here as well.

Fel-Gabul: This is the great mountain hall of Khuldul Rockcarver, god of dwarves. He is served inside his impervious fortress by his Lieutenant Dhurli Ironbeard. Strangely, Barlifandorf, lesser god of gnomes, dwells here as well.

Efferenus

A mystical plane of unspoiled natural beauty.

The neutral good alignment-spawned plane of Efferenus is a huge place consisting of pristine wilderness, open seas, vast forests, and rocky crags. Its natural beauty represents that which is entirely uncorrupted. Although a good plane at its core, as with all nature, Efferenus can be dangerous, as can its inhabitants if approached in the wrong fashion.

Trait of Efferenus: Inveiglement

In this place of enchanting beauty, enchantment spells are more effective. Saves made against enchantment spells are made with disadvantage. After 1 week on the plane, non-natives must make a DC 10 Wisdom saving throw. Failing 1 save means the non-native will not willingly leave the plane until it has completed a long rest. Three failed saves means the creature will never willingly leave the plane and will do all it can to return if forced to leave. A *Dispel Evil and Good* spell removes this effect.

Some Sites in Efferenus

Faerie: The home of Tal-Allustiel the Elflord, this area is peopled with elhil, elfspirits, and fey as old as the hills. A place of ancient, well-wrought stone halls and wood bowers, enclosed in a seemingly endless forest set on the edge of a twilight sea, this is the final resting place of most elves who leave Núrion behind once and for all.

The Schmiles: Sprawling miles of villages and homes dug into the side of hills make up the domain of Bunga Proudfoot, god of Halflings, and his companion Bucca Tunnely.

The Paradisial Gardens: The domain of the great goddess Bestra and her helpmeet Calbran consists of lovely, meticulously tended gardens and perfect manor homes. It is said that to look on the guardians of Bestra is to lose one's heart.

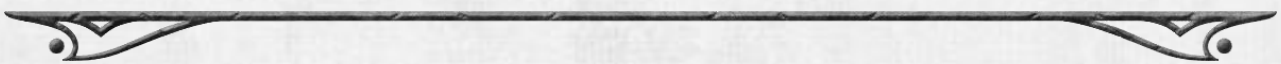
Aeron

A chaotic, tumultuous plane of rugged natural features that are grander than any that could exist on Núrion.

The chaotic good plane of Aeron is marked by twisted forests, huge mountain ranges, overgrown swamps, and nearly endless, stormy seas. Everything here is wilder-- weather is grander and less predictable, emotions from love to anger are felt more strongly, and passionate goodness untempered by rules reigns supreme.

Trait of Aeron: Wild Emotions

Every emotion is felt more fiercely in Aeron. Any Charisma check related to reacting to or avoiding a strong emotion is made at disadvantage. If a good creature is insulted or threatened on Aeron, it must make a DC



10 Charisma check or move immediately to avenge the slight.

Some Sites in Aeron

The Sea of Souls: Taking up much of the tractless expanse of Aeron is the stormy Sea of Souls, the kingdom of Kantor the Crusader and his servant Thranton, Lord of Lightning. Shining isles set amid the tempests make up the bulk of this domain.

The Endless Hunt: A wild forest and swamp makes up the land of the Endless Hunt. Here beasts seem to enjoy being hunted, almost seeming to find pleasure in the blows that lead to their deaths. The next morning, any beast killed in this area is reborn with all wounds healed and effects ended.

Cogiton

A lawful place of perfect order.

Cogiton is a lawful neutral plane that contains no surprises. Everything in the plane, even natural features, are perfectly symmetrical. One of its main mountain ranges, Lexor, looks like it was crafted by a stone mason. The weather in Cogiton happens like clockwork, with the same weather events happening every week down to the second.

Trait of Cogiton: Place of Truth

It is extremely difficult to tell a lie in Cogiton. Creatures have disadvantage on Charisma (Deception) checks and advantage on Wisdom (Insight) checks to detect deception.

Some Sites in Cogiton

Solers: The domain of Neltak and his helper Aknor is a walled city of steel buildings. The streets are laid out in

perfectly parallel lines, and no disorder at all is permitted therein.

Pyramids of Order: A line of huge, perfect pyramids stands out in one area of Cogiton. Who built these symmetrical monuments or what lies inside them is unknown.

Concordia

A strange plane of baked dirt, heavy air, and dense cities--all built inside a vast sphere.

Concordia is a strange plane: although very, very large, Concordia is a hollow sphere. The domains of the neutral plane are located on the inside of the sphere. The very air in Concordia is heavy from the pressure of the Outer Planes squeezing Concordia into the dense globe that it is; travelers often have the impression that they are walking deep beneath the ocean when on the plane. Floating in the center of the sphere is a massive ball of colorless force, hidden partially behind a thick wall of a nearly opaque glass-like substance. This is the Maelstrom itself, and though shielded, it is still brighter than many suns put together. Although Concordia is extremely vast, the light of the Maelstrom bathes it ceaselessly. Concordia never knows night or cold, except if the gods that dwell in Concordia will their domains to have night and day or season cycles. Much of Concordia is taken up by the sprawling city of Prodigum, the home of Dekk, the god of balance. The Astral River pierces the walls of Concordia in four places and flows straight through the sky to the Maelstrom, like the spokes of a wheel. Lightning flickers through the sky around the Astral River, and by the power of Dekk, tiny tributaries shoot off in all directions from the four main rivers, meandering through the sky and over the interior surface of Concordia.

Trait of Concordia: Place of Parley

As the true neutral plane, open conflict is discouraged here. Everyone is constantly under the effect of a *Sanctuary* spell. The Wisdom save for this effect is DC 12.

Some Sites in Concordia

Prodigum: The domain of the great Dekk and his handmaiden Janora is a city of canals that radiate out from the large Astral River that pierces the very center of the city. The power of Dekk connects these canals with each section of the Astral River in Concordia, and thereby almost any fundamental plane can be reached from Prodigum. Gondolas are always ready to take travelers up the Astral River--for a hefty fee. Prodigum is a place of enforced peace--for Dekk brooks no violent acts from any of the devils, fiends, angels, outlanders, or planar travelers that enter the city. At a guarded place in the great city is the shining portal that leads to the Universe of Núrion, the Shining Jewel.

Halls of Tanarus and Sulis: This large, mysterious building in some sense is dedicated to Tanarus and Sulis. Walking into the main entrance way is like walking into the night or the daytime (determined at random), with the moon or sun clearly visible and as large as half the horizon. The ground is a non-descript, clear substance that gives the illusion of walking through the sky. What lies past the main foyer is not reported.

Nemux

A plane of pure chaos where nothing is permanent.

On the chaotic neutral plane of Nemux, everything is in permanent flux. The plane itself is difficult to describe, beyond saying that it *changes*. As one travels, the mist

changes to rock, which changes to water, which changes to fire, and back to mist. Nemux has no gravity, so one gets the sense of floating in space while on this plane.

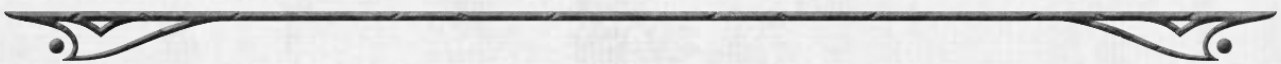
Trait of Nemux: Mutability

One can learn to control the plane of Nemux with the power of his mind. As an action, with an Intelligence check DC 10, one can learn to control gravity as it affects him, giving him a fly speed of 50 feet per round. One can also shape the roiling chaos with an Intelligence check DC 15. On a successful check, he can pick a landscape type and cause a 30-foot sphere of the plane to conform to it for one day. The DC of this check goes up by 5 for every additional 30 feet that he attempts to stabilize.

Some Sites in Nemux

Slaadrealm: The Slaadrealm is a place in Nemux that is relatively stable, at least for extended periods. As of the most recent report, it is a vast, benighted swamp, filled with all manner of noxious serpents and other creatures. The worst of these beasts are, of course, the masters of this realm, the Slaadi themselves. It is said that the combined mental force of these beings gives the limited stability to this realm that it has. Still, the sanity of the Slaadi is questionable, because this realm seems to change at random intervals, and every new incarnation is slimier and more unpleasant than the last.

Limbia: The domain of Bel and his second Flamgart is the most chaotic place in Nemux. The scenery is ever changing; one moment a building or city looms, and the next a burning forest takes its place. Day, night, and weather effects occur at random.



Barathus

A hellish, evil plane of fire and ice.

The lawful evil plane of Barathus, also known as Hell, is a place of suffering and damnation. Parts of the huge place are swathed in fire or magma, while other parts consist of vast planes of frozen ice. The race of fiends known as Devils hails from this plane; various other evil outsiders are also native to its vast expanse.

Trait of Barathus: Pervasive Cruelty

Creatures on the plane of Barathus tend to grow more and more cruel. If a creature tries to commit a beneficial, kind, or helpful act of any kind, he cannot do so unless he succeeds at a Wisdom saving throw DC 10.

Some Sites in Barathus

Tyranus: This terrible iron fortress is one of the domains of Vornoth, the Walker-in-Darkness himself. Like an image from a nightmare, its thick iron towers and spiked battlements loom so high they are lost in the poisonous clouds of Hell.

The Frozen Expanse: This sea of putrid ice is the domain of Asmodeus the arch-devil, nominal servant of Vornoth and "Mayor" of Barathus, serving at the pleasure of the Walker-in-Darkness.

Carcus

A place of howling winds and emptiness.

The neutral evil plane known as Carcus most resembles a gigantic, benighted wind-tunnel. It looks like a large, miles-high cavern, full of stalactites and storm-force winds. It is a place that saps strength and hope.



Trait of Carcus: Winds of Hopelessness

Non-evil creatures that complete a long rest in Carcus must make a Wisdom save DC 10. Failing this save means the creature gains one level of exhaustion as it loses hope. Movement against the direction of the winds in Carcus is halved. Movement in the same direction as the winds is doubled. Strangely, these winds tend to shift to cause the most frustration possible.

Some Sites in Carcus

Horribus: The home of Vornoth in Carcus is a vast network of claustrophobic caverns. The walls seem to press closer and closer the longer one is in Horribus until one gets the fear that they will simply close in and become a permanent tomb. Home to demonic bat-creatures and far worse, Horribus is a place that none enter or leave save by permission of the god of evil himself.

Gennax: Surrounded by shimmering walls of parti-colored light, Gennax is the domain of Grlarshh, god of disease and death. He never leaves his domain, for Vornoth the

Deceiver seeks his death. The domain of Gennax is a place of disease and rotting.

Malor

A chaotic place of nightmares and pain.

The evil plane of Malor, also called the Abyss, is a place of nightmare and chaos. Consisting of endless outward spiraling layers, it varies so much from place to place that its overall nature is impossible to summarize. Some layers are endless benighted necropolises, others are erupting volcanoes hovering in the sky from which rain constant streams of lava and magma, some are actual putrefying flesh where ground should be, and some constantly change and mutate like a scene from a dark dream. Malor is the evil place that gave birth to the demonic species.

Trait of Malor: Criminal Insanity

Non-evil creatures that complete a long rest in Malor must succeed at a Charisma saving throw DC 10 or become insane, rolling on the Long-term Madness table in the DMG. Three failed saves on Malor means the creature must roll on the Indefinite Madness table in the DMG. His alignment also becomes chaotic evil at this point. This madness can be cured in the normal fashions, but once a character is chaotic evil, only a *Dispel Evil and Good* spell can remove this effect.

Some Sites in Malor

Morg: This stronghold of Vornoth in Malor is built inside the rib cage of a long dead and unbelievably huge dragon. Evil dragons climb over this huge skeleton-fortress, making approaching it deadly dangerous.

Necrotus: A crumbling necropolis over which the sun never rises is the home of the arch-demon Orcus, prince of the undead.

The rotting dead ceaselessly wander the streets, calling out for surcease of their suffering, a respite which never comes.

Amaxug: The arch-demon Demogorgon lairs in a rotting tropical rainforest under a lurid purple sky. The sweltering temperature and alien viruses which make this layer home make it very likely that travelers will die from some strange disease before they ever meet the evil ruler of this layer.

The Inner Planes

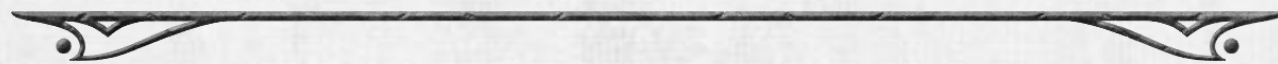
The Transitive Plane: The Planar Connection

A shimmering river of energy below a lightning-filled sky.

Appearing as a river of shining, shimmering energy of no particular color, or perhaps of every color, set above a sky continuously streaked with thunderless lightning, this important plane was carved from the movement of the energy from all of the planes grinding together and flowing toward the Maelstrom. These spiritual "riverbeds" can be used to traverse the planes, allowing travel to the edges of and to different locations within the Fundamental Planes. Moreover, they let the reflected energy of the Maelstrom, that sent back by worshippers through the Worship Mechanism, siphon out to the individual gods.

Trait of the Astral River: Timelessness

Creatures on the Astral River don't age and never feel hungry or thirsty. For this reason, creatures who dwell on this plane must



establish outposts on other planes if they have offspring and want them to mature.

A Site in the Astral River

The Gith Fleet: Not actually a place, the race of Gith sail the Astral River endlessly on giant skiffs and barges, raiders of the Transitive Plane. Rumor has it that the Gith have constructed a hidden island somewhere in the River.

- *The Astral Plane is the channels scoured by the passage of rivers of friction energy caused by the grinding of the planes.*
- *These riverbeds transverse Concordia and the Ethereal Plane, and allow energy to pass back to the gods in the form of worship.*
- *These riverbeds allow travel between the inner planes and the Greater Planes.*
- *The Astral Plane touches every plane of existence, as well as the Outer Barrier.*

The Maelstrom

Originally Concordia was the size of any of the other planes, but the crushing pressure of the warring planes squeezed it down to its present size. That pressure caused the core of Concordia to "grow molten" with energy and pressure. This molten center was then fed by the energy created from the grinding of the planes, and the pooling of all that energy is called the Maelstrom of Friction. This is a place of all of the energy types, including positive and negative energy, mixed together. The energy here is not aligned.

As such, there are no elemental planes. Elementals summoned to Núrion are pure energy personified. When they return to the Maelstrom, they de-personify and return to pure energy. Therefore they only exist as individual sentient creatures when on Núrion.

Generally speaking, it is impossible for any being to exist in the Maelstrom, because of its raw destructive energy and its crushing pressure. However, floating within the molten power of the Maelstrom is a piece of rock sundered from Malor itself during the Godwars. On this piece of rock was the demoness Salystra, goddess of the Dulim. A creature of great power, she was able to harness a small portion of the Maelstrom itself, surrounding her little piece of rock in a field of force, protecting it from the incredible forces which surrounded her. This field of force is both a blessing and a curse to Salystra, for while it holds the forces of the Maelstrom at bay, it also prevents her from leaving, making her a captive, unable to escape the fiery prison.

- *The Maelstrom of Friction is the molten core of Concordia fed by the rivers of friction energy caused by the grinding of the planes. It lies at the center of the Multiverse.*
- *It is made up of raw, unaligned energy.*
- *The energy of the Maelstrom can become any form of energy, under the right conditions, but in and of itself it is not a specific type of energy. It is unspecified energy.*
- *There are no elemental planes. Elementals are a tiny spark of energy from the Maelstrom given specificity and personified when on another plane, usually the Material Plane. Once they return to the Maelstrom they rejoin its vast pool of energy, losing their sentience.*
- *No sentient being is native to the Maelstrom or can live in its crushing energy, under normal conditions.*
- *The Maelstrom touches Concordia and the Ethereal Barrier, as well as the Universe in certain spots (through the star holes).*

The Barrier Plane

A gray world of mist that echoes Núrion-- except when it comes to the demiplanes.

The Barrier is a plane whose sole purpose is to insulate Núrion's universe from the destructive energy of the Maelstrom. Close to the edge of Núrion, it is a foggy copy of the world, but as one approaches the outer edge it turns into thick gray mist, endless in all directions. Although mostly featureless, some small domains, called demiplanes, float in the ethereal Barrier.

A Site in the Barrier

Demiplanes: Tiny domains created by gods, fiends, demons, or other creatures of power, these rare secret places dot the Barrier's interior. The creator of some of the demiplanes is unknown, apparently even to the gods.

- *The Barrier Plane, or the Ethereal Plane, was created by the god Dekk to insulate the Material Plane from the energy of the Maelstrom. It surrounds and permeates the Material Plane and is coexistent with it.*

The Penumbra

A shadowy echo of the world, an ominous realm of dusk.

The Penumbra, also known as the Place of Shadow, is literally the shadow cast by the shining light of the Maelstrom being partially blocked by the Ethereal Barrier's translucence. The strange powers of the Maelstrom actually turned this shadow into a navigable place, a place of fear, darkness and gloom, of strangely skewed vistas similar to places in Núrion yet somehow nightmarishly different. Gazing at the Penumbra is indeed like looking through a glass darkly. The Penumbra is the first stop

of the souls of the dead before they continue their journey... elsewhere. The shades of death wander the Penumbra at will.

Trait of the Penumbra: Gloom

Gloom: The Penumbra mutes light sources, reducing the radius illuminated by 50 percent. Magical light sources are unaffected.

A Site in the Penumbra

Ruins Reborn: A strange feature of the Penumbra is that the inhabited cities and settlements of Núrion are crumbling ruins in the Place of Shadows, while ancient ruins and lost cities in Núrion are thriving Metropolises. For example, the ancient Fortress-City of Stor-gris still crawls with evil, shadowy creatures.

- *The Penumbra is the shadow cast by the light of the Maelstrom shining through the cloud of the Barrier Plane; this magical shadow is an actual plane of existence.*
- *The Penumbra touches the Material Plane and the Ethereal Barrier.*



Tanis, the Feywild

A reflection of all that which is wild about Núrion.

Tanis, named after Tanarus and Sulis but called The Feywild by most humans, is a plane filled with soft, never-ending twilight. Like the Penumbra, Tanis is something of a reflection of the material plane, although it is not dark and gloomy like the Penumbra. The twilight of the plane is the soft golden light of sultry dusk. It was formed when the power of Tanarus and Sulis, the sun and moon, was reflected back toward the outer

planes by the worship mechanism. But since that power was created by the god Dekk and filtered through Tanarus and Sulis, it cannot be used by any god; indeed, most of it cannot even leave the universe shell. It pooled along the edges of the world until the amoral, ultra-natural place known as the feywild was born. The natural features of the material world exist in the Feywild but they are always magical, strange, alien, exaggerated, and fantastic. Tanis is neither good nor evil, but it can be a place of great danger.

Trait of the Feywild: Loss of Time

Loss of Time: Time doesn't pass normally



in the Feywild. Creatures that spend a week there might return to Núríon to discover that a year or a day has passed. The difference in how much time passes, if there is any difference, is determined randomly by the GM.

Some Sites in the Feywild

Fey Courts: The Feywild is the home of ancient, amoral fey created by Tal-Allustiel but banished by him for failing to serve the cause of goodness. These Fey have organized themselves into two opposing courts, each ruled by respective fairy queens.

Faerie River: The route to Faerie, the domain of the great fey god Tal-Allustiel, passes through Tanis. It takes the shape of a mighty, glimmering river. For this reason, some scholars have called the Feywild Faerie, but this is a mistake-- it is merely a stop on the road to Faerie, although some who undertake the journey (like evil or immoral elves) end up stranded forever in Tanis.

- *Tanis was created by the energies of Tanarus and Sulis being reflected off of Núríon but being rejected by the outer planes.*
- *Tanis touches the Material Plane and the Ethereal Barrier.*

The Material Plane (The Universe)

In the middle of the Concordia was all of the non-spiritual matter of the universe. This compressed due to unimaginable heat and pressure and formed into a shining gem, like the diamond of the Multiverse. At first nothing else but the gem, called the Lifestone, existed at the center. Because of the actions of the gods, this gem was damaged. It was renamed Núríon, the Shattered Jewel, and it took on the

characteristics it has today. To enclose the gem, Dekk created the Universe Shell as a container for it, and he placed the gem at its center. To let illumination into the dark, empty void of the shell, Dekk pierced it with many small holes through which the light of the Maelstrom could shine. These stationary holes are the stars.

The universe in which Núríon is contained has one sun, an entity called Tanarus, and one moon, an entity called Sulis, or Iluminal by the Elves. Dekk created both of these orbs to radiate the energies of life to Núríon. Núríon's universe also contains several planets, broken off from the gem during the strikes from the gods. All the other planets are lifeless. There are no other suns or solar systems therein besides the one that contains Núríon. Moreover, there is no way to get to other prime material planes from Núríon, for no other universes exist. The universe as described is literally all there is. Worshippers on Núríon, because of their position in the universe and because they are not direct emanations of the Alignment Forces, are able to channel the energy of the Maelstrom back to the gods themselves, actually increasing their original raw power. This potentially would allow one god and thus one alignment to win the eternal struggle; this fact is what the Alignment



Forces perceived about the Lifestone-it is the key to potential victory in the Ontological War. This is also the reason for the Dark Conquest; Vornoth tried to forcibly convert the entire world to his worship in order to increase his personal power. Along with the Maelstrom energy, worshippers on Núrion also reflect small slivers of the energy of the sun and moon out to the gods. This energy, originally stemming from Dekk, however, cannot be absorbed by the gods.

- *The god Dekk created a dark case, the Universe Shell, to house the Shattered Jewel, Núrion.*
- *The planet Núrion is at the center of the Universe Shell.*
- *The sun and moon are forces created by the god Dekk to give sustenance to Núrion.*
- *The stars in the sky are stationary holes in the Universe Shell through which the light and energy of the Maelstrom shine.*
- *The creatures of the Material Plane, because of their position in the Multiverse and because they are not created straight from the spiritual substance of the Greater Planes, can freely choose with which force to align themselves, and as such they can channel the power of the Maelstrom, increasing the power of each god.*

Nature of Magic

Magic is the act of channeling and shaping power to produce various results. There are two broad kinds of magic in the universe: Divine Magic and Arcane Magic. The difference between them is based on their source.

Divine Magic comes from the gods and is thus dependent on their will; therefore it is also called Contingent Magic. This clerical

magic is directly channeled by the gods themselves through the Astral Plane to their worshippers on Núrion, and the gods choose at the time a cleric asks for his or her spells whether or not to grant them.

There is a strange subset of Divine Magic called Natural Magic. This magic is provided by Tanarus and Sulis, the sun and the moon, entities that radiate the power of life. The god Dekk, the champion of neutrality, originally created these entities and released them to nurture Núrion. Natural Magic is thus Free-Contingent magic. It is actually the power of Dekk, but the god long ago imbued the sun and the moon with his energy and hence does not determine any longer when to grant such magic. The sun and the moon constantly radiate it, allowing those in tune with nature to cast spells, whether or not the spells they cast serve Dekk's will.

Arcane Magic is dependent only on the skill of the wielder to shape it; because the gods have no control over the use of Arcane Magic, such magic is also called Free Magic. The source of Arcane Magic is the raw energy of the Maelstrom. The stars in Núrion's sky are actually little "holes" in the shell of the universe through which the energy from the Maelstrom shines. These holes are ports through which the energy is drawn by Arcane magic users, who shape it into various results. The fact that the energy of the Maelstrom is completely unspecified but contains the seeds of all energy types allows for a myriad of varying effects.

Outsiders on their own planes who cast Arcane magic actually receive the energy as a byproduct of the Worship Mechanism. When the gods receive from worshippers on Núrion power made up of Maelstrom forces, they are unable to absorb it all, and some accidentally reflects off into their surroundings. Outsiders capture some of this reflected raw energy to fuel their Arcane Magic. Similarly, because Natural Magic is the aligned power of Dekk, no other god is able to absorb it, and most gets trapped in

the universe shell. Some of it, though, is sent into the Outer Planes through worship. All of this small amount of Natural energy that makes it into the outer planes reflects off the gods into their surroundings. Outsiders use this energy to power their ranger-like and druid-like abilities. These energies are likewise available in the Outer Planes for the use of Arcane and Natural casters who are visiting there from the Material Plane. Divine Magic is granted directly by the gods.

- *Magic is classifiable according to its source.*
- *Divine Magic, or Contingent Magic, is granted directly by the gods. Clerics, paladins, and their ilk cast Divine Magic. Warlocks and their ilk also use a special kind of Contingent Magic.*
- *Natural Magic, or Free-Contingent Magic, is granted by Tanarus and Sulis, the sun and the moon, although the power originally comes from the god Dekk. Still, Dekk does not determine who receives natural magic. Druids, rangers, and their ilk cast Natural Magic.*
- *Arcane Magic, or Free Magic, is the energy of the Maelstrom shaped to provide myriad effects. Sorcerers, bards, wizards, and their ilk cast Arcane Magic. The differences between these classes is how they shape the energy-- sorcerers use their bodies to shape it, bards use their music, and wizards use rituals.*
- *Arcane energy and Natural energy is sent to the gods by worshippers on Núrion. Because of the voluminous amount of Maelstrom energy, the gods are unable to capture it all, and some reflects off of them before they can use it. Because Natural energy is aligned to the god Dekk, other gods cannot use it; therefore all of this energy type that makes it to the outer planes reflects off them. These raw energies suffuse the environments of the Greater Planes, fueling the spells of Arcane and Natural casters on those planes.*

Historical Timeline

This detailed historical timeline will allow you to provide a sense of realism to your campaign. You can mine it for adventure ideas—for example, your characters could explore the ruins of Stor-gris, which fell in the year 10,557 Elhil Reckoning. You should also use this timeline to provide your players' characters with legends, as explained in the *World of Farland Players Guide*.

YEAR-E.R. (Elhil Reckoning, as Reckoned by the Elven Scholars of the Ithilmin)

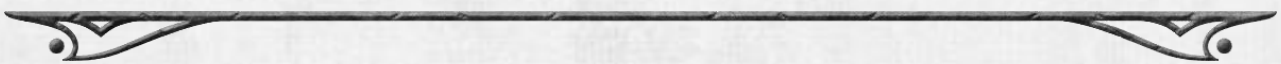
I, Elrath of House Dinan, head of the order of historians of the Ithilmin, have compiled the following history of the Age of Immortals. Those dates about which the Elves are uncertain are marked "circa," although a certain amount of uncertainty is unavoidable, especially as the histories of Alustel were lost in the Great Migration.

Age of the Immortals

-The Gods end their battle over the world of Núrion ("Shattered Jewel"). They convene a great council that lasts for many years.

1-The great Council of the Gods comes to an end, and the gods make their agreements. Tal-Allustiel creates the Elhil (Elves). They awake in twilight.

c. 100-Beasts and animals are created. The Elhil and the beasts exist alone under the stars for twenty-eight hundred years.



c. 1100-The Elhil are gifted with speech.

c. 1800-Dhurli Ironbeard retrieves the heartstone of Mount Creation. From this, Khuldul Rockcarver begins his finest work, creating the race of dwarves.

c. 2000-The Elhil begin to discover their "art," the means by which the power of the Maelstrom can be channeled and shaped. This craft later became known as magic.

c. 2500-The first great Elhil houses are formed. Among these the mightiest is Al-Dustriel ("Those who glory in honor"). The Lord of Al-Dustriel is Balanuil.

c. 2550-Balanuil has a daughter, Talkana Silumiel ("Moondaughter"). She is the pride of the house and quickly grows to become the most beautiful elf alive.

c. 2700-Talkana Moondaughter is recognized as a powerful sorceress and priestess of Tal-Allustiel. She begins a mission to the other Elven houses to instruct them in new ways of magic and worship.

c. 2800-Khuldul Rockcarver finishes creating dwarves from the heartstone of the hidden Mt. Creation.

C. 2900-Talkana Moondaughter sets out with many of her people to explore the world and bring knowledge and language to all who dwell therein.

c. 3000-The Dwarfhold Liferock is established under Mt. Creation by King Walin I.

c. 3150-Talkana Moondaughter and an embassy of Elves from Alustel in the Sarumvest travel to Liferock to befriend the dwarves there. They teach them much about elf-magic. In return, the dwarves also teach them much about their new art of smithing and jewelry making.

c. 3200-Talkana Moondaughter disappears from Elven ken. The Walker actually perverts her to be his ally, and she is hereafter known as the Dweller in the Vale. This being, the first Orc, betrays unto the Evil One nine other Elves from which are created the multitude of mortal orcs.

c. 3300-Orcs began their first attacks on the Elves.

c. 3350-Tal-Allustiel perceives the weakness of Elven magic in the face of the Orcish attacks, and he gives to them his second great gift-- Alfain, the immortal swan. This swan is sent to dwell for ages in Aelnin, the great Sarum Lake. This creature somehow acts as a focal point for Elven power, greatly increasing the race's acumen in the magic arts and giving them the mystical racial traits for which they are so famous.

3401-The Holy Swan Alfain reveals to its keeper, Arefor of House Olonthos, the secret of the passage to Faerie. Arefor begins immediately to learn how to build ships and sail.

3453-The Elves' new strength in magic begins to overwhelm the early orcs, and they fair poorly against the Elves.

c. 3500-Perceiving the threat, the Dweller takes of its orcs and further twists and mutates them, giving birth to races of Dark Folk and monsters with all types of strengths and fell powers. These other races aid the orcs, increasing their effectiveness.

3553-A faction of dwarves while deep underground comes upon the cursed ancient crypt of the Dead God Soggoth, the resting place of the Ruby Skull. Through the magic of the skull, the alignment of the entire small faction is changed from good to evil. The newly evil dwarves are banished. They secretly retreat deep underground, founding their cursed fortress of Soggothol. They are later to become the first Dark Dwarves. The dwarves, not knowing this

until much later, lose all memory of the event.

3604-The first passing to Faerie is undertaken by the oldest Elves, now weary of the world. Arefor stays behind to teach the trait of shipbuilding to his family.

c. 3800-The Elves and dwarves from their respective capitals of Alustel and Liferock continue trade and improve the might of both their races.

c. 4000-Men are born in the wilderness. They are prophesied by Elven scholars to be the eventual champions of the world and maintainers of the balance.

c. 5000-Through breeding with a dwarf lord, the powerful half-demon known as Barlifandorf gives birth to a race of half-dwarves. These creatures further breed with other races, producing the race of gnomes.

5556-The first Great War, The Battle of The Sarum, is fought between Elves and the hordes of orcs and monsters. The dwarves of Liferock aid the Elves. The fight would have been easily won, except a large faction of Elves from Al-Dustriel inexplicably joins the evil forces.

5605-The Elven King Fingalion of the house of Mithaleil destroys a huge host of hobgoblins and trolls who attempt to invade the Sarumvest.

5908-Fingalion speaks the Great Prophecy, intoning, "Great is the might of the Elves; they are Lords over all. Yet their might is tied to the Line of the Swan, the star of Núrion. Should the line fail, the elves shall face the end of their time in the Hinterlands."

6028-Fingalion departs for the Havens. The Elven Queen Celewen, who continues the ongoing fight against Al-Dustriel and her allies, succeeds him.

6301-The Elves of Al-Dustriel and their orc allies defeat the army of Celewen at the Battle of the Dark Pass.

6313-The Elves, mustering their forces, defeat the army of Al-Dustriel at the Second Battle of the Dark Pass. The Power of Al-Dustriel is all but smashed, although they will manage to hold out for a few more years.

6316-The forces of Queen Celewen invade Al-Dustriel's temporary capital city of Talas, and Al-Dustriel falls. Celewen orders the execution of any member of the house of Al-Dustriel who can be found. The evil Elves are forced to find sanctuary deep underground. They are to become the *Dulim* or Drow.

6318-The Elves defeat the remainder of the evil armies and sack the fortress city of Gorgwath.

6340-Queen Celewen is slain by an unknown assassin. King Kheminmir of House Neldiril succeeds her.

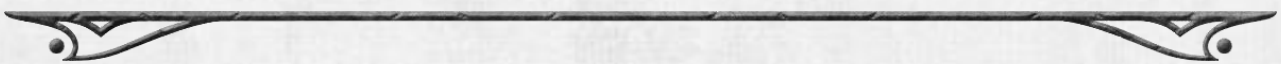
7017-The Elves begin the War of Cleansing to try to destroy any indigenous orc tribes near the environs of the Sarumvest.

7102-The War of Cleansing ends to the satisfaction of the Elves.

c. 8000-The Orc-nation of Rothnog is founded south of the Northern Teeth, out of the indigenous orc clans living there. These tribes and clans are welded together by the Warlord Hzag. An immediate war is begun with the Dwarfhold of Liferock.

8041-The Elves send aid to the dwarves. Hzag is slain in a pitched battle against the dwarves, led by King Dwalin of Liferock. His son Bech succeeds him.

8060-Bech mounts a harrowing attack on the gates of Liferock but is repulsed.



8069-Belch is overthrown by the warlord Bolch.

8085-Bolch is defeated and slain at the Battle of Many Tears. Many dwarves are also slain. The Orc-nation of Rothnog is thrown into chaos.

8305-The greatest dwarf-hold Kibil-gund ("Silver-caves"), called Wawmar by the Elves, is established in an inactive volcano by King Mar I. This is the second of the five great dwarf-holds that are established throughout the course of history, and the first true Dwarf-fortress.

8509-The Warlord Gaorg re-founds the Orc-nation of Rothnog.

8599-The extraordinarily long-lived Gaorg attacks Liferock, defeating the dwarven army in the Battle of Shame.

8605-Wawmar sends auxiliaries to the aid of Liferock and together they defeat and capture Gaorg.

8610-Gaorg somehow escapes from captivity at Liferock.

8625-Gaorg attacks Liferock but is repulsed with heavy losses.

8627-The dwarf hero Walin and his band of adventurers clandestinely slay Gaorg. Walin himself is slain on his way back from Rothnog. A succession of Warlords barely manages to keep the nation of Rothnog in existence for the next few centuries.

9002-The Elven Bard Galdin Palantar writes the famous poem, the "Lay of Talkana Moondaughter."

c. 9200-The Dweller in the Vale itself enters and assumes control of the Orc-nation of Rothnog, ousting Lechig, the present warlord. It attacks the dwarfhold Liferock.

9295-The dwarves appeal to the Elves for aid against Rothnog. However, a well-

planned attack on Alustel prevents the Elves from sending troops or aid.

9300-The evil forces take the dwarf-home Liferock in the Northern Teeth. Some dwarves blame the Elves for not sending aid.

9320-The great grandson of Lechig, Lechig IV seizes control of Western Rothnog.

9323-Lechig IV attacks the Dweller in the Vale. The Dweller and its army of Eastern Rothnogians are victorious, but both armies are decimated.

9327-Wawmar attacks Rothnog and the Dweller in the Vale.

9330-The armies of Rothnog and the Dweller are soundly defeated at the Battle of Thunder Pass. The Dweller flees back east to fortify the Wintervale. The Dweller's general, the creature Karoxfang, flees south with a large faction of orcs.

9331-The dwarves of Wawmar cease trade with the Elves, blaming them for the fall of Liferock.

9332-Karoxfang founds the secret stronghold Stor-gris. Goblins and orcs quickly populate Stor-gris.

9690-A dark plague sweeps out of the east, striking the dwarves of Wawmar and bringing massive destruction.

c. 9700-The goblinoids of Stor-gris start harrowing the Hinterlands and the Southlands, causing miles of desolation.

9770-A surprise foray from Stor-gris sacks and destroys the Elven trading town of Lannael. The elves manage to repel the invaders but the town is never refounded.

9771- A huge army marches north, laying waste to all in its path. The elves retreat to the Western Sarumvest. A battalion of dwarves from the weakened Wawmar

marches out to meet the orcs, but is defeated. This begins the Plague Wars. The elves manage to assassinate the evil Karoxfang, but, after a period of strife in Stor-gris, the black dragon Bardanax assumes leadership and continues the wars.

9772-The army of Stor-gris marches on Wawmar, which closes its great gates. The dwarves send messengers to the Elves seeking aid. The Elves prepare to send aid to the dwarves, but are stalled when a large and powerful house, Aradune, and its stiff-necked Lord Cirock resist the motion to aid Wawmar. Cirock cites Fingalion's prophecy that the Dwarves shall cause the downfall of the Elves. He says that this makes them the enemies of the Elves. He also claims that the dwarves brought their present plight on themselves by rejecting the Elves.

9773-Cirock unwillingly relents and the Elves eventually send an army to the aid of Wawmar, but it is sorely defeated and massacred. Many noble Elves fall in the massacre, including the famous bard, Galdin Palantar. The Elves attempt to raise another army, but they are divided. Cirock blames Houses Tifwing and Mithaleil for the massacre. House Aradune, along with several other houses, refuses to fight. Since no substantial army can be raised, the siege of Wawmar continues.

9774-The Elves of Alustel finally manage to raise an army and attack the forces of Stor-gris. When the battle begins, a Dwarven force issues from Wawmar, and the dark army is crushed between the two forces. The dwarves are grateful to the Elves, although they blame them for not attacking earlier.

9775-The Elves of House Aradune and their allies, led by Circock, leave the Sarumvest, with harsh words. They travel south, eventually settling in the vast forest of Lutanium. Here they found the kingdom of the Ranarim ("Sundered Peoples"), known as the Sunder Kingdom.

c. 9950-Gnomes set-up major trade routes with both the dwarves and the Elves, ending their millennia-long policy of isolationism.

10,002-King Walin IV of Wawmar disappears while traveling with a small force of Dwarves in the wilderness east of Wawmar.

10,503-The Ranarim, or Sunder Elves, attack the realm of Stor-gris, which controls all the lands to the near west, but are repulsed.

10,550-A wandering Clan of dwarves, the Clan of Kain, seeks refuge from the evil of Stor-gris in Lutanium but are denied.

10,555-Stor-gris attacks Lutanium, defeating its army at the battle of the Nether Valley. They enter the forest but are stopped by the wood-lore of the Ranarim.

10,556-A large army of dwarves, gathered by the Clan of Kain, suddenly attacks the army of Stor-gris. The Elves, taking advantage of the situation, renew their attack. In the Battle of Mourning, the army of Stor-gris is slaughtered, but all sides suffer heavy losses.

10,557-The fortress of Stor-gris is sacked by the Ranarim.

10,601-A group of Elves led by the maiden Ainaglin repents of their stubborn ways and seeks to mend the sundering between the Ranarim and the High Elves of Sarumvest, the Altarim ("High People"). Ainaglin is banished from the Lutanium by the Lords of Aradune. She prophesies that "the Ranarim shall pass from the histories, leaving no more mark than a leaf in Autumn."

10,602-Ainaglin is slain by an ogre war band on the way north to Alustel.

c. 11,000-The Ranarim silence their harps and songs, fortifying the Lutanium, and hiding her paths, so that the prophesy of Ainaglin shall never come true, for they interpret it as meaning that they shall be

destroyed in combat. Due to their fear of the prophecy, the Ranarim seclude themselves for all time, becoming shy and reclusive.

11,174-The Elves of Alustel, realizing the imminent completion of the fortifications of the Dweller in the Vale, attack the Wintervale. The Dweller marches out with an unprepared army but is soundly defeated and flees back to the Vale.

c. 11,200-The Clan of Kain seeks to dwell in Wawmar but are turned away.

11,201-The Clan of Kain are attacked by Hobgoblins. The clan defeats them in the Battle of Thorn Rift, but suffer heavy losses.

11,250-The dwarves of Wawmar begin a mining operation for platinum in the Southerly Hills. It is notable because of the depth of the shafts sunk.

11,259-The Dwarves mining platinum in the Southerly hills all suddenly disappear. In fact they have stumbled upon a passage to the hidden fortress of Soggathol, the capital of the Dark Dwarves. The Hills are henceforward dubbed the Hills of Horror.

12, 167-The first true Dulim (Drow) are sighted. The Elves send an emissary to parlay with these strange "new" Elves. The emissary never returns.

12, 512-The Drow attack the Elves in the Sarumvest from a hidden underground tunnel. The attack is repulsed with difficulty and only after the Elves receive aid from the reluctant dwarves of Wawmar and a small contingent of Gnomish infantry.

12, 575-The past Elven King and hero Fingalion returns from the Havens to aid the Elves in their battle against the newly discovered Drow.

12, 601-The Elves, dwarves, and gnomes invade the Drow city of Morclaenthaur ("Black Lake of Bondage"), led by Fingalion.

12, 602-The Elves, dwarves, and gnomes barely manage to overcome the Drow and destroy the city of Morclaenthaur. The Drow priestess Melegurtha Serpentmaid kills Fingalion in the final onslaught. She then leads the remainder of her people deep into the unexplored Dark Deeps. The Gnomish infantry, as well as their wives, vow to stay behind in the Dark Deeps, to keep the surface people apprised of the movements of the evil under the ground.

c. 12, 800-The Drow, led by Melegurtha Serpentmaid, settle the secret Drow city of Darkonglaxsti ("Dark Rule of the Serpent Queen") deep beneath the StoneWall Mountains. Melegurtha is their new Queen. During her reign she harries the male Drow and makes them her slaves. Due to her influence, the worship of Salystra the Serpent Queen is further entrenched.

c. 13,000-The Drow create their powerful artifact, the Amulet of Evernight, planning to use it to attack the Elves.

13, 015-The Amulet is lost, ostensibly stolen by a fell race of the deeps with heads like small octopi. This fell race and the Drow began a five-century long war. The Dark Dwarves enter the war at various points and on both sides alternately.

13, 105-The dwarf-hold Khallin is established in the Northern Teeth by King Kain III.

13, 451-The dwarf-hold of Mithhaud, also called Mt. Silverload, is established by King Biri I.

Year-F. R. (Farland Reckoning, as Reckoned by Farland Magi)

This history has been gathered by the Magi of his highness the most exalted one, ruler of the Kingdom of Farland, Marcus Tiberius Gnaeus II. It has been overseen by Antonin Tharius, Questorian Magi. We

pray the reader forgive the clerical mistakes which these histories certainly contain, as the latter histories have been compiled under the constraints of the present Great Siege.

Age of Men

c. 1 (13, 516 E. R.)-Men emerge from barbaracy and learn writing from the Elves and metallurgy from the dwarves of Wawmar. They start forming primitive cities.

c. 1000-Tribes of orcs and goblins began to harry the primitive settlements of men. Around this time, tribes of men continue to spread across the continent, although the most powerful tribe settles in the place known as Aelfrand.

c. 1850-The evil necromancer Cutalak starts the cult of Darkness to worship the ontological Force of Evil.

c. 1900-Cutalak and his followers unlock the secret of the completion of the ancient relic, the Book of Seven. They scribe the book, giving it an actual existence on Núríon. The Dweller immediately senses its terrestrial existence and desires it.

c.1950-The north is ravaged by the great were-beast and servant of the Dweller, Daug-Dagoth. The Beast is actually sent to retrieve the Book of Seven. He ravages the countryside looking for it, and none can stand against him. The beast slays the evil Necromancer Cutalak, but fails to retrieve the Book of Seven, as the Cult spirits it away. As punishment for his sin of bringing the Book of Seven to Núríon, Cultulak rises again as the first vampire. Later in the year, however, Daug-Dagoth is slain by the Elven hero Menelrim of house Featar before the beast can find the book. The Elves of Alustel name Menelrim King.

c. 2500-The primitive human settlements are pushed by the evil forces to make an alliance between the good aligned races. Thus begins the Unitary War. The major battle is fought in Aelfrand. The alliance triumphs, and the evil races are pushed back behind the mountains to the Wintervale. Humans found their first great society and call it Aelfar. The first king of men is Aelendes I.

c. 2600-Aelfar attacks the hidden stronghold of the Cult of Darkness and destroys it. Its members are slain to a man. Aelendes III seizes the Book of Seven and locks it away in a guarded vault.

c. 2800-The dwarf-hold of Dorlhaud is established in the Hook Hills by Khim the wanderer.

c.2900-Menelrim sends emissaries to Dorlhaud to help and teach the new Dwarven kingdom.

c. 3000-Aelfarian mages research and create many powerful magic items.

c. 3100-The human kingdom of Kassius is founded as a colony of Aelfar.

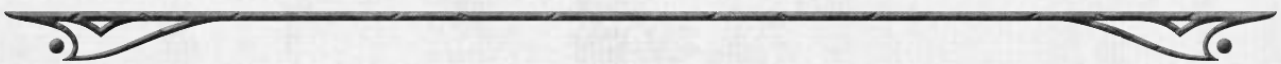
c. 3310-The kingdom of Aelfar is very powerful by now, due to the flexibility and adaptability of men.

c.3450-The colony of Kassius grows in economic influence and power.

c.3600-Kassius requests recognition of independent status from Aelfar under their king, Pierce Normator.

c. 3601-King Raenur II of Aelfar refused the demands of Kassius, demanding instead that Kassius pay double tribute to Aelfar.

c. 3605-King Pierce Normator of Kassius refuses, demanding independent status for his kingdom once again.



c.3606-Aelfar attacks Kassius, which put up a surprising resistance, primarily due to its contingency of battle mages which Normator had been secretly developing.

c. 3625-Aelfar completely defeats Kassius, which ask for mercy. Ignoring this request, Aelfar completely razes the Kingdom of Kassius, burning it to the ground and scattering its citizens to the four winds.

c. 3800-The first great coughing plague strikes in the East, leaving thousands dead.

c. 4399-Aelendes X is crowned in Aelfar. He is called the Pioneer, and he explores much of the known world.

c. 4430-The Pioneer is mistakenly killed by Elves while on a hunting trip in the Sarumvest. It seems that some dark illusion misled the Elves. Aelendes's heir, Faerendes I, trains the might of the kingdom of Aelfar on the Elves and attacks Alustel. During the battle the immortal swan is slain. The Elven King Menelrim the Ancient inexplicably departs for Faerie at this time, leaving his son Meningol to lead the Elves in their flight. They flee from the Sarumvest and trek across the continent. Most eventually settle in Ardaranel, the great forest that humans call the Belendale. The Elves find that with the death of their swan, their magic is greatly weakened. For the first time since the beginning, they must sleep, they do not have their innate strength of mind, and they cannot work magic as well. Many Elves talk seriously of departing the Hinterlands forever.

4499-The departed Menelrim, now dubbed Harothalantar ("Far-Returner"), returns from Faerie. He bears with him eggs of the line of the white swans of Tal-Allustiel. Out of the egg hatches the second Blessed White Swan Luminar, and Elven magic is renewed.

4505-Gloralion ("the Summervale") is established deep in the heart of the Belendale by Menelrim Harothalantar. The heart of Gloralion is the pool of Melim, where the line of the White Swan Luminar is

set to dwell. The Summervale is afterwards protected and hidden.

c. 4510-Evil forces invade out of the Wintervale and, in the Battle of Loom, they overrun and destroy the kingdom of Aelfar (which stood where the Deadlands now stand). Mighty Aelfar falls because they alienated their Elven allies. Survivors flee and split up, becoming nomadic tribes. The Dweller seizes the Book of Seven.

4515-Beckares Rigus, a relative of the slain king of Aelfar, settles in the south with his people. He takes the relic, the Crown of Aelfar, with him as proof of his right to rule the new kingdom. He calls his new home "Farland," because it is far from the original home of his people, and renames himself Beckair Publius.

4519-Beckair Publius makes a solo journey across the continent and petitions the Elves for their aid. He begins gathering an army.

4525-Beckair Publius sends an embassy to the dwarves of Wawmar for aid against the evil army.

4529-Publius, wielding the fabled crown of Aelfar, attacks the evil army, which is encamped and occupying the remains of Aelfar, but is driven back. For the next five years, the War of Vengeance is waged between the evil forces of the Dweller and the fledgling kingdom of Farland, which is aided by the Elves, dwarves, and gnomes.

4530-In a cataclysmic battle, the evil army is defeated at the battle of the Death Downs. Beckair Publius personally attacks the Dweller in the Vale using the Crown of Aelfar. Publius is slain, but there is a cataclysmic explosion that changes the shape of the land and devastates both armies. The remnants of the evil army retreat to the Wintervale or the Deadlands. A small group of trolls inexplicably switches allegiance and migrates eastward across the sea.

c. 4536-5000-Farland, devastated by loss from the Battle of the Death Downs and harried by attacks from orc-bands and marauding barbarians, enters a "dark ages" period.

c. 4600-The chiefdom of Kalar is established just to the West of the beleaguered Kingdom of Farland. Kalar harries Farland's borders, periodically conquering and burning its villages.

c. 4800-The Red Plague and subsequent famine ravage Kalar, miraculously leaving Farland untouched. Kalar becomes a ghost kingdom and is eventually deserted completely.

4840-The Elven shipwright Belaeg of the mariner's house Arefor founds the Elven harbor town of Laithostar ("Breakwater") to the West and South of the Belendale in the unexplored wilderness. Only Elves know the secret paths to this hold.

4897-The Elves of Gloralion send emissaries to the ancient forest of Lutanium, now shrunken and known as the Luvam Wood. They hope to renew ties with the Ranarim. There they find a small and reclusive remnant of the once mighty people. The remaining Ranarim are now reticent and xenophobic.

4951-Menelrim falls on the journey back from Lutanium when an army of dark creatures led by fire giants ambushes the Elves.

4975-The chiefdom of Jundland is established in the Far Western reaches of the continent (where the kingdom of Kale is later established).

5102-King Volonius comes to power and brings Farland out of its provincial dark age. He starts trading with neighboring baronies and chiefdoms, and through shrewd trading, brings Farland to economic and military prominence. The entire continent is subsequently called Farland.

5252-The twin brothers Zel and Or found the kingdoms of Zeland and Orland.

5275-The Shaman Beornhelm becomes chief of Jundland.

5298-Jundland is attacked by Goblins and Hobgoblins from the East. Under the leadership of Beornhelm they fend off the attack.

5314-The Red Plague hits Western Farland, striking most heavily in Jundland.

5316-Goblins and Hobgoblins attack the weakened Jundland. After a pitched battle, Jundland is defeated and falls.

c. 5500-Zeland and Orland engage in several minor border skirmishes with each other.

5606-The human kingdom of Lorindon is founded to the South East of the Belendale by Wulfgar, King of the wild peoples of that area.

c. 5650-Lorindon trades with Zeland and acquires literacy and culture.

5700-Farland invades Zeland, beginning the Wars of Empire.

5710-Farland defeats and annexes Zeland.

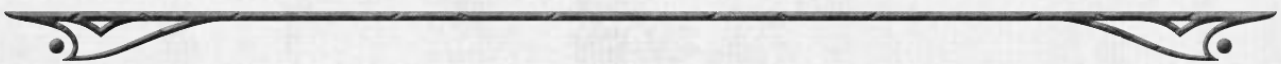
5721-Farland invades Orland, but is repulsed at the battle of the Rill Downs.

5725-Farland invades and defeats Orland. Orland is annexed.

5727-King Maximus Maro of Farland declares himself emperor.

5730-Farland demands tribute from Lorindon, who refuse.

5732-Farland invades Lorindon. Lorindon puts up a surprisingly tough resistance.



5737-The resistance of Lorindon is crushed. Farland annexes Lorindon, executing her king.

5738-Emperor Maximus dies of plague. A civil war ensues.

5739-Zeland rebels. Farland withdraws its troops from Lorindon to squelch the threat. The plague breaks out again and causes widespread famine. Thousands die.

5740-Goblins and Orcs from the Northern Teeth invade Lorindon.

5742-The Orc lord Cro defeats the small army of Lorindon and massacres the inhabitants. Survivors flee north, mixing with the nomadic tribes already dwelling there (they are of the same ancestral stock).

5751-Zeland and Orland are defeated and the empire of Farland is reestablished.

5775-The orcs of Cro are expunged from the lands west of Zeland by the might of Farland.

5915-Daven I, a general of Farland from Lorindish stock, founds the kingdom of Daven.

5916-The Elven Spellsingers, directed by Galadhel, make the crown Celebtale ("Browstar") for their king, Baranthir.

5931-Daven falls in a raid upon (Elder) Daven by Goblins from Goblin Bay. The Goblins are tracked down and destroyed. Daven's eldest son Dortmund becomes King.

5950-Lord Pastor of Orland starts a revolution against King Tomas II of Orland.

5952-Pastor, with help from Daven, secedes from Orland and founds the kingdom of Cairn Cadez in western Orland.

5960-A large force of evil attacks Farland from the Deadlands, beginning the Wars of Sorrow. Emperor Lucius fights them to a standstill at the border.

5961-The fortified city of Borderhold is established.

5969-The Borderhold is taken and destroyed. The evil army invades Northern Farland.

5973-The Farlandish city of Lompeia is destroyed.

5975-Zeland and Orland rebel. The evil armies besiege the Far City.

5979-Zeland and Orland secede from the empire.

5985-A small army of Elves, led by their King Baranthir, journeys to Farland to offer their aid, advice, and magic.

5989-The army of evil is defeated outside the Far City.

5990-5995-Farland, with aid from the Elves, raises a large army from all corners of the Kingdom. The dwarves also send troops from Wawmar.

5999-The army of Farland attacks and destroys the evil army encamped in the Deadlands.

6003-Farland, the Elves, and dwarves invade the Wintervale and in the huge Battle of Sorrow defeat and annihilate the last of the evil armies. However, on their way back through the Trollheim Heights Pass, a force of trolls and other monsters treacherously ambushes them. Baranthir falls in the ambush, alongside Emperor Marcus I. The trolls are destroyed. The Pass is renamed the Pass of Doom.

c. 6020-The Borderhold is refounded. The Farlandish Empire ends. Henceforth it is known as the Kingdom of Farland, and its kings are known as High Kings because most of the other countries eventually become subordinate allies or are forced to pay tribute.

6025-The female Elven wizard-smith Galadhel is granted by the ontological Powers of Neutrality the knowledge to fashion the most powerful Elven artifact, the Stone of Silence. The master smith long keeps the item a secret, unable to separate herself from the stone, even though it could benefit the Elves.

6028-The wizard Keler founds the Kingdom of Kelerak, after sighting a large dragon on a spur of rock. He takes this as an omen of where he is to found his Kingdom and his capital city.

6031-Keler begins work on the cloak of Keler.

6033-The cloak of Keler is completed. Keler commands other mages to begin work on various magical items.

6034-Farland discovers a platinum mine in the Shining Wood (now the Old Wood). This huge mine makes it the richest country in the world, all but recouping its losses from the Wars of Sorrow. Keler founds the original Cadre of the Wise, of which the Elven hero Palanthar is a member.

6035-Wizards, priests and heroes of all sorts begin to flock to Farland.

6136-The Elven hero Palanthar has a bow and sword made for him by Galadhel the smith. Palanthar founds the Elven rangers, the Talranuil (literally "High Twilight Wanderers"), called by men the Shadow Walkers.

6350-The Elven spellsingers are taught arcane secrets by Galadhel to make many cloaks, boots, and items for their rangers.

c. 6355-The dwarves craft many magical items for their various kings. The most famous is Mar XII of Wawmar, who killed 43 orcs single-handed. His blacksmith made for him and all his chancellors armor, shields, and various weapons.

6397-Baron Jorland III of Cairn Cadez invades Daven on the secret prodding of Orland's King, Lestek I. He conquers the border town of Kestrel with monetary aid from Orland.

6399-Jorland is driven out of Kestrel, and it is renamed Victoria. He flees south to the town of Beath, but is attacked and slain by Prince Tael II, son of King Tael of Daven. Beath is renamed Baronsdoom.

6485-Daven, allied with Kelerak, invade Cairn Cadez. Orland comes to the aid of Cairn Cadez. The Plains War begins.

6490-Orland refuses to aid Cairn Cadez at the Battle of Sunsets. The kingdom is defeated and annexed by Daven.

6494-Daven sells the land where Cairn Cadez was to Orland for a suspiciously cheap price.

c. 6500-The vampire Kyrren is made. She was initially a beautiful, ebony skinned barbarian from the lands to the south of the Wintervale. She was created by an unknown vampire.

6510-Overlord Zel XI demands tribute from the dwarves of Dorlhaud, in the Hook Hills. They refuse.

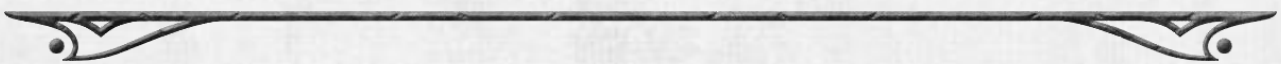
6515-Zel XI attacks Dorlhaud but is unsuccessful.

6516-Dorlhaud retaliates and eliminates the town of Zinkeal.

6519-Zeland and Orland unite against Dorlhaud and besiege it.

6522-Dorlhaud falls. Zeland captures the Sceptre of Dorlhaud, and Orland claims the mace of Ralin, Dorlhaud's king.

6525-The great hold Wawmar sends word to other Dwarfholds about Dorlhaud's fate.



6530-The dwarven host takes on Zeland. The Battle of the Axe is fought on what is now the Battleplain. Zeland is defeated and Zel I falls when the Sceptre of Dorlhaud fails him. Orland pays a ransom to Wawmar.

6560-Kale, the second son of King Orlock of Daven, cheated of an inheritance, goes off with his loyal followers and founds the Kingdom of Kale.

6602- A baron from the Kingdom of Kale attempts to found a colony in the Wilderness lands to the West of Kale. Kale receives word that the colony is initially founded successfully and is prospering.

6615-Kale and Daven become involved in a border dispute. A minor war ensues.

6617-All contact between Kale and her Western colony ceases. Kale is too involved in its losing conflict with Daven to investigate and the colony is entirely lost and is eventually forgotten.

6625-The conflict between Kale and Daven is resolved. Daven has expanded its Western border at the expense of Kale.

c. 6675-Trolls move into a misty valley on the north side of the Kale Mts., led by the troll-demon Hothmor. The gnomes, who already inhabit the area, wage war on the trolls.

6699-In a valiant battle, the gnomish hero Lastorbol slays the Troll Lord Hothmor with the aid of an enchanted hammer. He is himself slain moments later by the Troll-Demon's bodyguards. The trolls redouble their attacks against the gnomes.

6801-The gnomes are forced to flee to a more secure home in the Kale Mts., ceasing hostilities towards the trolls.

6850-Daven is troubled by a small pirate colony on an island to the south of her shores.

6855-Daven commissions a corsair, Robert the Blue, to destroy the pirate colony.

6858-Robert the Blue attacks and successfully destroys the pirate colony on Selfhaven archipelago.

6859-Robert the Blue double-crosses Daven, and becomes a pirate himself. He harries the Southern coasts of the kingdom.

6860-Daven petitions the fleet of Farland for aid against the pirate.

6862-The fleet of Farland engages Robert the Blue and completely destroys his fleet. During the returning voyage, half of the fleet of Farland is lost due to a raging storm.

6900-The combined kingdoms of Kale and Daven attack Orland, beginning the Decadion War.

6903-The king of Daven is assassinated by the Orlandish assassin Roche.

6906-The Rio Plano is poisoned by raiders from Daven, killing much wildlife as well as people.

6981-Orland, with the help of Zeland and a legion from Farland, invades Daven.

6983-Daven falls to the combined might of the Eastern Alliance. It is annexed as Western Orland. The Eastern Alliance forces Kelerak to cease trade with Kale; Kale suffers greatly.

7001-The famous sage and wizard Seldorius of Farland makes his home on Hamor Island and renames it Wizard Isle. He begins to fabricate many magical items.

7005-Galadhel turns the Stone of Silence over to the Elves to use in putting a stop to the ceaseless wars that are marring the beauty of the lands. Unable to bear the parting, she passes from the Hinterlands.

7010-Abelard Von Basil, of the royal family of Daven, leads a successful revolt against

the Orlandish invaders. With help from Kale and Kelerak, Orland is expelled and the Kingdom of Daven is refounded.

7013-The order of the Far Knights is founded by Sir Lucius Zeno.

7020-Seldorius of Farland refounds the Cadre of the Wise, based on the original counsel founded by the Mage-King Keler.

7029-Daven and Kelerak invade Orland but are repulsed with heavy losses at the Battle of Greenhill.

7039-Elves from the Summervale interfere in the Decadion War, and intercede with the powerful magic item, The Stone of Silence. Both sides make peace.

7045-The Elves move down the Elfin River and make the first interracial village in Dale. Some Elves move to the South Wood to keep an eye on Daven. The hero Celuthiel leads them. The current Elven king is Linwe.

7070-Farland's wizards discover the power to bring elementals into being and chain those elementals as slaves. Farland's power is unrivaled. The High King of Farland is Anarim.

c. 7080-The Wintervale begins to grow in strength, but this time the Dweller seems to have acquired some relic or power that greatly worries Seldorius and the Cadre of the Wise. The Dweller has made progress in unlocking the power of the Book of Seven.

7082-The demon Pestilence is sent by an unknown enemy of the Cadre of the Wise. It slays a member, the bard Flann, but is finally driven off by the Cadre.

7085-The dwarven hold of Khallin in the Northern Teeth is beset by an ancient blue wyrm from the Dragon Heath, and is destroyed.

7090-The then leader of the Far Knights,



the paladin Rothian Ganorus, as well as many members of the Cadre of the Wise, set out to explore the Deadlands and investigate the resurgence of evil there. They never return.

7095-Pestilence returns and destroys the Cadre of the Wise. Seldorius disappears.

7099-Gnomes in Mt. Sheltinnobortanu in the Kale Mts. come up with the most powerful gnomish artifact-the Scabbard of Protection.

7115-The kingdom of Farland continues to grow in power and expands trade with the other kingdoms.

7131-The dwarven hold of Mt. Silverload is captured by a huge party of Orcs and Oluk orcs.

7132-The dwarven hero Balhal slays the ancient black dragon Karrystyxx ("Acidheart").

7134-The next High King of Farland, Sum, comes to power.

7143-The Eastern alliance, led by Farland, sends troops into Kelerak. After a minor skirmish, Kelerak agrees to pay tribute to Farland.

7147-The vampire Kyrren resurfaces, slaying the Farlandish general Julius Corsus.

7148-Daven is coerced after a minor skirmish into paying tribute to Farland.

c. 7160-The vampire Galen Stirek is made in Zeland by Kyrren.

7168-The Eastern alliance, led by Farland, sends troops into Kale.

7169-Kale expels the troops of the Eastern Alliance in the Battle of the Bend.

7170-Farland invades Kale in force.

7172-Kale is defeated at the Battle of Fennire, but escapes a massacre after one Captain Aurel sacrifices himself so that his men can successfully retreat.

7173-Kale is defeated at the Battle of Kale. Farland and the Eastern alliance besiege the city of Kale.

7175-Kale surrenders and is annexed as a province of Farland.

7179-Queen Sybille Halfelven of Kale, known as the diplomat, undergoes negotiations with Farland.

7190-Farland agrees to withdraw from Kale, partially due to the threat growing to its East in the Wintervale. Kale agrees to pay yearly tribute.

7231-Halflings, having long since dropped out of the histories, are rediscovered in and just south of the Forest of Blorn.

7195--Baranwe the tall becomes King of the Elves of Ardaranel.

7249-Halflings create Stealthheart, a dagger made for the Sheriff of their greatest Shire, Westdelving, located in Orland. The Sheriff is Carl Paladin Merribuck.

c. 7260-Galen Stireck creates the vampire known as Kibor. Stireck is later slain by Kibor.

7305-The Coughing Plague, also known as the Coffin Plague, ravages the highlands of Zeland and parts of Orland.

7391-The human lord of Kelerak, Zestor Half-Elven, slays a huge wyvern on the Liferock River.

7413-Wawmar is very mighty, second only to Farland. It contains mithril and is ruled by Mar VII.

7439-The court wizard Jaef of Kale becomes the power behind the throne of King Felmat of Kale.

7460-Jaef of Kale becomes a lich.

c. 7490-A new pirate colony is founded on Self-Haven archipelago.

7509-The wizard Laphtroun of Zeland summons a demon, who goes on a rampage. Finally the hero Pune slays it.

7519-Ettins invade the town of Ettinrun, but it is liberated by the adventuring group The Men of Swords, led by Pune.

7526-Pune is named ruler of Belzin.

7591-Hags invade Kale but are repulsed.

7623-The Elven Shadow Walkers, led by Aminas, slay a huge party of Drow in the Stone Wall Mts.

7641-A priest of Neltak, Marcus Tiberius Gnaeus, becomes High King of Farland after Sum III's death.

c. 7650-Using the Book of Seven, the evil Dweller in the Wintervale starts recruiting seven mighty lords.

7693-Trolls from the Valley of Mists overrun the gnomes. They are beaten back, but not before they steal the Scabbard of Protection.

7701-Ogres from the Saltcliffs attack Orland but are easily repulsed.

7722-Barbarians from above the Northern Teeth invade Kale and sack the city of Boulén.

7744-The evil and very powerful vampire Kibor slays the king of Daven, Dakor V. Orcs are sighted in the hilly crags. Daven is thrown into chaos for a time.

7759-Wawmar closes trade with Zeland and their Overlord Dolan III.

c. 7790-The forces of Evil are poised to strike out of the Wintervale. They scatter across the continent and prepare for an assault.

7792-An organized force of orcs marches toward the city of Bale.

7793-The force, led by The Lord of Pride, attacks Bale but is repulsed. Later that year he takes the city.

7794-The Lord of Pride takes Kale City.

7795-Elder Daven is attacked by a fleet of Ships, while simultaneously the army of the Lord of Gluttony besieges it. Reinforcements from Zeel City start to come. Aminas of the Shadow Walkers mounts an attack on the forces of evil, taking the Stone of Silence with him to use in the attack. This is against the original warning of Galadhel only to use the Stone in defense. The artifact disappears and Aminas is slain outside Elder Daven. Elder Daven falls, and the forces of Zeel are struck down by an evil plague. Simultaneously, Dragonspur City is attacked by a blue dragon, demons, and orcs out of the Sarumvest. They surrender the Kingdom, and most of the demons depart. Back in Daven, the Shadow Walkers from the South Wood put up a heroic fight, but are hunted down and executed over the next year. Only a few escape.

7796-A force of Drow and slaves attack the capital of Orland from an underground passage undercover of great magic. They sack Jorland's Run and move on to take Orland. Ogres from the Saltcliffs reinforce them.

7797-The evil Lord, using the most reluctant of the Lords of Sin, the Lord of Sloth, an intelligent ooze, attacks Zeland. However Farland comes to the rescue and the Lord of Sloth is repulsed. Later in the year a huge

force of monsters attacks out of the Deadlands. Farland withdraws its troops from Zeland to fight and defeat the monsters. Zeland quickly falls.

7798-Wawmar is besieged by the evil forces, but they repulse them. Farland is still holding its own. Simultaneously, the Elves attack Kale from the Summervale. They retake the city of Dale and Krak's Hope. Later that year, they are heavily outnumbered and driven back into the Belendale.

7801-Wawmar falls at the hands of orcs and a mighty dragon. A good number of Dwarves escape into the Sarumvest.

7802-Farland beats back the forces of evil and takes the Deadwood. They conquer the Pass and the Fortress of Doom. But the arrival of the last great Lord of Sin spells the beginning of the end for Farland. The Lord of Anger and his armies drive Farland back to the Borderhold.

7803-Farland is beset from the north and west. In a brilliant strategic move, the Lord of Anger attacks from the Isle of Night and besieges the Far City. The hero Gwyn makes a last ditch effort to sail to the nameless city and kill the Dweller but is not heard from again.

YEAR-F.R. (Farlandish Reckoning, as Reckoned by the Historians of the Lord of Wrath)

The very existence of the following histories is owed to the gracious auspices of his most royal majesty, Emperor Nabarus the Magnus, Lord of Wrath, Captain of the Deadly Lords, and the ruler of all lands west of the holy Vale. In his wisdom he decreed that the following history be recorded using the ancient Farlandish Reckoning instead of the modern Post Conquest (P.C.) reckoning. His wisdom is great and terrible.

The Dark Conquest

7805-The Far City falls.

7806-The rest of Farland falls.

7806-7950-The whole continent of Farland is under the rule of the Wintervale and the Seven Lords of Sin. During the early years, humans are treated with the brutality they deserve. The human populace is decreed serfs, unless their crimes merit slavery. Gnomes are believed extinct. Dwarves exist only in wandering tribes and rare settled aboveground villages or caves, mostly in the highlands of Zeland. Elves have retreated deep within the Belendale. There are rare reports of halfling sightings, but the location of their homeland cannot be discerned.

7951-The first signs of rebellion emerge. A large rebellion takes place and the cities of Hestor and Gorak fall to the rebels. However they are quickly overwhelmed and the leaders of the rebellion, along with many of their people, retreat to the Hills of Horror and the Grand Peaks, those who are not executed.

7955-An army of nomads and dwarves attacks Zel City from the highlands of Zeland. After a prolonged battle, they are defeated by the armies of Sloth. The land is again contained in an iron grip of justice.

7956-8160-The land is ruled by the Lords of Sin, who engage in sundry border disputes among themselves. Their real aim, however, is to cleanse the lands of worship of any god save the Walker in Darkness.

8161-Strange events stir. The Lord of Pride, Lust and Gluttony are slain by a group led by Valanduil of the Elhil and Bartarius, a barbarian from the lands above Kale. These two are believed to be the founding members of the Lords of the West. 8162-The hero-assassin Bolg-gatha and his adventuring party The Eye of the Wintervale secretly enter the Kingdom of Kale. In a bold maneuver, they invade the city of Dale

and slay its newly named lord. After a fierce battle they escape back into the East.

8163- The Lord of Anger confirms the defeat of the other Lords and begins preparation to retake the liberated Kingdoms. The Lord of Envy sends an occupying army into Daven, but finds that most of its citizens have fled West or North because of the undead plague infesting the kingdom. Envy withdraws his army. The land of Daven is quickly becoming deserted.

8165-An offspring of the Lord of Lust, The Winged One, raises an army and attempts to retake Dragonspur City in Kelerak. He is defeated after prolonged battle.

8167-The human Lord Milon comes to Power in Kale.

8168-In Kelerak, a party led by Dralin the Dwarf and Ragnor Half-Elven partially defeat the scheme of the upstart figure Afej, who has established a stronghold in the Naeb Brakes.

8169-The party of Ragnor and Dralin stealthily invade Lust Fort and kill Barghevor the Winged One, son of the Lord of Lust. The Eye of the Wintervale steals the fabled Mirror of the Abyss, the most prized possession of the Lord of Lust. The Mirror can be used to summon him.

8170-The army of the Lord of Envy prepares to attack Kelerak. The Lord of Lust is summoned back to Núrion. The present.



Chapter Two: Lords of Darkness

Conquered by Darkness

The action in most campaigns set in the World of Farland will be set against the backdrop of the Dark Conquest, the subjugation of the continent by goblinoids and evil races controlled by the Lords of Sin and their master, the Dweller in the Wintervale.

The Dark Conquest and subsequent Dark Occupation colors most everything about the setting, so it is important to understand what it looks like.

The Dark Occupation

When the Dark Forces conquered the human kingdoms, they looted, burned, raped, and murdered the inhabitants at will—but only for a limited period of time. The Lords of Sin and their viceroys were too intelligent to let this continue for long, since it undercut their goal of establishing a slave population whose primary activity in life was to glorify the name of Vornoth the Walker-in-Darkness. The initial carnage was squelched and instead they worked to entrench themselves in the occupied kingdoms. Thus began the Dark Occupation.

Social and Political Control

Their first focus was social control. The goblinoid victors immediately instituted martial law until the initial chaos left by the wars subsided. This was a particularly harsh brand of military rule. For example, anyone who even muttered a foul word against a goblinoid was put to death, and random humans were selected for floggings and torture daily. The orcs even ate human children, some of them while they yet lived.

All of this was done in order to instill fear in the populace. This martial law was repealed after two years, but the civil laws that replaced it were hardly less harsh. The laws differed by kingdom, with the peculiarities of each Lord of Sin reflected in the laws he passed. For example, the Lord of Gluttony passed laws that made it illegal to ask about the whereabouts of any individual or to own a mirror. Still, there were certain similarities in the laws of all of the occupied kingdoms. They generally kept the existing structure of feudalism in place, but they made it much more stringent. They all institutionalized slavery in every kingdom, officially making each human either a slave or a vassal of any dark folk. The laws also legalized the social position of the dark folk, officially making humans second-class citizens in the kingdoms they had previously ruled and making certain things illegal to them. For example, humans became unable to enter into legal contracts without special dispensation, unable to bear weapons, and unable to eat foods reserved for dark folk. They needed special permission to travel any distance. The laws also made even verbal resistance to any goblinoid or orc punishable by torture, and they made rebellion punishable by death. Finally, all of

the laws required worship of Vornoth and forbade worship or even mention of any other gods.

The former political structures were almost entirely dismantled. Indigenous human lords were generally executed for their part in the resistance to the Dark Conquest. Those who had not lent aid to the recently defeated armies of good were still executed as rebels and enemies of the state. Only a few native lords, generally those who had either aided the Dark Folk or who willingly offered them assistance after the conquest, were permitted to retain their lives, property, and a portion of their wealth.

Generally, these were minor lordlings who were often despised by the populace before the Dark Conquest. They were allowed to keep their titles and rank in order to help solidify the positions of the conquering dark folk; these lords knew the lands and people, and they could report potential traitors and help keep the populace in line. This also gave the people a semblance of normalcy, for they could still deal with their human lords—even though they knew who the real masters were.

Economic Control

Having effectively controlled the populace, the next focus of the Lords of Sin was wealth. On the flimsiest of excuses, or no excuse at all, the conquerors confiscated land and property, leaving the prostrate humans in a fair amount of poverty. The confiscated property was gifted to those dark folk commanders who had shown exceptional loyalty or who had distinguished themselves in battle. The most valuable property was, of course, claimed by the Lords of Sin themselves, but the rest of the property was doled out mostly to oluks, hobgoblin, and orc chieftains. A heavy rate of taxation was established on their new human slaves, further ensuring the wealth of the

conquerors and the poverty of the indigenous peoples.

The conquerors attempted to collect all of the coins of the kingdoms they occupied in order to melt them down and produce their own currency. The first gold coins struck in the name of the Lords of Sin were minted approximately five years after the Dark Conquest. The value of the original Ronk was equivalent to the weekly wage for an unskilled laborer. These high-quality coins were not struck in the Wintervale but rather in Farland, and they were made to facilitate trade and to remind the conquered people that their freedom and glory was a thing of the past. The silver coin that became the backbone of the Occupied Lands is the Skark, which was first struck 20 years after the Lords of Sin rose to power. As for platinum, its use in regards to the production of coinage has always been sporadic at best. Typically these coins were only minted and issued during times of great need, such as during events when open rebellion had broken out and the value of coins needed to be reinforced. The regular mintage of the Dugskark, the main platinum coin of the Dweller's Dark Lands, began when the Lords of Sin began to dispute each other's territories, which required huge sums to fight in the ensuing protracted wars. The Dugskark has a fixed value of ten Ronk.

Initially the Skark was minted with high silver purity, but over time it gradually lowered, finally to a quality of less than half pure. The coins were worth from a loaf of bread up to a sword or even a bow depending on their value and the time during the Dark Occupation, which still continues in the east. The platinum coins are worth the most, whereas the Uk (tin) and Glob (copper) coins were produced for the lower-classes who traded and bartered in cheaper goods.

Because of the lowered purity and thus value of the coinage, and because of the heavy taxation, the occupied kingdoms

tended to suffer economically. Their economies were depressed, and since the Lords of Sin on average paid little attention to economic matters besides filling their own coffers and sending tribute to the Wintervale, the human citizens of the kingdoms suffered mightily. Although the Lords did see that their conquered kingdoms retained barely functioning economies, the only inhabitants who were not constantly staring poverty in the face were the dark folk rulers. Of course some kingdoms fared worse than others, with the economies of Daven and Zeland suffering particularly.

Cultural Control

The next focus of the dark folk was culture. The conquerors set out to instill the idea that the dark folk were racially superior to the humans, and they hoped this idea would last in the long term. This task was not easy, for the goblinoid armies brought virtually no cultural advances to the lands they conquered; they could offer no music, no literature, no mathematics, no better methods of agriculture. The only things they could offer were better methods of making war and more brutal methods of killing, and even these things they would not teach to the conquered humans, for fear that they might revolt.

Moreover, they could not even stamp out the human languages, for their own language, the Dark Speech, was often unsuitable for discussion of anything except military matters and sadism. They did insist that any human who dealt directly with dark folk on a regular basis adopt a dark folk name. They also insisted that humans refer to orcs and other dark folk as "Luz-hal" or "Great Folk" and that they bow and mutter "Ur snog ut luz" or "I am a slave and you are great" whenever a goblinoid passed by. Still, these were small and ultimately ineffectual measures at best. Their only method of establishing their cultural superiority was

simply to repeat that dark folk were superior to humans and to reinforce these teachings with the whip. This method was only marginally successful, for though some humans chose to ape the manners of dress and the gestures of their brutal masters, many humans could see that these claims of racial superiority were empty, and they never believed them. Thus the conquered humans retained a modicum of pride in their hearts, and the seeds of future rebellion were sown.

Religious Control

Their last and most important focus was religion. Although the lesser dark folk lords and generals did not know it, religion was the reason for the Dark Conquest, and the Lords of Sin never lost sight of this fact. The main goal of the Dweller in the Wintervale was to spread the worship of Vornoth to the human kingdoms. As a race that he did not create, the prayers of humans were especially sweet to Vornoth, and he craved the power they brought him. To this end, the Lords of Sin immediately outlawed the worship of any other gods save the Dark Walker. Any worship of the gods of goodness would lead to execution after several days of excruciating torture, while worshipping a non-good god besides Vornoth was punishable by death after only a few hours of torture.

Most of the temples in the occupied kingdoms were burned to the ground, though some were desecrated and re-sanctified to Vornoth. Some temples, however, resisted all attempts to burn them, and being near these holy places unsettled the Dark Folk so that they boarded these churches up and let them sit empty. The Lords of Sin also commanded that every resident of every kingdom had to pray to the Dark One three times per day, as well as before every meal. Every citizen also had to sacrifice a fowl or barn animal to Vornoth once per year. If they failed to do so, they

themselves were sacrificed to the Walker. Thus the god of Darkness grew stronger, and his ultimate victory in the Ontological War came into sight.

Everyday Life in the Conquered Kingdoms

After the Dark Conquest, the quality of life for the average human depended in large measure on where he lived at the start of the occupation (travel of any distance was illegal; thus, one stayed where one was.) Every human's quality of life suffered, but generally those who lived in extremely rural or remote locales suffered least. They still had to pay higher taxes, still had to sacrifice livestock yearly, and still had to pray to Vornoth on a regular basis, but they encountered few dark folk during their daily lives and thus were better off. True, an oluk, orc, or hobgoblin warlord, who dwelt in a distant manor or castle, owned each human serf, and these reprehensible lords were not above random acts of brutality and torture. Still, the dark folk were generally satisfied to leave the rural serf relatively unmolested if the human did his required duties.

Humans who lived in larger communities had it worse. Towns usually had a small garrison of dark folk soldiers, bullies who served the local lord. These troops gladly enforced the harsh laws of the Occupation, and they also typically took pleasure in taking advantage of their social position and abusing the hapless humans. If a town did not have a few dark folk soldiers, there were always unscrupulous and power-hungry humans eager to fill the role. For humans who lived in towns, there was thus no way to escape the ever-watching eyes of the dark masters, and town-dwelling humans spent almost every waking hour either working for the conquerors, praying to Vornoth as required, or fearing that they would be harassed, tortured, or killed for no reason. City dwellers had it worst. Cities, especially capital cities, had large garrisons of dark

folk soldiers who patrolled the streets on a regular basis. These soldiers raped and harassed humans with virtual impunity.

Present everywhere in a conquered kingdom, spies were also of special concern in cities. The Lords of Sin encouraged citizens to inform on each other for a reward if there was any hint of treason, real or imagined, and in the poverty of large cities, one could not even look sideways at a passing goblinoid without being reported as a rebel. Citizens dwelt in constant fear of spies, wondering if their neighbors, customers, or even children were informants for the dark powers. The goblinoids even made it known that it was illegal to think certain thoughts, and though this was generally perceived as an empty threat by most human, the occasional use of the telepathy spell by dark folk shaman caused just enough uncertainty to keep people guessing.

Crime was also an ever-present danger to city folk. Petty thieves and organized criminals learned quickly that any illegal activity directed against the dark rulers or their allies would be punished swiftly and with finality; hence, they directed all of their crimes against the conquered humans. The oppressed stole from the oppressed. The goblinoid rulers cared nothing for human-on-human crime as long as it did not interfere with their activities or, most importantly, hinder their control. Indeed, the shadowy rulers cultivated relationships with certain thieves' guilds in order to employ them as organized spy networks. However, if these guilds grew too bold and agitated the populace too much, the Lords of Sin would send shock troops on a surprise raid to destroy the guild and root out all its members, executing them mercilessly. The concern of the Lords of Sin was always control, and they would periodically send the message that the thieves guilds existed by their beneficence. For these reasons, life in the conquered kingdoms was a tissue of misery.

The Lords of Sin

The dark lords who rule each of the seven kingdoms on the continent of Farland are called the Lords of Sin, because each one personifies one of the Seven Deadly Sins laid out in the scriptures of the god Heshtail, one of the dark god Vornoth's greatest enemies. The Lords of Sin, also called the Deadly Lords, were recruited either willingly or unwillingly by the Dweller in the Wintervale. She used a fell artifact called the Book of Seven to give each one great power and control over dark folk and over what happens in his or her respective kingdom.

You can use the Lords of Sin in many ways. They make great final bosses for each segment of a campaign, after the PCs have grown enough in power to attempt to liberate a kingdom. You can also use them as behind-the-scenes enemies that the party is not meant to face directly but which make their lives more difficult. Or you can ignore them completely and simply allow their legend to add flavor to your game. Use them as you see fit.

Their Dark Purpose

The Dweller uses the Lords of Sin primarily to enforce the population of the conquered kingdoms to worship the god Vornoth, thereby increasing his personal power and potentially giving him the might he needs to overcome the other gods and win the age-old Ontological War. Vornoth does not have the power he needs yet, but his might is growing with each passing year.

The Dark Will

Each Lord of Sin has been instilled by the Book of Seven with a power that has come to be known as the Dark Will, the ability to send general orders to all dark folk in his or her respective domain. The Will cannot give specific orders, such as to recover a certain item, but it can direct groups of dark folk to head in a certain direction or gather in a certain spot, to go to war, to harry travelers, or to loot and burn. When dark folk (except Oluks and Hobgoblins) under the dark will are directed to go to war, they begin to breed at an increased rate, producing massive amounts of soldiers for the evil armies; their gestation period is reduced by one to three months depending on the race.



Thuldin the Fallen, the Lord of Pride

The Lord of Pride is an ancient dwarf who appears grizzled beyond recognition. He was once the son of Thundin Greathammer, king of the Dwarfhold Khallin in the Northern Teeth. He had the utmost pride in the Dwarven race and believed they were superior to other races. Because of this, he convinced his father to pursue a xenophobic policy towards the neighboring human barbarian tribes, ceasing trade with them and even attacking them and forcing them to pay tribute.

When an ancient green dragon harassed Khallin, Thuldin pursued the dragon with a small force of 300 dwarves, against his father's wishes. He wished to impress his father and the rest of his people. The dwarves managed to wound the dragon, angering it, but the force was decimated. Only Thuldin escaped, and he was vastly angry at his race for not having shown their "true might" and slain the dragon. Thuldin staggered home, wounded, but when he beheld the gate of the dwarfhold his prideful anger and disappointment surged and he turned away, vowing in anger to leave them to their fate.

He could not face his father, knowing that all his proud boasts had proven false and that his father was right. When the dragon flew to Khallin for revenge, the hold was undefended and her gates were wide open. Khallin fell and Thuldin subsequently shaved his beard to show contempt for the race that had proved him wrong in the eyes of his father. His pride in the Dwarven race was overreaching and caused his fall.

Thuldin then began wandering for many years, eventually making his way to the pass of Doom, where he was captured and sent to the Nameless City. He would emerge years later as the Lord of Pride. He took the

Kingdom of Kale after a prolonged assault, a war which he nearly lost. Still the Book of Seven could not long be resisted, and his pride prevailed. He ruled the Kingdom of Kale until his death at the hands of rebels, slain by Valanduil the Elf and Bartarius the Barbarian in the year 8161 F.R.

The psychology of the Lord of Pride is complex; even though he hates dwarves, he cannot get over his pride in the accomplishments of his race, particularly in metalworking. He ruled Kale, the weakest of the Seven Kingdoms during his time. Kale was primarily weak because of the economic policies pursued by the other Lords. Saithith, the Lord of Gluttony, had no real economic policy to speak of. Brathelathor the Lord of Lust was derogatory and cruel to the Lord of Pride and purposely would not trade with him, although he heavily taxed all trade that came through his Kingdom from the East and headed towards Kale.

Lair Actions

Those who live within half a mile of the Lord of Pride's lair tend to be touchy and quick to anger if insulted. Petty fights and scuffles are rampant close to his lair. If the Lord of Pride is encountered in his lair, his CR is 11 (7,200 XP). On initiative count 20 (losing initiative ties), the Lord of Pride takes a lair action to cause one of the following effects. The Lord of Pride can't use the same effect two rounds in a row.

- The Lord of Pride smacks the ground with the butt of his weapon and a tremor shakes the lair in a 40-foot radius around him. Each creature other than the Lord of Pride on the ground in that

area must succeed on a DC 16 Dexterity saving throw or be knocked prone.

- A random target within 60 feet of the Lord of Pride becomes prickly and proud. It must succeed on a DC 16 Wisdom saving throw or until the end of its next turn suffer the following effects: it must take any attack of opportunity available, even against allies. The affected target counts as an enemy to its allies in terms of causing disadvantage on ranged attacks, blocking movement, and so forth.

- Until initiative count 20 on the next round, any enemy that tries to make a ranged attack in the Lord of Pride's lair is wracked with pain. The creature can choose another action, but if it tries to make the ranged attack, it must make a DC 16 Constitution saving throw. On a failed save, it takes 3 (1d6) psychic damage and loses its action.

THE LORD OF PRIDE

Medium humanoid (dwarf), lawful evil

Armor Class 18 (plate mail)

Hit Points 180 (18d8+90)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	20 (+5)	11 (+0)	10 (+0)	14 (+2)

Saving Throws Str +8, Con +9, Wis +4

Skills Intimidate +6, Persuasion +6

Damage Resistances fire, poison

Condition Immunities charmed, frightened, poisoned

Senses Darkvision 60 ft., passive Perception 16

Languages Dwarven, Kalish, Dark Speech

Challenge 10 (5,900 XP)

Magic Resistance. The Lord of Pride has advantage on saving throws against spells and other magical effects.

Poison Resistance. The Lord of Pride has advantage on saving throws against poison.

Proud Strike. The Lord of Pride deals an extra 4 (1d8) when he hits with a melee attack (included in the attacks.)

Wounded Pride. While he has 50 hit points or fewer, the Lord of Pride has advantage on attack rolls. In addition, if the lord of pride hits and rolls maximum damage against a target, the target must succeed at a DC 16 saving throw or be stunned. The target can save again at the end of each of its turns.

ACTIONS

Multiattack. The Lord of Pride makes three melee attacks or two ranged attacks.

Greataxe. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (1d12+8) slashing damage.

Hand crossbow. *Melee Weapon Attack:* +5 to hit, range 30/120 ft., one target. *Hit:* 5 (1d6+2) piercing damage.

Hubristic Battlecry (1/day). Each creature of his choice within 30 feet of the Lord of Pride that can hear him must succeed at a DC 16 Wisdom saving throw or be stunned. Stunned targets can save again at the end of each of their turns.

REACTIONS

Parry. The Lord of Pride adds 4 to his AC against one melee attack that would hit him. To do so, the Lord of Pride must see the attacker and be wielding a melee weapon.

LEGENDARY ACTIONS

The Lord of Pride can take three legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Lord of Pride regains spent legendary actions at the start of his turn.

Greataxe or crossbow attack. The Lord of Pride makes one attack with his greataxe or crossbow.

Saving Throw. The Lord of Pride makes an immediate saving throw against a condition or effect that is affecting him.

Challenge your Pride. One creature that can see and hear the Lord of Pride must succeed at a DC 16 Wisdom saving throw or have disadvantage on attack rolls and saving throws. The target can save again at the end of each of its turns.



Brathelathor, The Lord of Lust

Brathelathor (known sometimes as the Lord of Lust and sometimes as Lady Lust) is a succubus from a particularly nasty layer of Malor, where s/he ruled a small area from a foul, black tower. Brathelathor alternately appears as a male or female as his mood strikes. In his male form, he is 6'3", blond, and muscular, albeit he has bat wings, horns, and fangs. In his female form, he is 5'7, blond, and very shapely and seductive, again with bat wings, horns, and fangs.

Although all succubi can change form, Brathelathor has been granted by Vornoth the power to change just part of his form (he can elongate an arm for example) or take an entirely new, non-humanoid form.

Brathelathor was a minor demon lord in the Abyss, but his lust and sadism were legend even among succubi. These qualities attracted the attention of The Dweller. Thus Brathelathor became the Lord of Lust. S/he is arrogant, condescending, but despite some combat ability is ultimately a coward who will flee to the ethereal plane if losing a fight. S/he has great trouble, however, resisting her demonic lust.

The Lord of Lust conquered the kingdom of Kelerak with the help of the blue dragon Skywing and an army of hobgoblins. To say that her rule of Kelerak was lax is an understatement. She cared little for the daily operations of her kingdom or the welfare of her populace, and she used the drug Lotus to keep the people docile and obedient. S/he spent her days giving herself over to the pleasures of the flesh. One could infer that there is a larger than average population of tieflings in the kingdom of Kelerak.

After ruling Kelerak for nigh on 400 years, Brathelathor was banished back to the Abyss. S/he managed, though, to return to Farland 9 years later and machinated to

reconquer the kingdom she felt was her due. S/he began calling in favors from Demons in the abyss, and promised many things in return that left her deeply indebted to horrible hellish powers. S/he also worked to sway the Lord of Wrath to compel Sloth to send an army to retake the land. When that failed, s/he began a plan to infiltrate the peerage of the city and slay King Naglor and assume his form. This plan was foiled by the efforts of Valanduil and the Lords of the West, who ruthlessly pursued Brathelathor to her demonic lair and slew her in her abyssal castle. But recent rumors state that she has been summoned back to Farland...

Lair Actions

Those who live within half a mile of the Lord of Lust's lair tend to be given to dissolution and sensuality. Sexual promiscuity and substance use are rampant close to her lair. If the Lord of Lust is encountered in her lair, her CR is 13 (10,000 XP). On initiative count 20 (losing initiative ties), the Lord of Lust takes a lair action to cause one of the following effects. The Lord of Lust can't use the same effect two rounds in a row.

- A random target within 60 feet of the Lord of Lust becomes overcome with amorous feelings. It must succeed on a DC 17 Wisdom saving throw or spend its next action attempting to do nothing but grapple and embrace one of its allies.
- The Lord of Lust keeps many mirrors in her lair, and these mirrors can become a conduit for the Lord of Lust's burning passions. The Lord of Lust can target any number of creatures she can see in a mirror within 90 feet of her. A target must succeed on a DC 17 Wisdom saving throw or take 7 (2d6) psychic damage.

- Lord of Lust casts *suggestion* (no components required) on one creature she can see within 30 feet of her. While maintaining concentration on this effect, the Lord of Lust can't take other lair actions. If a target succeeds on the saving throw or if the effect ends for it, the target is immune to the Lord of Lust's *suggestion* lair action for the next 24 hours, although such a creature can choose to be affected.

LEGENDARY ACTIONS

The Lord of Lust can take three legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Lord of Lust regains spent legendary actions at the start of her turn.

Move. The Lord of Lust moves up to her speed.

Change Shape. The Lord of Lust uses her change shape ability.

Cantrip. The Lord of Lust casts an at-will spell.

THE LORD OF LUST

Medium fiend (shapechanger), neutral evil

Armor Class 17 (natural armor)

Hit Points 191 (20d8+80)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	18 (+4)	16 (+3)	12 (+1)	20 (+5)

Saving Throws Int +7, Dex +8, Chr +9

Skills Deception +9, Insight +5, Perception +5, Persuasion +9, Stealth +8

Damage Resistances cold, fire, lightning, poison; bludgeoning, piercing, and slashing from non-magical weapons

Condition Immunities charmed

Senses Darkvision 60 ft., passive Perception 15

Languages Abyssal, Dark Speech, Infernal, Kelevan, telepathy 60 ft.

Challenge 12 (8,400 XP)

Magic Resistance. The Lord of Lust has advantage on saving throws against spells and other magical effects.

Telepathic Bond. The Lord of Lust ignores the range restriction on her telepathy when communicating with a creature she has charmed. The two don't even need to be on the same plane of existence.

Shielded Mind. The Lord of Lust is immune to scrying and to any effect that would sense her emotions, read her thoughts, or detect her location.

Innate Spellcasting. The Lord of Lust's spellcasting ability is Charisma (spell save DC 17). She can innately cast the following spells, requiring only verbal components:

At will: *fire bolt*, *detect evil and good*, *detect magic*, *detect thoughts*, *ray of frost*, *shocking grasp*

3/day each: *hellish rebuke*, *hex*, *mirror image*, *ray of enfeeblement*, *witch bolt*

1/day each: *dimension door*, *dispel magic*, *fear*, *fireball*, *greater invisibility*, *hold monster*, *lightning bolt*

ACTIONS

Claw (Fiend Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d6+6) slashing damage.

Charm. One humanoid the Lord of Lust can see within 30 feet of her must succeed on a DC 17 Wisdom saving throw or be magically charmed for 1 day. The charmed target obeys the Lord of Lust's verbal or telepathic commands. If the target suffers any harm or receives a suicidal command, it can repeat the saving throw, ending the effect on a success. If the target successfully saves against the effect, or if the effect on it ends, the target is immune to the Lord of Lust's Charm for the next 24 hours. The Lord of Lust can have only one target charmed at a time. If she charms another, the effect on the previous target ends.

Etherealness. The Lord of Lust magically enters the Ethereal Plane from the Material Plane, or vice versa.

Change Shape. The Lord of Lust magically polymorphs into a humanoid or beast that has a challenge rating equal to or less than her own, or back into her true form. She reverts to her true form if she dies. Any equipment she is wearing or carrying is absorbed or borne by the new form (the Lord of Lust's choice). In a new form, the Lord of Lust retains her game statistics and ability to speak and use telepathy, but her AC, movement modes, Strength, Dexterity, and special senses are replaced by those of the new form, and she gains any statistics and capabilities (except class features, legendary actions, and lair actions) that the new form has but that she lacks.



Saithith, Lord of Gluttony

Saithith was a foppish pirate lord who preyed on shipping lanes in the Lonely Sea during the time of King Dakor V of Daven. He operated out of the city of Inharbor in the Selfhaven archipelago. While a pirate, his appetite for both food and plunder was great. He always took more than he needed; indeed, he was known for taking everything to excess. When he would capture a ship, he would throw a huge feast/orgy, and literally bathe himself in wine, food, women, and plunder for days on end. Often, this display was so outrageous that it would sicken even his crew. Thus, when the Dweller in the Wintervale sent the vampire Kibor to find a good candidate to be the Lord of Gluttony, Saithith was nominated.

Saithith the vampire is a rotund man (240 pounds), and he stands 6'1". He has pale skin, a small, waxed black beard and mustache, and long, black, receding hair. He dresses richly as a noble, although his clothes are out of style. As a vampire, he is incredibly agile and fast, belying his girth.

He appears to be polite, and he speaks quietly, hissing often. His eyes glow red in low light. More than other vampires, Saithith is tempted to a great degree by drinking blood, and will gorge himself on it, sometimes bathing in it.

When it comes to ruling the Kingdom of Daven, Saithith is an absentee ruler to say the least. He leaves the management of the domain to orc war bosses and other undead minions. He keeps to the decaying stronghold that is the ruling castle in Elder Daven, and he primarily concerns himself with satisfying his appetite for blood and making sure the other Lords of Sin do not encroach on his territory or his power. He has taken care to grow a small army of undead minions that he keeps as a secret

weapon to use against potential invasions or power grabs by the other Deadly Lords.

During his rule of Daven, a patrol of orcs or humans under his control usually had an undead commander. Vampires and vampire spawn became all too common in Daven during the Dark Occupation. New laws were added during Saithith's rule to limit humans' power against this growing force of vampires. All religious temples worshiping any gods other than Vornoth were declared illegal. Holy symbols (except that of Vornoth or the Dweller) and especially Heshtail's, were illegal. Garlic was declared illegal, as was holy water. Throughout the land, waterways were dammed and altered so that patrols could easily move about Daven without having to cross any running water. It was mandated that whenever anyone opened his or her door to anyone displaying the Lord of Gluttony's insignia, he or she must be invited in at once. Finally, any official or legal inquiries into the whereabouts of an individual was forbidden, and even asking after a person's location was socially discouraged. Saithith kept the system of Baronies intact during his rule and awarded control of these baronies to his most trusted vampire generals.

Perhaps most dangerous to the average citizen of Daven, though, were the mindless vampire spawn that roamed the countryside feeding on human flesh. Peasant farmers no longer had the protection of their lords against this terror as their new lords were creating the fearsome problem. Thus it was common for families to crowd cowering into their houses after dark whispering prayers under their breath all the long night.

Saithith was slain in a rebellion in the year 8161 Farlandic Reckoning.

Lair Actions

Saithith's lair has the same regional effects as those described in the vampire entry of the 5e SRD. You can optionally use lair actions for Saithith, with the understanding that he will be a bit more challenging (CR 15). On initiative count 20 (losing initiative ties), Saithith takes a lair action to cause one of the following effects. Saithith can't use the same effect two rounds in a row.

- A large group of common mice and rats climbs out from the dark recesses and fills a 10-foot radius area, climbing all over any creature in the area. The group of mice and rats remains until the end of the next round. Any creature in the 10-foot area that the group fills takes 6 (2d6) points of damage and must succeed on a DC 15 Constitution saving throw or be filled with revulsion; a creature filled with revulsion suffers disadvantage on its next attack roll or ability check that takes place within the next minute.
- A thick cloud of fog spreads from a point within 60 feet of Saithith, filling a 15-foot-radius sphere until Saithith dismisses it as an action, uses this lair action again, or dies, or until it is dispersed by a wind of moderate or greater speed (at least 10 miles per hour). The fog spreads around corners, and its area is heavily obscured.
- A random creature within 30 feet of Saithith who is not an ally of Saithith's is suddenly afflicted with extreme hunger. The creature must succeed at a DC 15 Constitution saving throw or gain one level of exhaustion. This particular lair effect cannot cause a creature to progress beyond level 4 exhaustion. A level of exhaustion can be removed if the creature consumes the equivalent of one day's worth of rations.

THE LORD OF GLUTTONY

Medium undead (shapechanger), lawful evil

Armor Class 17 (natural armor)

Hit Points 170 (18d8+72)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	18 (+4)	18 (+4)	16 (+3)	15 (+2)	18 (+4)

Saving Throws Dex +9, Wis +7, Chr +9

Skills Deception +9, Insight +7, Perception +7, Persuasion +9, Stealth +9

Damage Resistances necrotic; bludgeoning, piercing, and slashing from non-magical weapons

Senses Darkvision 120 ft., passive Perception 17

Languages Kalish, Dark Speech, Kelevan, Kingdom Common

Challenge 14 (11,500 XP)

Shapechanger. If Saithith isn't in sunlight or running water, he can use his action to polymorph into a Tiny bat, a medium wolf, or a Medium cloud of mist, or back into his true form. While in bat form, Saithith can't speak, his walking speed is 5 feet, and he has a flying speed of 30 feet. His statistics, other than his size and speed, are unchanged. Anything he is wearing transforms with him, but nothing he is carrying does. While in wolf form, Saithith can't speak; his walking speed is 40 feet. He gains the wolf's bite attack (calculated using his actual strength) and the wolf's keen hearing and smell ability. His statistics, other than his size and speed, are unchanged. Anything he is wearing transforms with him, but nothing he is carrying does. He reverts to his true form if he dies in bat or wolf form. While in mist form, Saithith can't take any actions, speak, or manipulate objects. He is weightless, has a flying speed of 20 feet, can hover, and can enter a hostile creature's space and stop there. In addition, if air can pass through a space, the mist can do so without squeezing, and it can't pass through water. It has advantage on Strength, Dexterity, and Constitution saving throws, and it is immune to all nonmagical damage, except the damage it takes from sunlight.

Legendary Resistance (3/day). If Saithith fails a saving throw, he can choose to succeed instead.

Misty Escape. When he drops to 0 hit points outside his resting place, Saithith transforms into a cloud of mist (as in the Shapechanger trait) instead of falling unconscious, provided that he isn't in sunlight or running water. If he can't transform, he is destroyed. While he has 0 hit points in mist form, he can't revert to his vampire form, and he must reach his resting place within 2 hours or be destroyed. Once in his resting place, he reverts to his vampire form. He is then paralyzed until he regains at least 1 hit point. After spending 1 hour in his resting place with 0 hit points, he regains 1 hit point.

Regeneration. Saithith regains 20 hit points at the start of his turn if he has at least 1 hit point and isn't in sunlight or running water. If he takes radiant damage or damage from holy water, this trait doesn't function at the start of his next turn.

Spider Climb. Saithith can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Vampire Weaknesses. Saithith has the following flaws:

Harmed by Running Water. He takes 20 acid damage if he ends his turn in running water.

Oakheart. Unlike other vampires, a normal stake to the heart will not hold him immobile. Only *Oakheart*, a famous intricate wooden stake created by Daven's Church of Heshtail affects him. If *Oakheart* is driven into Saithith's heart while he is incapacitated in his resting place, he is forever destroyed.

Sunlight Hypersensitivity. Saithith takes 20 radiant damage when he starts his turn in sunlight. While in sunlight, he has disadvantage on attack rolls and ability checks.

ACTIONS

Multiattack. Saithith makes two attacks, only one of which can be a bite attack.

Frost Brand Rapier (Vampire Form Only). *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 9 (1d6 + 6) piercing damage plus 3 (1d6) cold damage. When Saithith holds the sword, he has resistance to fire damage. In freezing temperatures, the rapier sheds bright light in a 10-foot radius and dim light for an additional 10 feet. When he first draws his rapier, he can extinguish all non-magical flames within 30 feet of him. He can only use this property of the rapier once per hour.

Unarmed Strike (Vampire Form Only). *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) bludgeoning damage. Instead of dealing damage, Saithith can grapple the target (escape DC 18).

Bite (Bat or Vampire Form Only). *Melee Weapon Attack:* +10 to hit, reach 5 ft., one willing creature, or a creature that is

grappled by Saithith, incapacitated, or restrained. *Hit:* 8 (1d6 + 5) piercing damage plus 10 (3d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and Saithith regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. A humanoid slain in this way and then buried in the ground rises the following night as a vampire spawn under Saithith's control.

Charm. Saithith targets one humanoid he can see within 30 feet of him. If the target can see Saithith, the target must succeed on a DC 17 Wisdom saving throw against this magic or be charmed by Saithith. The charmed target regards Saithith as a trusted friend to be heeded and protected. Although the target isn't under Saithith's control, it takes his requests or actions in the most favorable way it can, and it is a willing target for Saithith's bite attack. Each time Saithith or his companions do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours or until Saithith is destroyed, is on a different plane of existence than the target, or takes a bonus action to end the effect.

Children of the Night (1/Day). Saithith magically calls 2d4 swarms of bats or rats, provided that the sun isn't up. While outdoors, the vampire can call 3d6 wolves instead. The called creatures arrive in 1d4 rounds, acting as allies of Saithith and obeying his spoken commands. The beasts remain for 1 hour, until Saithith dies, or until Saithith dismisses them as a bonus action.

LEGENDARY ACTIONS

Saithith can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Saithith regains spent legendary actions at the start of his turn.

Frost Brand Rapier or unarmed strike. Saithith makes one Frost Brand Rapier attack or one unarmed strike attack.

Move. Saithith moves up to his speed without provoking opportunity attacks.

Bite (Costs 2 Actions). Saithith makes one bite attack.



Garlgax, the Lord of Envy

The Lord of Envy was born Gar'zax, a minor prince of the House Doomthron in the large Drow City of Darkonglaxsti. Although he was born a male in a matriarchic society, Gar'zax had certain advantages. His sister Dalth'zala had a particular fondness, even love, for him. The prince returned his sister's love, and throughout childhood they were inseparable. Both children were chosen for the priesthood at a young age and were admitted to the Novitiate Order. Males generally did not progress beyond this lowest order of the priesthood, yet both Gar'zax and his sister were certainly blessed in the eyes of the Demon Goddess of his people, and they both excelled as minor priests. Soon they were inducted into the middle rank of priests, the Numerary Order.

This was quite an accomplishment for Gar'zax, although it was expected for his sister, but both were ecstatic, and together they set their sights on the highest rank of the priesthood, the Theocratic Order. The problem, however, was that males almost never attained this rank, but Gar'zax and his sister reinforced each other's belief that together they would achieve it, and indeed, Gar'zax's power and acumen as a priest made this seem possible. Moreover, the young prince's mother Lex'gora was the highest-ranking Priestess in the Order; thus Gar'zax came to believe that he would be a Theocrat. With this end in mind, the young prince spent his days in his dark underground home studying and praying and his nights cavorting with his beloved sister.

After several long years of training, the time came when the new Theocrats were to be announced. At a dark ceremony, Gar'zax heard with pleasure his beloved sister's name called, and he waited for his own to follow. The ceremony came to an end, however, without his name being called. Gar'zax was crushed. Later that evening, his

sister came to visit the distraught drow. She tried to console him, but in a fit of jealous rage he struck her down from behind and strangled her, the only being he had ever loved. Knowing his fate was sealed, and blaming both his mother and the Dark Serpent Goddess she worshipped, Gar'zax vowed revenge, swearing that he would bring down House Doomthron and crush the Theocrats. In desperation, he fled to the nearby community of Ruthless, a place where squid-headed abominations lurked, where he allied against his own mother and his own people with Doolth, a dark priest and a power among these fell beings.

Gar'zax forsook his drow heritage, renaming himself Garlgax and renouncing his religion. At Doolth's recommendation, he took up the religion of Vornoth, the Walker-in-Darkness. He found that his worship of this new god allowed him powers previously unattainable. With his newfound might and his squid-headed allies, he led an assault on House Doomthron, killing his own mother and many of his kin. When the rest of the Theocrats intervened, however, Garlgax was sorely wounded and barely managed to escape back to Ruthless. Seeing his weakness, the abominations turned on him, seeking to destroy him. Doolth, however, claiming a vision from Vornoth himself, gifted Garlgax with the infamous Amulet of Evernight and spirited him through miles of hidden tunnels to a secret meeting place, where the squid-headed abomination found that his vision was indeed divinely inspired. There they found several dark-cloaked beings, who turned out to be agents of the Dweller in the Wintervale, and the abomination-priest gave Garlgax over into their keeping.

He was taken to the Nameless City, and his time there was a dark blur. All he knew was that his past was lost to him, and he was further remade. Finally he took up the

mantle of the Lord of Envy and led the successful assault on the Kingdom of Orland during the Dark Conquest, setting himself up to rule this land and to inflict misery on those who could walk free in the sun.

True to his name, as ruler of Orland, the Lord of Envy is an insanely jealous being. He goes out most nights to patrol Or City to assure himself that there is none who is more powerful than he nor none who excels in a skill or talent better than he. This has resulted in the citizens of the city learning quickly what skills their lord possesses. These are considerable, but there are many talents that he doesn't possess. It didn't take long, for example, for people to realize that he hadn't talent for juggling, acting, or other theatrics. These skills have faded from the landscape of the great city's marketplaces. This is merely one example, but the Lord of Envy's influence on the culture of Orland has been quite powerful.

Garlgax has ebony skin and silver hair. He is 6'1" and weighs 165 pounds. His voice is high and spiteful, and he is very conniving. He twirls his hair as a nervous habit.

Lair Actions

The Lord of Envy is often found in his stronghold in Orland City. Creatures that live in the half-mile around his lair tend to grow sensitive to bright light. They also become more covetous and possessive. If he is in his lair, the Lord of Envy has a challenge rating of 16 (15,000 xps). On initiative count 20 (losing initiative ties), the Lord of Envy can take a lair action to cause one of the following effects. The Lord of Envy can't use the same effect two rounds in a row.

- A random enemy in the lair suddenly believes he is lost in the confusing tunnels of the Dark Deeps. The target takes 6 (1d12) psychic damage. As a free action, he must move his speed in a random direction.

- The Lord of Envy targets one creature he can see within 30 feet of him. The target can't regain hit points until initiative count 20 on the next round.
- Magical darkness spreads from a point the Lord of Envy chooses within 60 feet of him, filling a 15-foot-radius sphere until he dismisses it as an action, uses this lair action again, or dies. The darkness spreads around corners. A creature with darkvision can't see through this darkness, and non-magical light can't illuminate it. If any of the effect's area overlaps with an area of light created by a spell of 2nd level or lower, the spell that created the light is dispelled.

THE LORD OF ENVY

Medium humanoid (elf), neutral evil

Armor Class 18 (scale mail and shield)

Hit Points 180 (18d8+54)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	17 (+3)	16 (+3)	20 (+5)	17 (+3)

Saving Throws Con +8, Wis +10, Chr +8

Skills Insight +10, Perception +10, Persuasion +8, Religion +10, Stealth +8

Senses Darkvision 120 ft., passive Perception 20

Languages Dark Speech, Elven, Kingdom Common, Mordularian

Challenge 15 (13,000 XP)

Legendary Resistance (3/day). If the Lord of Envy fails a saving throw, he can choose to succeed instead.

Fey Ancestry. The Lord of Envy has advantage on saving throws against being charmed, and magic can't put him to sleep.

Amulet of Evernight. The Lord of Envy wears the artifact the Amulet of Evernight (randomly determine its beneficial and detrimental effects); see Magic Items in a later chapter.

Sunlight Sensitivity. While in Sunlight and not wearing the Amulet of Evernight (which he generally wears all the time), the Lord of Envy has disadvantage on attack rolls, as well as Wisdom (Perception) checks that rely on sight.

Innate Spellcasting. The Lord of Envy's innate spellcasting ability is Charisma (spell save DC 16). He can innately cast the following spells, requiring no material components:

At will: *dancing lights*

1/day each: *darkness, faerie fire, levitate (self only)*

Spellcasting. The Lord of Envy is an 18th level spellcaster. His spellcasting ability is Wisdom (save DC 18, +10 to hit with spell attacks). The Lord of Envy has the following cleric spells prepared:

Cantrips (at will): *guidance, poison spray, resistance, sacred flame, thaumaturgy*

1st level (4 slots): *bles, command, inflict wounds, sanctuary*

2nd level (3 slots): *blindness/deafness, hold person, spiritual weapon*

3rd level (3 slots): *bestow curse, dispel magic, protection from energy*

4th level (3 slots): *banishment, divination, freedom of movement*

5th level (3 slots): *flame strike, insect plague, mass cure wounds*

6th level (1 slot): *harm*

7th level (1 slot): *fire storm*

8th level (1 slot): *antimagic field*

9th level (1 slot): *mass heal*

ACTIONS

Multiattack. The Lord of Envy makes two Drow War Gauntlet attacks.

Drow War Gauntlet. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) piercing or slashing damage. See the *World of Farland Players Guide* to learn about the Drow War Gauntlet.

Hand crossbow. *Ranged Weapon Attack:* +8 to hit, range 30/120 ft., one target. *Hit:* 7 (1d6+4) piercing damage, and the target must succeed on a DC 13 Constitution saving throw or be poisoned for 1 hour. If the saving throw fails by 5 or more, the

target is also unconscious while poisoned in this way. The target wakes up if it takes damage or if another creature takes an action to shake it awake.

Summon Demon (1/Day). The Lord of Envy attempts to magically summon a yochlol with a 40 percent chance of success. If the attempt fails, the Lord of Envy takes 6 (1d12) psychic damage. Otherwise, the summoned demon appears in an unoccupied space within 60 feet of the Lord of Envy, acts as an ally of the Lord of Envy, and can't summon other demons. It remains for 10 minutes, until the Lord of Envy dies, or until the Lord of Envy dismisses it as an action.

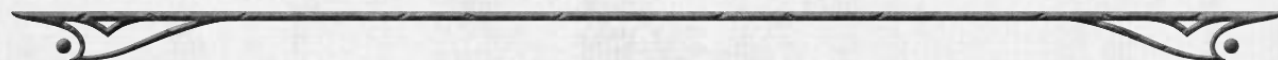
LEGENDARY ACTIONS

The Lord of Envy can take three legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Lord of Envy regains spent legendary actions at the start of his turn. The Lord of Envy can't use the same legendary action two turns in a row.

Instill Envy. The Lord of Envy causes a strong feeling of Envy to afflict an enemy within 30 feet that he can see. The target must succeed on a Wisdom saving throw DC 18 or become strongly envious of a random ally and, in a jealous rage, use an action to make a melee or ranged attack against that ally. If the target can't use a melee or ranged attack to attack the ally, it does nothing this turn.

Attack. The Lord of Envy makes a Drow War Gauntlet or Hand crossbow attack.

Cantrip. The Lord of Envy casts an at-will spell.





Orax, the Lord of Sloth

More than four hundred years ago, Kiborus the Cold Lord, vampiric "mayor" of the Nameless City, conducted several magical experiments in the sewers deep beneath the city. It was Kiborus' desire to create a life form, to shape the bodies of the dead into a sentient, controllable creature. His efforts were a mixed success-- Kiborus was the first known individual to create a flesh golem-- but he was unable to instill sentience into the creature. He tried more than five times to give awareness to the creature, but each time he failed-- until the last time, when his experiment succeeded and he created a powerful servant for himself.

There was, however, a side-effect to his experiment: he had poured the life force of a multitude of tortured souls, many of his own enemies, into his inert vessel of flesh. This sentience was unable to take hold in the automaton and instead flowed out of the creature and into the sewers. There the excess energy found one of the most menial beings of the sewer-- a lowly creature of slime, a mindless black pudding.

Upon encountering this ooze, something strange and unique occurred. The sentience took control of the pudding, giving it intelligence where it had none, giving it a direction, a purpose. It only desired to slay Kiborus, its unholy father and the being that had caused it to understand its tortured existence. And thus was borne Orax, Black Pudding of the Nameless City.

For years Orax schemed, determined to undermine Kiborus. His new-found sentience allowed him to unlock inherent powers he possessed, powers that allowed him to sap the strength of others to make them easier to hunt. The minions of Kiborus quickly became his prey, and the ooze's ultimate goal was to destroy Kiborus himself.

It was two years after the experiment that Kiborus learned of the creature he had

created, learned of the power it possessed, and learned of its hatred of him. He knew that he must stop this being, for it had caused the death of many of his henchmen, and the Dweller did not forgive weakness. His position in the Nameless City was slipping, and he had to remedy that.

Gathering up a group of his most powerful and loyal henchmen, the Cold Lord once again planned to venture into the sewers to destroy this irritating creature. But it was the gathering of this group that brought the existence of Orax to the attention of another, the Dweller herself. The Dweller had been involved in a subtle scheme to end all schemes, a plan to expand her power by creating mighty Lords of Sin to serve the will of her dark master Vornoth. She struggled bitterly, though, to find a suitable candidate for one of the most unusual of the sins, Sloth. Orax, however, seemed to be the perfect candidate. And so when Kiborus and his minions located Orax in the deep sewers, they were surprised to find that the ooze had company. The white-robed Dweller herself was there, speaking with the creature. The Lord of the Wintervale dismissed the vampire and his forces with a slight wave of her hand, and they slunk away. The Dweller then promised to fulfill Orax's greatest desire -- she would kill Kiborus painfully, for a cost. This price was an eternity of servitude to The Dweller and Vornoth himself. Orax only too readily agreed.

The ooze and the enigmatic Dweller then retired into the depths of the Frostspire, where, using the Book of Seven, the Dweller strengthened the power of the ooze to exhaust those who came close to it. In addition, the Book gave the creature the power to assume human form, for the Dweller knew that Orax would need to control a kingdom. She also imbued the pudding with the Dark Will so that it could command armies. And thus Orax, the Lord of Sloth, was born. Yet the Dweller betrayed

the ooze, for she still considered Kiborus to be too useful a steward to sacrifice, and she knew that the will of the ooze was forever bound to hers by the Book of Seven. Thus when she sent the creature from the Wintervale to conquer Zeland at the head of a dark army, it had no choice but to do her will. Still, in its deepest core, a great resentment of the Dweller was growing.

As ruler of Zeland, Sloth's method of governance is laissez faire to the extreme. Further, he imposes his slothful nature upon his subjects. Energetic behavior is punished, and innovation is similarly unlawful. There is little objection to these decrees especially the closer to Zel City one gets, for there is a curious, almost a magical, acquiescence to this way of life.

Lair Actions

Those who live within half a mile of the Lord of Sloth's lair tend to be lazy and apathetic. Streams and bodies of water have a dark tint and taste acidic. If the Lord of Sloth is encountered in his lair, his CR is 18 (20,000 XP). On initiative count 20 (losing initiative ties), the Lord of Sloth takes a lair action to cause one of the following effects. The Lord of Sloth can't use the same effect two rounds in a row.

- The Lord of Sloth picks a point within 60 feet of him. The point emits an aura of sloth in a 15-foot radius. Any creature except the Lord of Sloth within the radius is affected as if it had failed a saving throw against the *slow* spell. Only one of these auras can be in existence at a time. The aura cannot be moved once created. It can be dismissed by the Lord of Sloth as a bonus action, and it disappears if the Lord of Sloth uses a lair action to create another aura of sloth.
- A random enemy suddenly feels extreme lethargy. It must succeed on a DC 19 Wisdom saving throw or be unable to

take an action on its next turn. It can still move and take bonus actions.

- 1d4 black puddings ooze up out of cracks in the ground. These oozes are hostile to enemies of the Lord of Sloth. The Lord of Sloth cannot use this lair action to call upon more black oozes until all oozes from a previous lair action are gone.

THE LORD OF SLOTH

Huge ooze (shapechanger), neutral evil

Armor Class 18 (natural armor)

Hit Points 260 (20d12+100)

Speed 20 ft., climb 20 ft. in ooze form

STR	DEX	CON	INT	WIS	CHA
22 (+6)	9 (-1)	20 (+5)	12 (+1)	12 (+1)	9 (-1)

Saving Throws Str +12, Con +11

Skills Insight +7, Intimidate +5

Damage Immunities acid, cold, lightning, slashing; bludgeoning and piercing from nonmagical weapons

Condition Immunities asleep, blinded, charmed, deafened, exhaustion, frightened, prone while in ooze form

Senses blindsight 60 ft. in ooze form (blind beyond this radius in ooze form), passive Perception 17

Languages Dark Speech, Kingdom Common, Farlandish

Challenge 17 (18,000 XP)

Shapechanger. The Lord of Sloth can use his action to polymorph into a human, or back into his true form, which is a black pudding. His statistics are the same in each form, although if an attack or ability is designated as a specific form, he can only use that attack or ability while in that form. Any equipment he is wearing or carrying is transformed. He reverts to his true form if he dies. In human form, the Lord of Sloth is stocky and strong. He generally carries and fights with a greatsword and crossbow, which somehow remain drenched in the acid of his ooze form.

Aura of exhaustion. At the start of each of the Lord of Sloth's turns, each creature within 20 feet of him must succeed on a DC 19 Constitution saving throw or gain a level of exhaustion. This effect cannot cause a creature's level of exhaustion to progress beyond level 5.

Amorphous While in ooze form, the Lord of Sloth can move through a space as narrow as 1 inch without squeezing.

Corrosive Form. While he is in ooze form, a creature that touches the Lord of Sloth or hits him with a melee attack while within 5 feet of him takes 12 (3d8) acid damage. Any nonmagical weapon made of metal or wood that hits the Lord of Sloth corrodes. After dealing damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. Nonmagical ammunition made of metal or wood that hits the Lord of Sloth is destroyed after dealing damage. The Lord of Sloth in ooze form can eat through 2-inch-thick, nonmagical wood or metal in 1 round.

Spider climb. While in ooze form, the Lord of Sloth can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

ACTIONS

Multiattack. The Lord of Sloth makes two melee attacks or two ranged attacks.

Pseudopod (ooze form). *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 21 (3d10 + 6) bludgeoning damage plus 20 (4d10) acid damage. In addition, nonmagical armor worn by the target is partly dissolved and takes a permanent and cumulative -1 penalty to the AC it offers. The armor is destroyed if the penalty reduces its AC to 10.

Acid projection (ooze form). *Ranged Weapon Attack:* +5 to hit, range 40/100 ft., one target. *Hit:* 20 (4d10) acid damage. In addition, nonmagical armor worn by the target is partly dissolved and takes a permanent and cumulative -1 penalty to the AC it offers. The armor is destroyed if the penalty reduces its AC to 10.

Greatsword (human form). *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 11 (1d10+6) piercing damage plus 20

(4d10) acid damage.

Hand crossbow (human form). *Ranged Weapon Attack:* +5 to hit, range 30/120 ft., one target. *Hit:* 6 (1d6+3) piercing damage plus 20 (4d10) acid damage.

LEGENDARY ACTIONS

The Lord of Sloth can take three legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Lord of Sloth regains spent legendary actions at the start of his turn.

Attack (costs 2 actions). The Lord of Sloth makes a melee or ranged attack.

Heal Self (Costs 2 Actions). The Lord of Sloth magically regains 24 (5d8 + 4) hit points.

Sleep. One creature within 90 feet of the Lord of Sloth must succeed on a DC 19 Constitution saving throw or fall unconscious until it takes damage or someone uses an action to shake or slap it awake. The target can save again at the end of each of its turns.



Axxyklysstykor, the Lord of Greed

Axxyklysstykor [AXE-tie-KLIS-ta-kor] was born almost at the dawn of the world in the second spawning of dragons; he was sired by a powerful red who was created directly by Tanarus. From his inception, Axxyklysstykor exhibited an exceptionally fiery spirit. He fought tooth and nail with his mother until he was driven from her side to make his own way in the world. Losing size by the year, the wandering red desperately sought out metals and minerals to feed his power.

Then, in a recently-extinct volcano, he happened upon exactly what he was seeking: rich loads of ore and ample veins of minerals, all close to the surface. This was an un-worked horde large enough for Axxyklysstykor to grow to a huge size. Yet there was one problem, for the young dragon's own sire had claimed the treasure as his own and currently lay upon it. Most chromatic dragons, creatures of evil though they are, would hesitate to attack their own parents, for doing so would be an insult to Tanarus, the real parent of the race.

Yet Axxyklysstykor did not hesitate. Before he lost any more power, he treacherously attacked his own father while the latter slept, maiming him and wounding him terribly. But the larger dragon awoke and fierce battle was joined. Axxyklysstykor was hard-pressed, but the initial blows of the battle proved telling, and slowly, with much bloodshed, he overcame the larger dragon until he had his sire at his mercy. But he showed him none; he tore out his father's throat with his fangs as the latter begged for mercy. Reveling in his new-found treasure, Axxyklysstykor settled in to absorb the power of the metals and minerals he had won, burrowing into the thin crust of the volcano's crater to get closer to the ore load.

For hundreds of years, the dragon slumbered, growing larger. Then without warning, his sleep was interrupted. Small creatures, long of beard and short of limb, attempted to take up residence in the extinct volcano that he called home. They mined and built, their hammers ringing through the crater and making it impossible to rest. And worse, they too coveted the rich ores and minerals of the volcano, setting up complex operations to extract them.

This insult Axxyklysstykor could not bear, for had he not fought and shed his own blood for the treasures of the mountain? He rose in anger, bursting out of the floor of the crater and rising on his great wings to the high workings of the small creatures called dwarves. He fiercely attacked these nuisances, slaying many within the blink of a dragon's eye. The dwarves were surprised and at first offered little resistance to the dragon's attack; instead they fled into the small tunnels they had already constructed.

Yet Axxyklysstykor used his breath to fierce effect, filling the new burrows with gouts of flame such that the dwarves came to call this fierce beast "Firefight." Eventually, however, the dwarves rallied, and under the direction of the wily Agralin, they managed to drive off the dragon, causing him to flee his home for the first time in centuries. Greed for his treasure stirring in his breast, Firefight swooped over the lands around the mountain that would later come to be called Wawmar.

Ever treacherous, he mounted attack after attack against the busy dwarves, seeking to drive them from the mountain, but they were stubborn. Finally, Agralin could stand it no more, and he mounted a hunting party to venture into the wild lands and slay the

beast. This venture was nearly the end of Agralin and of the settlement of Wawmar, for Firefight perceived that if he could slay this hunting party, he could reclaim his horde. He put up a fierce fight and nearly won, slaying many brave dwarves, but he proved to be no match for the tactics of Agralin.

As he tried to flee, Firefight was slain on the outer slopes of Wawmar. Agralin recognized the malice that burned within the heart of the dragon, and he ordered that a low cairn be built over the creature's corpse. He forbade any dwarves from dwelling near the dragon's bones, for he knew that the oppressive evil of Firefight would curse the spot. And indeed, nothing would henceforth grow on that locale. Indeed, so impressed were the dwarves by the power and evil of the dragon that had originally called Wawmar home that they recorded the early battles in their histories, immortalizing the name of Firefight. This act would prove to be their undoing.

Millenia passed, and the Dweller in the Vale worked insidiously, unlocking the secrets of the Book of Seven. Finally, it became clear to this fell being that the Book contained the secret to the long-sought conquest of Farland. The secret was to recruit seven Lords of Sin and imbue them with a dark will such that they could control vast hordes of otherwise chaotic dark folk. Because of the particulars of the relic, each Lord had to embody the sin of his namesake. And the Dweller, whose spies had even infiltrated the mighty Wawmar and gained access to its libraries, understood that there was one creature in all of history that best represented greed tinged with hatred.

The Dweller knew that it would be the task of the future Lord of Greed to conquer and inhabit the dwarf kingdom of Wawmar. The legendary Firefight was the perfect candidate for the Lord of Greed, then, for the long-dead dragon possessed a special hatred for the dwarves of Wawmar as well

as a burning desire to reacquire the treasures of the mountain.

The Dweller then mounted several abortive attacks on the forces of Wawmar, but these assaults were simply distractions to allow the powerful clerics of the Dweller to access the cursed burial cairn of Axxyklysstykor. The evil priests raised the dragon from the dead, and in its small and weak state, they transported it to the horrid Nameless City in the Wintervale and into the Frostspire itself. There the Dweller imbued Firefight with the power of a Lord of Sin. The Dweller in the Vale also allowed him to rest on its own great treasure horde until he grew far larger than he had ever been. The fell being promised the new lord of Greed that if he served it well, he would come to possess the bulk of the treasure. The greed in his heart clouded his judgment, and he was convinced, for he wanted to believe.

Thus the Lord of Greed flew forth at the head of an army of dark folk and assaulted the dwarven stronghold of Wawmar. For three years, his army weakened the forces of the dwarves, until, one fateful night in 7801 F.R., he personally undertook a treacherous and unexpected attack. And this time, the assault was a success. Firefight bypassed Wawmar's still-formidable defenses by flying over the rim of the volcano while bearing several powerful troll warriors. While the dragon rained hell on the city, drawing forth all of the defenders, the war trolls crept forth and opened the gate to a regiment of oluk orcs and trolls. These dark soldiers then invaded the fortress, but by the time they reached the crater, there was little need of them: Firefight had wrought havoc on the unprepared dwarves, at long last gaining his revenge.

The oluks and trolls set to hunting the dwarves that had gone to ground in the deep passages of Wawmar. Luckily for the legacy of the folk of Mar, many dwarves managed to flee out of the southern gate during the assault. Firefight then set about to rule his ancient home. Yet ever the vast treasure of

the Frostspire burned in his mind, and he sent word to the Wintervale, requesting that the Dweller honor its end of the bargain and send him his due.

But the Dweller put him off, promising year after year to send the reward, but always putting more and more conditions on its acquisition. The Dweller allowed small bits of its horde to trickle to the Lord of Greed, swelling the already large treasure he had acquired from the dwarves, but these pieces were only enough to stoke the greed of the dragon. And Firefight shrunk slightly, as his new horde could not support the great bulk he had obtained while siphoning energy from the vast treasures of the Wintervale.

Thus loathing for the Dweller grew in the heart of Axxyklysstykor, but he also feared that fell being and its captain the Lord of Wrath. Thus as of 8170 F.R., he dwells still in Wawmar, greed and hatred burning in his breast, and one day he swears he will possess the horde of the Frostspire. He aims to combine it with his own somewhat smaller horde until he is the most powerful dragon ever to walk upon Núrion.

As ruler of Wawmar, Greed is a typical dragon. He spends most of his time sleeping on his horde, waking rarely. He did create the race of Dragonborn to serve as the captains and officers of the orcs who inhabit the fallen dwarfhold. Most of these Dragonborn willingly serve him, but as generations passed, some of these draconic humanoids chose the way of light and left Wawmar to live free in the highlands of Zeland.

Lair Actions

The Lord of Greed makes his lair in one of the deepest halls of the ancient dwarf kingdom of Wawmar. His lair is guarded by orcs, trolls, and evil Dragonborn. Reaching the lair is in itself a deadly endeavor. But once inside, invaders will find that the lair

itself is lethal and bends to the terrible dragon's will. On initiative count 20 (losing initiative ties), the Lord of Greed takes a lair action to cause one of the following effects. The Lord of Greed can't use the same effect two rounds in a row.

- A random enemy in the lair of the Lord of Greed is struck with an overwhelming feeling of avarice. It must succeed on a DC 21 Wisdom saving throw or spend its next action doing everything it can (short of violence) to possess the most valuable possession of its nearest ally.
- A tremor shakes the lair in a 60-foot radius around the Lord of Greed. Each creature other than the Lord of Greed on the ground in that area must succeed on a DC 15 Dexterity saving throw or be knocked prone.
- Volcanic gases form a cloud in a 20-foot-radius sphere centered on a point the Lord of Greed can see within 120 feet of him. The sphere spreads around corners, and its area is lightly obscured. It lasts until initiative count 20 on the next round. Each creature that starts its turn in the cloud must succeed on a DC 13 Constitution saving throw or be poisoned until the end of its turn. While poisoned in this way, a creature is incapacitated.

THE LORD OF GREED

Gargantuan Dragon, chaotic evil

Armor Class 22 (natural armor)

Hit Points 535 (28d20+252)

Speed 40 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	11 (+0)	29 (+9)	17 (+3)	15 (+2)	23 (+6)

Saving Throws Dex +7, Con, +16, Wis +9, Chr +13

Skills Persuasion +16, Stealth +7

Damage Resistances necrotic

Damage Immunities fire

Condition Immunities frightened

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 26

Languages Dark Speech, Dragon

Challenge 24 (36,500 XP)

Legendary Resistance (3/Day). If the Lord of Greed fails a saving throw, he can choose to succeed instead.

Reborn from Death. While the Lord of Greed is not technically undead, he has a connection to the world of shadow and the realms of death. He is immune to fear and fear effects, cannot acquire the frightened condition, and has resistance to necrotic damage.

ACTIONS

Multiattack. The Lord of Greed can use his Frightful Presence. He then makes three attacks: one with his bite and two with his claws.

Bite. *Melee Weapon Attack:* +17 to hit, reach 15 ft., one target.
Hit: 21 (2d10 + 10) piercing damage plus 14 (4d6) fire damage.

Claw. *Melee Weapon Attack:* +17 to hit, reach 10 ft., one target.
Hit: 17 (2d6 + 10) slashing damage.

Tail. *Melee Weapon Attack:* +17 to hit, reach 20 ft., one target.
Hit: 19 (2d8 + 10) bludgeoning damage.

Frightful Presence. Each creature of the Lord of Greed's choice that is within 120 feet of him and aware of him must succeed on a DC 21 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the Lord of Greed's Frightful Presence for the next 24 hours.

Fire Breath (Recharge 5-6). The Lord of Greed exhales fire in a 90-foot cone. Each creature in that area must make a DC 24 Dexterity saving throw, taking 91 (26d6) fire damage on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS

The Lord of Greed can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Lord of Greed regains spent legendary actions at the start of his turn.

Detect. The Lord of Greed makes a Wisdom (Perception) check.

Tail Attack. The Lord of Greed makes a tail attack.

Wing Attack (Costs 2 Actions). The Lord of Greed beats his wings. Each creature within 15 feet of him must succeed on a DC 25 Dexterity saving throw or take 17 (2d6 + 10) bludgeoning damage and be knocked prone. The Lord of Greed can then fly up to half his flying speed.



The Lord of Wrath

The story of the Lord of Wrath begins in the depths of the lower planes, paradoxically in Barathus and Malor at the same time. In an echo of the Dark God Vornoth's betrayal of the other evil gods when he created the Book of Seven, the origin of the Captain of the Deadly Lords began when evil turned on itself, seeking its own advantage. Two warlords, the Pit Fiend Nabarus and the Balor Bakahul, clashed in the astral river, pitting their devilish and demonic armies against one another. The fiendish armies were able to take advantage of the less restrictive boundaries between the lower planes set by Vornoth, who was known as the Walker-in-Darkness because of his habit of traversing the planes of evil at will. Both creatures hoped that the destruction of such a powerful adversary would win them prestige in the eyes of the demons and devils above them. So evenly matched were the two fiends, however, that neither was able to gain the upper hand and, their armies decimated, each returned to their infernal fortresses to nurse their egos, Nabarus stewing and Bakahul raging at the stalemate.

There, in his black-spired, lava-moated castle, the wily devil Nabarus hatched a plot to rise in the ranks of the strict hierarchies of Hell. He began slowly researching a demonic ritual that would allow him to absorb the powers of his enemy Bakahul, thereby increasing his own personal power and prestige at the same time. After several years, Nabarus was unable to make much progress on his rite, and it seemed that such a thing might be impossible. Then, in his search for knowledge, he encountered a powerful evil being from another plane: he contacted the Dweller in the Wintervale herself. After soliciting a promise of service from Nabarus, the Dweller supplied the Pit Fiend with the magical phrases, drawn from the Book of Seven, that were the key to unlocking the ritual. Luring the Balor to the astral river under flag of truce, Nabarus uttered the magical words and began, in a

blinding flash, to absorb the power of the Balor.

Taken by surprise at the betrayal, Bakahul, in a fit of anger, called for aid upon the darkest power of the lower planes: the god Vornoth himself. Normally, the Walker-in-Darkness would not have batted an eye at the plight of a single demon, even a demon lord, but in this instance, the cunning Lord of Evil saw a valuable tool. He answered Bakahul's call, permitting his consciousness to continue existing inside Nabarus, even though the body of the Balor was destroyed once and for all. Nabarus and Bakahul were forever merged. The Pit Fiend thus found himself with a problem that he did not anticipate; he discovered that in times of stress or injury, the personality of his enemy Bakahul, ever fighting to come to the surface, would gain control of his body and would seek to undue the desires of Nabarus.

Anger at this unexpected development filling him, Nabarus put his ambitions of rising in the hellish hierarchies on hold and began trying to research ways to remove the personality of Bakahul from his body. But these efforts too were thwarted, for at that moment the Dweller in the Wintervale called in her favor. She summoned the Pit Fiend to Núríon to serve as the Captain of the Lords of Sin. Using the Book of Seven, the Dweller imbued Nabarus with the Dark Will, and, bound him to his promise, the devil angrily agreed to become the Lord of Wrath, his dreams of becoming an Overlord of Hell slipping away forever.

But here the Lord Vornoth's plan came to fruition. The dark god knew that the Dweller had long chafed at his control and sought to escape her sentence of doom. He knew that the fallen elf would betray him, somehow, if she only felt she could get away with it. Thus, Vornoth communicated with the personality of Bakahul, making it known to the raging, nearly-insane demon that it

owed its continued existence to Vornoth, and that its plight was the fault of the Dweller in the Vale. Vornoth charged Bakahul with noting all the movements and machinations of the Dweller and reporting them back to Vornoth. This was a necessity for the Walker-in-Darkness, since any direct presence or intervention on Núríon by a deity had been forbidden by the Council of the Gods. Because of this interdiction, Vornoth's awareness of what exactly transpired on Núríon was occluded, and the Dweller had grown especially adept at hiding from his sight when she wanted to. Bakahul agreed to spy for Vornoth on his master the Dweller in the Vale.

In terms of personality, both Nabarus and Bakahul are colored through and through by anger. Nabarus' wrath is cold and calculating. Bound by his oath to serve the will of the Dweller, wrath at being unable to achieve his personal ambition of becoming the Overlord of Hell still pierces his heart like an icicle. Bakahul's anger, however, is fiery and chaotic. He burns with rage because of his defeat at the hands of Nabarus and by the loss of his own form. His fury is primarily directed at the Dweller in the Vale and at his captor, though he hates every creature in existence besides the Walker-in-Darkness, whom he views as his salvation. Nonetheless, when he is in control of Nabarus' body, Bakahul is able to martial his anger long enough to use mighty magics to report to Vornoth on the doings of the Dweller.

In combat, Nabarus is cold, calculating, dangerous, and strategic. He is constantly guarded by legions of hobgoblin troops, as well as the crack force called the Crimson Lion Guard, and he is glad to let these minions do his fighting for him. However, if he is injured, Bakahul will try to gain control of his form, and it will become more and more difficult to resist as he grows angrier or injured. Once Bakahul does manage to gain control, the Lord of Anger will tend to be more reckless and less tactical. Bakahul is still quite intelligent, but

he will usually give himself over to his anger eventually and wade into combat with his fearsome magical greataxe.

The tenor of the Dark Occupation in Farland has been somewhat unique. The Kingdom has managed to retain some of its greatness. The Lord of Anger has seen to that, and it has been a point of some pride with him. Unlike most of the other Deadly Lords, Wrath has taken care with the economy, has allowed the populace to retain the culture which makes them unique, has retained most of the laws and systems noted above, and has even kept the Farlandish legions. The latter are now obviously loyal to him only, and half of the great army now consists of hobgoblins.

As ruler of the Kingdom of Farland, Wrath has made law a deadly affair. The Captain of the Lords of Sin exacts terrible vengeance on anyone breaking any law, especially any precept relating to loyalty to those of higher station. His hobgoblin guards make certain of this. For this reason, the domain of Farland has perhaps the least amount of organized resistance of any of the occupied kingdom, and anyone foolish enough to try to foment rebellion quickly finds this out.

Wrath has retained the established governmental structure, but he has filled its upper ranks with all manner of fell creatures and dark folk. Advancement in the Farlandish government is now achieved mostly by nefarious means, be they assassination or political treachery. This sort of self-promotion is illegal but is actually encouraged. The Lord of Anger does not wish for weak servants.

The life of the average citizen is harsh, as it is in most occupied kingdoms. They tend to be able to make a decent living financially, but because of the very organized networks of spies and the flourishing assassins' guild, the typical Farlander lives in fear of sudden enslavement or death because of accusations of sedition leveled by some unseen accuser. Yet the Farlandish spirit is

strong, and even this harsh situation is not enough to break it.

Lair Actions

Upon the Dominion Hill in the Far City, walled and surrounded by expansive grounds, sits the foreboding Palace of Wrath. Two great statues, both of the Lord of Wrath, flank the main entrance. The most striking feature of the palace, however, is the Flamespire, the great domed tower that rises toward the heavens like a menacing fist. The walkway that rings this massive tower is enchanted with a permanent wall of flame to keep out assassins; it is nearly impossible to enter the tower from the top without being burned by the fire. This ever-burning ring of flame is like an evil eye that spies on the city at all times, and it gives the tower its name. Indeed, it is said that the Lord of Wrath enjoys strolling about in the flames while surveying his domain, so perhaps the flames are watching. The chambers of this tower are open only to the Lord of Wrath and his closest minions. No one knows what he does inside the Flamespire, but some whisper that here he communicates with the Dweller in the Wintervale itself. Creatures that dwell within a mile of the Flamespire are short-tempered, irritable, and given to angry outbursts and even unnecessary violence. The Palace is guarded by hobgoblin legions as well as the dreaded Crimson Lion Guard. But the Flamespire itself also works to defeat the foes of the Lord of Wrath. On initiative count 20 (losing initiative ties), The Lord of Wrath takes a lair action to cause one of the following effects. The Lord of Wrath can't use the same effect two rounds in a row. The Lord of Wrath is CR 24 (62,000 XP) while in his lair.

- The atmosphere in the Lord of Wrath's lair is painfully thick with his rage. The Lord of Wrath can target any number of creatures he can see in his lair within 90

feet of him. A target must succeed on a DC 18 Wisdom saving throw or take 13 (4d6) psychic damage. The Lord of Wrath can't use this lair action again until he has used a different one.

- A wall of fire springs into existence on a solid surface within 120 feet of the Lord of Wrath. The wall is up to 60 feet long, 10 feet high, and 5 feet thick, and it blocks line of sight. When the wall appears, each creature in its area must make a DC 18 Dexterity saving throw. A creature that fails the save takes 18 (4d8) fire damage and is pushed 5 feet out of the wall's space, appearing on whichever side of the wall it wants. Creatures can pass through the wall, but it is difficult terrain. Furthermore, a creature in the wall's space must make a DC 18 Dexterity saving throw once each round it's in contact with the wall, taking 18 (4d8) fire damage on a failed save, or half as much damage on a successful one. The wall extinguishes when the Lord of Wrath uses this lair action again or when he dies.
- Creatures within 30 feet of the Lord of Wrath have vulnerability to fire damage until initiative count 20 on the next round.

LEGENDARY ACTIONS

The Lord of Wrath can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Lord of Wrath regains spent legendary actions at the start of his turn.

Enrage. A random creature that is an enemy of the Lord of Wrath within sight of the Lord of Wrath must succeed at a DC 21 Wisdom saving throw or become enraged. On its next turn, the creature uses its action to make a melee or ranged attack against a randomly determined ally within its reach or range. If there is no ally within its reach or range, the creature does nothing on its turn.

Axe (costs two actions). The Lord of Wrath makes an axe attack.

Tail Attack (costs two actions). The Lord of Wrath makes a tail attack.

NABARUS, THE LORD OF WRATH

CALM

Large fiend (devil), lawful evil

Armor Class 19 (natural armor)

Hit Points 420 (30d10+240)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	14 (+2)	26 (+8)	22 (+6)	18 (+4)	24 (+7)

Saving Throws Dex +9, Con +15, Wis +11

Skills Persuasion +17, Stealth +8

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered

Damage Immunities fire, poison

Condition Immunities poisoned

Senses truesight 120 ft., passive Perception 15

Languages Dark Speech, Farlandish, telepathy 120 ft.

Challenge 23 (50,000 XP-- only awarded once upon the death of either Nabarus or Bakahul)

Legendary Resistance (3/Day). If Nabarus fails a saving throw, he can choose to succeed instead. However, the amount of times Bakahul has used his legendary resistance counts against the amount of times Nabarus can use his.

Fear Aura. Any creature hostile to Nabarus that starts its turn within 20 feet of him must make a DC 22 Wisdom saving throw, unless Nabarus is incapacitated. On a failed save, the creature is frightened until the start of its next turn. If a creature's saving throw is successful, the creature is immune to Nabarus' Fear Aura for the next 24 hours.

Magic Resistance. Nabarus has advantage on saving throws against spells and other magical effects.

Magic Weapons. Nabarus' weapon attacks are magical.

Innate Spellcasting. Nabarus' spellcasting ability is charisma (spell save DC 22). Nabarus can use the following spells, requiring only verbal components:

At will: *detect magic, fireball*

3/day each: *hold monster, wall of fire*

Transform to Bakahul. When Nabarus takes damage that reduces him to half of his total hit points, the personality of Bakahul takes over. His body immolates, his tail elongates, and he becomes ruled by pure rage. While Bakahul, he cannot use any of Nabarus' traits or abilities, and vice versa. Alternately, any event that greatly enrages Nabarus may cause him to become Bakahul (GM's choice). Both Nabarus and Bakahul can use the Lord of Wrath's legendary and lair actions.

ACTIONS

Multiattack. Nabarus makes four attacks: one with his bite, one with his claw, one with his axe, and one with his tail.

Bite. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 28 (6d6+8) piercing damage. The target must succeed on a DC 21 Constitution saving throw or become poisoned. While poisoned in this way, the target can't regain hit points, and it takes 35 (10d6) poison damage at the start of each of its turns. The poisoned target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Axe. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 21 (4d6 + 8) slashing damage plus 8 (2d8) damage from bleeding.

Claw. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 25 (4d8 + 8) slashing damage.

Tail. *Melee Weapon Attack:* +14 to hit, reach 20 ft., one target. *Hit:* 34 (5d10 + 8) bludgeoning damage.

BAKAHUL, THE LORD OF WRATH ANGRY

Large fiend (demon), chaotic evil

Armor Class 19 (natural armor)

Hit Points 420 (30d10+240) but Bakahul starts with the same hit points Nabarus had when he transformed to Bakahul.

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	15 (+2)	26 (+8)	18 (+4)	16 (+3)	22 (+6)

Saving Throws Str +16, Con +15, Wis +9, Cha +13

Damage Resistances cold, lightning; bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered

Damage Immunities fire, poison

Condition Immunities poisoned

Senses truesight 120 ft., passive Perception 13

Languages Dark Speech, Farlandish, telepathy 120 ft.

Challenge 23 (50,000 XP-- only awarded once upon the death of either Nabarus or Bakahul)

Legendary Resistance (3/Day). If Bakahul fails a saving throw, he can choose to succeed instead. However, The amount of times Nabarus has used his legendary resistance counts against the amount of times Bakahul can use his.

Death Throes. When Bakahul dies, he explodes, and each creature within 30 feet of him must make a DC 20 Dexterity saving throw, taking 85 (25d6) fire damage on a failed save, or half as much damage on a successful one. The explosion ignites flammable objects in that area that aren't being worn or carried, and it destroys Bakahul's weapons.

Fire Aura. At the start of each of Bakahul's turns, each creature within 5 feet of him takes 16 (5d6) fire damage, and flammable objects in the aura that aren't being worn or carried ignite. A creature that touches Bakahul or hits him with a melee attack while within 5 feet of him takes 16 (5d6) fire damage.

Magic Resistance. Bakahul has advantage on saving throws against spells and other magical effects.

Magic Weapons. Bakahul's weapon attacks are magical.

Innate Spellcasting. Bakahul's spellcasting ability is charisma (spell save DC 21). Bakahul can use the following spells, requiring only verbal components:

At will: *detect magic, lightning bolt*

Transform to Nabarus. If Bakahul slays all of his enemies, regains hit points such that he currently possesses more than half of his total hit points, or if he grows calm, he will transform to Nabarus in 10 (2d10) rounds. The flames on his body are extinguished, and his tail shrinks. When he transforms from Bakahul to Nabarus, his new hit point total is the same as Bakahul's when Bakahul transformed to Nabarus, except he regains 20 (4d10) hit points. While Nabarus, he cannot use any of Bakahul's traits or abilities, and vice versa. Both Bakahul and Nabarus can use the Lord of Wrath's legendary and lair actions.

ACTIONS

Multiattack. Bakahul makes four attacks: two with his axe and two with his tail.

Axe. Melee Weapon Attack: +15 to hit, reach 10 ft., one target.
Hit: 22 (4d6 + 9) slashing damage plus 17 (4d8) lightning damage. If Bakahul scores a critical hit, he rolls damage dice three times, instead of twice.

Tail. Melee Weapon Attack: +15 to hit, reach 30 ft., one target.
Hit: 34 (5d10 + 8) bludgeoning damage plus 16 (5d6) fire damage, and the target must succeed on a DC 21 Strength saving throw or be pulled up to 25 feet toward Bakahul.

Teleport. Bakahul magically teleports, along with any equipment he is wearing or carrying, up to 120 feet to an unoccupied space he can see.



The Standards of the Lords of Sin



Pride: Azure, Usually with the chief engrailed sable, a hammer and anvil both proper. A reference to the original standard of the dwarfhold Khafin.



Greed: Gules, Usually with the chief raguly sable, a gold coin proper. Has face of firelight representing life and death.



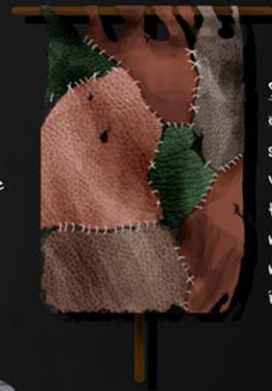
Envy: Vert, the chief engrailed sable, a decrescent argent.



Lust: Purple, the chief wavy sable, an upright sword proper.



Gluttony: Sable and Sanguine, Usually has the chief indented sable, a bloody chalice proper.



Sloth: Tenne. The color comes from the stains applied to the various skins used in the flag. This represents the various restless souls that are infused within Orox.



Avarice: Sable, the chief ravenous gules.

The Dweller in the Wintervale

"To Elvenking Baranwe the Wise, Hail your majesty! As you requested, the following missive is a summary of our best information about that most dread creature, the Dweller in the Wintervale. Even writing the name is a curse, yet I will press on for the sake of the free peoples of Farland. Be advised that the following knowledge is tentative and possibly erroneous. It is most difficult-and dangerous-to discover any of the secrets of the Denizen of the East, and though we used our best methods, including old-fashioned research and spying as well as spells of divination and seeing, much remained hidden from us, occluded by magics more powerful than any I have encountered.

Our research seems to confirm the conclusion hinted at by the greatest poem of Galdin Palantar: that the Dweller in the Vale began her existence as Talkana Silumiel, called Moondaughter, the most blessed and beautiful of all the elven race. Alas, because of her curiosity and ambition, she fell from the grace of Tal-Allustiel and into the hands of Vornoth, the Dark Walker, where she was tortured and perverted. It seems likely that she became the first of the orcs, the mother of the orcish race, and that she later had a hand in creating many of the evil races that follow the Walker-in-Darkness.

The gift of immortality, bestowed on all of us elves by Tal-Allustiel himself, was not taken by the Walker during the transformation. She has lived for many millennia and will not die a natural death. The Dweller was to be the hands of the evil god Vornoth on the face of Núrion, designated by the Dark One himself to bring all of the living beings of Núrion under his evil rule. She was tasked by the Dark God to forcibly sway all living creatures on the face of the Shattered Jewel to the worship of Vornoth, thereby making him more



powerful than the other gods, and thus allowing him to win the Ontological War once and for all.

We speculate that after the Battle of the Sarum and the great Wars of Al-Dustriel, the Dweller made a concerted attempt to conquer Farland by founding the Orc Nation of Rothnog and using this organized kingdom to wage lethal wars on the elves and dwarves. And she apparently came very close to being successful- except that she allowed her nation to fragment, through her

own vanity and hubris, and to turn on itself. Therefore, her most promising early venture came to naught. It seems that the Dark God, after two unsuccessful wars, grew very wroth with Talkana, disappointed beyond measure that she had squandered two successive chances to subjugate the races of light before they grew powerful, as Vornoth knew they would if they were allowed to remain free. Thus the Dark God punished Talkana, proclaiming, "Your ambition and vanity burn in your bosom like a fire. Now a fire shall indeed burn within you!" And it seems the Dark God made within the Dweller a raging fire such that she felt she was being consumed from within by the hottest flames. So fierce was the internal burning, the punishment of the god, that only the coldest temperatures could give her even an instant of respite.

Thus, Talkana had no choice: she fled back to her dark valley and there, though she was suffering torment unimaginable, she crafted magic never before seen on Núrion, a spell that would freeze her flesh and call down the very blizzards of winter on her valley, that she might have a moment's relief from the burning affliction within her. And hence we think the Wintervale, the valley of eternal ice and snow, was born. And at the heart of the Wintervale, in a hellish tower of translucent ice that juts like a fang from an evil city, now nameless, she came to dwell. Indeed this tower, the epicenter of the spell of winter, was the only place on the Shattered Jewel where Talkana would not suffer limitless pain.

Vornoth made it known to the Dweller in the Wintervale that her only relief from his punishment and thus her only escape from her self-imposed prison was to conquer the continent of Farland once and for all. At first Talkana sought ways to thwart the god Vornoth's sentence, learning more and more magic, that she might lift the curse. But always she failed. Finally, resigned to the will of the god she both served and hated, the Denizen of the East set out to conquer Farland, hatching scheme upon scheme,

limitless machinations that brought endless suffering and death to the face of the realms. And she enjoyed various successes, from the reign of the foul realm of Stor-gris, which harried the Hinterlands for nearly a thousand years, to the banishment of the elves from their ancestral home, yet never was she able to come as close to success as she had been when the world was young, and so she continued to suffer.

The only time the Dweller left her sanctuary, as far as we are able to discern, was to fight personally in the Battle of the Death Downs-for she knew that winning this war was crucial, since victory would mean the destruction of the fledgling human civilizations, and she foresaw that the humans would be a great thorn in her side if they were not destroyed. But she failed at this too, and so great was the pain she suffered, partly from the battle and the explosion caused by the Crown of Aelfar, but mostly from the burning within her, unmitigated by her icy realm, that she vowed never again to leave the Frostspire. But out of the jaws of defeat, the Dweller managed to snatch the seed of her ultimate victory-the Book of Seven, that wicked relic created by Vornoth in the depths of time. For many eons after this, the Dweller labored to unlock the secrets of this mysterious tome. With each passing decade and century her knowledge and power grew, and closer and closer she came to fully understanding its secrets, until finally, in some fateful year unknown to us, she unlocked its last secret.

Then the darkness fell quickly over Farland. She used the Book, combined with her own near-godlike acumen in magic, to create Seven Lords of Sin, seven creatures imbued by the Book of Seven with the power to weld the unruly dark folk hordes into disciplined fighting armies the match for any in Farland at that time. And as the histories tell, these dark armies and these Deadly Lords swept over the continent like a shroud covering a corpse. One would speculate that the Dark Conquest was a success in the eyes of the

Dweller and her master, yet the Wintervale remains. Perhaps the Walker expected his agent to vanquish our people as well, or perhaps he expects the lands to the south also brought under his control. All we do know is that the cursed place still stands and we presume that the Dweller remains imprisoned within her spire.

As far as the Dweller's person is concerned, we were able to find out precious little. As the first orc, it is likely that she is some unique combination of elf and orc, made fiendish by the touch of the God of Darkness himself. No living elf or man has ever laid eyes on her visage. The histories do not tell of her features, and the strongest magics cannot penetrate her tower, so none know her face, if indeed her countenance, after her fall, resembles a face at all. Indeed, scrying on her tower is dangerous, because it risks attracting her attention. It is said that she goes about clad in raiment of the purest white, and that frost plumes from her sleeves and cowl, an ever-present reminder of the coldness she exudes, the ice that keeps her from burning alive. She is undoubtedly the greatest wielder of magic on all of Núrion, able to bend to her will dweomers that would crush a lesser sorcerer. It would be folly to face her in combat, yet combat is not where her skills lie: she is a master of manipulating others to do her bidding, sending them to gladly fight and die for her. Yet ironically this master of pawns always has been, and still remains, the pawn of another. She is well aware of this fact, we believe, and would escape her bonds if she could. Admittedly, this is pure speculation.

These facts, my liege, are all we could discern. I gladly leave this subject now to walk in the Valley of Summer, under the sun, far from that cursed creature the very contemplation of which chills me to the marrow. May Tal-Allustiel grant you beauty.

--Singol of House Birlithe, Lord High Mage"

Lair Actions

The Dweller in the Wintervale is always found in her lair, the dreaded Frostspire in the heart of the Nameless City. Her lair is usually guarded by two ancient white dragons. No living things dwell around her lair; the area around it is an undead-haunted necropolis. While in her lair, the Dweller has a challenge rating of 26 (90,000 XPs). On initiative count 20 (losing initiative ties), the Dweller can take a lair action to cause one of the following effects. The Dweller can't use the same effect two rounds in a row.

- Creatures within 30 feet of the Dweller have vulnerability to cold and necrotic damage until initiative count 20 on the next round.
- The Dweller rolls 1d8+1 and regains a spell slot of that level or lower. If she has no spent spell slots of that level or lower, nothing happens. When the Dweller recovers a spell slot, an enemy within 60 feet that the Dweller can see takes 18 (4d8) psychic damage.
- One creature the Dweller can see within 120 feet of her must succeed on a DC 22 Dexterity saving throw or be enclosed in a force cage. The cage has no gaps or bars; instead it has six solid walls that totally enclose the target. The creature in the force cage can do nothing to affect anything outside the cage, nor can anything outside the cage affect the creature inside it. To escape, the creature must use its action to make a Charisma check contested by the Dweller's. If the creature wins, it escapes the force cage. Otherwise, the cage disappears and the effect ends on initiative count 20 on the next round.

THE DWELLER IN THE WINTERVALE

Medium humanoid (elf, orc), neutral evil

Armor Class 19 (natural armor)

Hit Points 310 (35d8 + 140)

Speed 30 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	18 (+4)	23 (+6)	18 (+4)	20 (+5)

Saving Throws Con +12, Int +14, Wis +12

Skills Arcana +18, History +14, Insight +12, Intimidation +13, Nature +12, Perception +12, Persuasion +13

Damage Resistances lightning, poison

Damage Immunities cold, necrotic; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, frightened, paralyzed

Senses truesight 120 ft., passive Perception 23

Languages Dark Speech (common, wild, and secret), Elven, Farlandish, Old Speech

Challenge 25 (75,000 XP)

Legendary Resistance (3/day). If the Dweller fails a saving throw, she can choose to succeed instead.

Fey Ancestry. The Dweller cannot be charmed, and magic can't put her to sleep.

The Book of Seven. The Dweller possesses the fell and powerful artifact called The Book of Seven. She used it to create the Lords of Sin; the Book has many other dangerous powers that she could put to terrible use (DM's discretion). An aura of death magic emanates from the Book of Seven when it is in the Dweller's possession. Each creature except the Dweller or her allies that ends its turn within 50 feet of the Book takes 15 (5d6) necrotic damage and 15 (5d6) psychic damage.

Spellcasting. The Dweller is a 20th-level spellcaster. Her spellcasting ability is Intelligence (spell save DC 22, +14 to hit with spell attacks). The Dweller usually has the following spells prepared, though she knows nearly all spells:

Cantrips (at will): *blade ward*, *fire bolt*, *mage hand*, *prestidigitation*, *ray of frost*

1st level (4 slots): *detect magic*, *magic missile*, *shield*, *thunderwave*

2nd level (3 slots): *acid arrow*, *detect thoughts*, *enlarge/reduce*, *mirror image*

3rd level (3 slots): *counterspell*, *dispel magic*, *fireball*, *slow*

4th level (3 slots): *blight*, *dimension door*, *greater invisibility*

5th level (3 slots): *cloudkill*, *cone of cold*, *screaming*

6th level (2 slots): *disintegrate*, *globe of invulnerability*

7th level (2 slots): *finger of death*, *prismatic spray*

8th level (1 slot): *dominate monster*, *power word stun*

9th level (1 slot): *power word kill*

Death of an Immortal. The creature that causes the Dweller to be reduced to 0 hit points dies and cannot be raised or resurrected. Only the direct intervention of a deity can prevent this death or bring the creature back from the dead.

ACTIONS

Freezing Touch. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 19 (6d6) cold damage. The target must succeed on a DC 22 Constitution saving throw or be frozen and paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success or taking an additional 7 (2d6) cold damage on a failure.

LEGENDARY ACTIONS

The Dweller can take three legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Dweller regains spent legendary actions at the start of her turn.

All the ages of the World (Costs 2 actions). Creatures near the Dweller in the Wintervale suddenly feel the crushing weight of immortality. Each living creature within 30 feet of her must make a DC 22 Constitution saving throw against this magic, taking 31 (10d6) necrotic damage on a failed save, or half as much damage on a successful one. A creature that fails this save is also slowed as per the spell. A creature slowed by this effect must then make a DC 22 Constitution saving throw at the end of each of its turns. If it successfully saves three times, the slow effect ends. If it fails its save three times, it permanently turns to stone and is subjected to the petrified condition. The successes and failures don't need to be consecutive; keep track of both until the target collects three of a kind. Once a creature saves three times against this effect it can't be affected by All the Ages of the World for 24 hours.

Freezing Touch. The Dweller makes a freezing touch attack.

Cantrip. The Dweller casts a cantrip.

Chapter Three: Beasts and Monsters

Monsters of Farland

Wonderful beasts and terrible monsters of all descriptions inhabit the World of Farland. Orcs and other goblinoids, called “Dark Folk,” are certainly common. At GM discretion, it also contains all of the other monsters in the 5e SRD, although you should only use the monsters that work in your game. Make sure you use the monsters in a way that makes sense—remember that powerful creatures with high challenge ratings would likely have immense impacts on a society, and beings such as this are unlikely to be encountered randomly. Instead, powerful monsters are likely to have attracted the attention of the Lords of Sin as well as heroes in the Liberated Kingdoms, so they should be inserted in service to your plot. Of course, you can use whatever monsters you want!

Besides monsters from the SRD, many unique monsters inhabit the World of Farland. These monsters range from powerful Oluk orc war bosses to lethal undead that burn or drown with a touch.

Bestiary

Here are the monsters that you will only find in the World of Farland.

Aldran Giant

The sharp eyes of Thalan the Shadow Walker scanned the horizon, roving

carefully over the grassy field studded with the occasional tree, but he could see nothing. Satisfied, he motioned for his two elven companions to move forward. But by then it was too late: very tall but slender creatures appeared seemingly out of nowhere, their long spears and thick clubs at the ready. The elves were surrounded. Thalan knew right away that the newcomers were Aldran Giants, notoriously rare and unpredictable creatures. He only hoped that these specimens tended toward sympathy to the cause of the elves and not that of the Wintervale....

Aldran giants are tall and slender, with skin ranging from dark grey to light tan, and hair moss green to straw yellow. They are approximately ten feet tall and weigh around 400 to 500 pounds. Their name relates to the Elven word for nature. Aldran Giants do not necessarily follow any single ethical bent, and while they are usually neutral, they can also be good or evil. Sages believe that these giants were in fact descended from fey that personified the open fields and rocks, and indeed Aldran giants possess noteworthy magical powers as well as physical might. They generally live in remote fields near large trees or rock structures. They are most often spotted in the rolling plains of Zeland, though they have also been seen just south of the Belendale. Although they prefer sleeping in the open and have little care for furnishings, Aldran giants have at least one large box, barrel, chest, or similar container in which they store their valuables. This item is always loosely concealed (Wisdom [Perception] check DC 10 to find) and is often trapped.

ALDRAN GIANT

Large giant, neutral

Armor Class 14 (natural armor)

Hit Points 119 (14d10+42)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	16 (+3)	11 (+0)	16 (+3)	12 (+1)

Skills Stealth +2, Survival +5

Senses Darkvision 60 ft., passive Perception 13

Languages Wild Dark Speech, Old Speech

Challenge 5 (1,800 XP)

Innate Spellcasting. The aldran giant's innate spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). It can innately cast the following spells, requiring no components:

At will: *thorn whip*

3/day each: *entangle*, *faerie fire*, *spike growth*, *thunderwave*

1/day: *confusion*

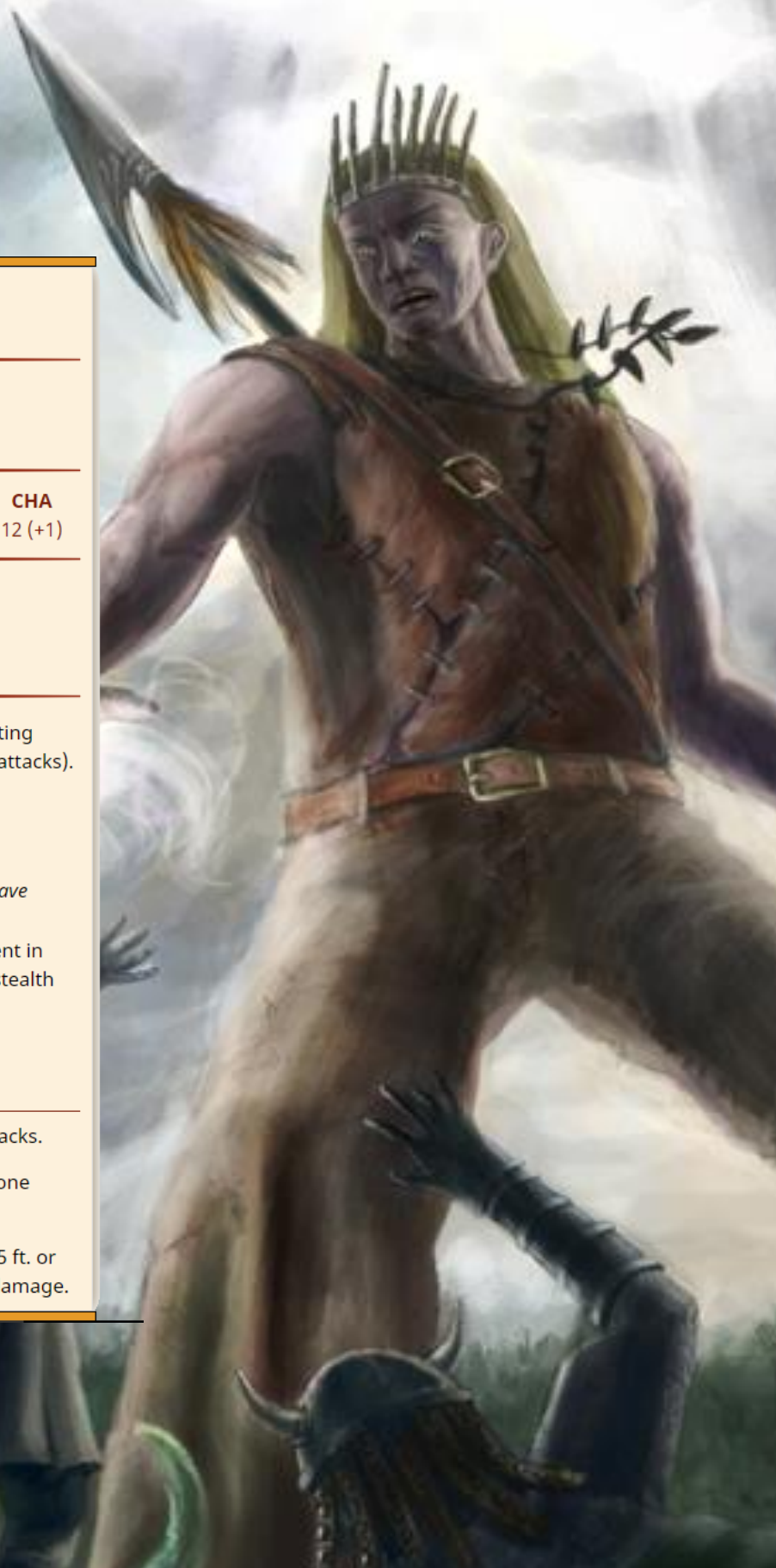
Natural Stealth. When in a natural outdoor environment in which it lives, the aldran giant's proficiency bonus on stealth checks is doubled (giving it a +4 to stealth under those conditions).

ACTIONS

Multiattack. The aldran giant makes two greatclub attacks.

Greatclub. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 14 (2d10+4) bludgeoning damage.

Spear. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 10 (1d12+4) piercing damage.



Bazok

Sir Tanarius gritted his teeth and grasped his pike tighter. He had sworn he would guard the hidden approach to the Borderhold at all costs, and he intended to do it. Plus, this attack on the fort guarding the approach was not entirely unexpected: the Far Knight scouts had warned them of the approaching orc band with ample time to spare. Having caught his breath, the knight stepped back up to the shield wall and, with an expert flick of the wrist, speared an on-rushing orc with little effort.

Was this the best the Wintervale could do? Suddenly his eyes widened as he caught sight of a large force of tall, warty, muscular orc-beasts, really more trolls than orcs. Bazoks! Fiercer than any orc, and much more numerous than the dreaded trolls. The beasts tossed the smaller orcs aside like twigs as they approached the defenders, and Tanarius barely managed to duck behind the shield wall as the gigantic creatures opened their assault by casting their wicked spears. Perhaps it was time to retreat to a more defensible position, he thought desperately.

A cross between the largest oluks and trolls, Bazoks look like gigantic (7 1/2-foot-tall) orcs with thick muscles and green, warty skin. They only obey oluk orcs, whom they have been taught since birth to respect, and will destroy any other humanoid that annoys them if oluks are not present to restrain them. They even hate trolls, although they fear them.

They have no culture and are generally kept locked in pens between fights. Bazoks are smart enough to resent this.



o Cross between largest Oluks and trolls

young ally for

BAZOK

Medium giant, chaotic evil

Armor Class 13 (natural armor)

Hit Points 72 (8d8+36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	18 (+4)	6 (-2)	10 (+0)	8 (-1)

Skills Intimidation +3

Senses Darkvision 60 ft., passive Perception 10

Languages Wild Dark Speech

Challenge 3 (700 XP)

Regeneration. The bazok regains 5 hit points at the start of its turn. If the bazok takes acid or fire damage, this trait doesn't function at the start of the bazok's next turn. The bazok dies only if it starts its turn with 0 hit points and doesn't regenerate.

Aggressive. As a bonus action, the bazok can move up to its speed toward a hostile creature that it can see.

ACTIONS

Multiattack. The bazok makes two attacks with its greataxe or its spear.

Greataxe. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (1d12+4) slashing damage.

Spear. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 7 (1d6+4) piercing damage.

Burned Dead

A faint glow emanated from behind the small copse of trees, clearly visibly to even Darion's not-particularly-sharp eyes. Years praying in a dim temple had done nothing to improve them. "A camp fire? Out here?" he asked the mage Karin, although his question was really directed more to himself. Ever inquisitive, especially when a situation might involve the acquisition of knowledge or money, Karin replied, "What are we waiting for? Let's check it out." She strode forward, prompting Darion to jog to keep up. The cleric watched as Karin rounded the edge of the trees, stopped abruptly, and backed away. Too late. The glow brightened as a shambling corpse, charred black as if from a fire, emerged from the thicket and made a beeline straight for them. An infernal gleam leaked from beneath the cracked skin covering its torso. "Wha... what is that?" gasped the mage. "Burned Dead, I believe," said Darion, surprising himself with how calm his voice sounded. "Now I suggest we retreat."

Burned Dead are created when a humanoid burns to death in an area tainted by foul magic, or when an exceptionally evil humanoid dies by fire. They appear as charred corpses, and a hint of the fire that still burns within them can be seen in the lurid glow that shines forth from under the cracked skin of their hands and chest. Their sole desire is to inflict their suffering on living beings, and they have a blasphemous ability to sense life in a vicinity around them.

It is nearly impossible to predict where Burned Dead will appear, although fires that immolate large swaths of cities often produce one or two of these cursed creatures. They are invariably dreaded, because a simple touch from their blackened hands will light a victim on fire.

BURNED DEAD

Medium undead, chaotic evil

Armor Class 18 (natural armor)

Hit Points 142 (19d8+57)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	16 (+3)	8 (-1)	12 (+1)	6 (-2)

Saving Throws Str +7, Dex, +7, Con +7

Condition Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities fire, poison

Condition Immunities poisoned

Senses Darkvision 60 ft., passive Perception 15

Languages Understands the languages it knew in life but can't speak

Challenge 9 (5,000 XP)

Sense Life. A Burned Dead can sense life within 60 feet of it, although 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks this sense.

Death Burst. When a Burned Dead is destroyed, it explodes in a burst of fire. Each creature within 10 feet of it must make a DC 16 Dexterity saving throw, taking 13 (4d6) fire damage on a failed save, or half as much damage on a successful one. Flammable objects that aren't being worn or carried in that area are ignited.

ACTIONS

Multiattack. The Burned Dead makes two melee or ranged attacks, or one melee and one ranged attack.

Burning Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d8 + 3) bludgeoning damage plus 5 (1d10) necrotic damage, and the target must succeed on a DC 16 Dexterity saving throw or begin burning. A burning target takes 16 (3d10) fire damage at the start of each of its turns. The target can repeat the saving throw at the end of each of its turns, ending the burning effect on a success. If the target spends an action to attempt to extinguish the burning, it gains advantage on its next saving throw to do so. If the target drops to 0 hit points, it stops burning.

Thrown Flame. *Ranged Weapon Attack:* +6 to hit, range 30/60 ft., one target. *Hit:* 11 (2d8 + 3) fire damage plus 5 (1d10) necrotic damage.



Drasp

Gogdor paused, relief registering in his limited brain. He had managed to slip away from the ambush when the cursed dark elves had slain his brothers, and his years in the Dark Deeps had taught him the skills he needed to disguise his trail so that even those cursed, sharp-eyed drow could not track him. His yellowed, broken fangs jutted out as he smiled, gloating at his escape. Now, where was he? The orc's musings were cut short, however, by the sound of scales rasping on rock as something... nightmarish slithered from the side tunnel. It was a terrifying thing, with the lower body of a serpent and the head of a feral drow elf. As the creature swayed toward him, Gogdor could feel his sanity slipping away....

Religion, or more specifically, worship of Salystra the Serpent Queen, encompasses much of the daily life of the *dulim*, or drow. In truth, had it not been for Salystra, the race of *dulim* would not even have existed.

Dulim society is a strict theocracy, with the most powerful cleric of Salystra as leader. All aspects of the society are controlled by the clergy, including schools, nurseries and the military.

When their dark goddess notices and chooses to test an above average drow who has reached mid-level and that drow fails her test, a it becomes a drasp as punishment.

Drasps are horrid abominations with the upper bodies of drow elves and the lower bodies of giant snakes. Their drow features are bloated and twisted, and their speech is distorted by dripping fangs, although they speak Mordularian, a dialect of Dark Speech, and Undercommon.

DRASP

Large monstrosity, chaotic evil

Armor Class 19 (natural armor)

Hit Points 123 (13d10+52)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	18 (+4)	13 (+1)	14 (+2)	12 (+1)

Skills Perception +5, Stealth +9

Senses darkvision 120 ft., blindsight 10 ft., passive Perception 15

Languages Mordularian, Undercommon

Challenge 6 (2,300 XP)

Fey Ancestry. The drasp has advantage on saving throws against being charmed, and magic can't put the drasp to sleep.

Innate Spellcasting. The drasp's innate spellcasting ability is Wisdom (spell save DC 13). The drasp can innately cast the following spells, requiring no material components:

At will: *dancing lights*

1/day each: *darkness*, *faerie fire*

Sunlight Sensitivity. While in sunlight, the drasp has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Multiattack. The drasp makes three attacks, either with its longsword or its longbow. It can replace one of those attacks with either a bite attack or a constrict attack.

Longsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8+3) slashing damage, or 8 (1d10+3) slashing damage if used with two hands.

Longbow. *Ranged Weapon Attack:* +6 to hit, range 120/600 ft., one target. *Hit:* 7 (1d8+3) piercing damage plus 4 (1d8) poison damage.

Constrict. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 11 (2d6+4) bludgeoning damage, and the target is grappled (escape DC 14). Until this grapple ends, the target is restrained, and the drasp can't constrict another target.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) piercing damage and the target must make a DC 13 constitution saving throw, taking 12 (4d6) poison damage on a failed save, or half as much on a successful one.



Drowned Dead

The spraying waves slashed Aidan's eyes like knives. The paladin squinted into the storm, bracing his legs against the heaving deck. "We'll be lucky to weather this storm in one piece!" he bellowed to the hard-eyed halfling maiden who clung to the rail nearby, but he wasn't sure if she could hear him over the storm. Still, he tried to continue the conversation, as much for his benefit as hers. "But with the grace of Reenan on our...." His words trailed off as he watched a pair of sickly, bloated hands appear out of the waves and grasp the railing. The green hands were as waterlogged as the bottom of the ocean from which they came. As the horrid undead thing pulled itself onto the deck, its jaws dropped open and a torrent of brackish water poured from the gaping hole that had been its mouth. "Drowned Dead!" screamed the paladin, fear rising within him. "The storm is the least of our problems...."

Drowned Dead are undead creatures sometimes created when pirates or other evil humanoids perish at sea. Certain areas of the ocean may harbor powerful malevolent beings or dark magic that make them unholy; drowning in such an area is almost certain to result in one becoming a drowned dead. But whether a victim of drowning will become an undead or not is unpredictable; sometimes evil sailors drown and do not become one of the undead abominations, and other times blameless mariners die in normal, open water and come back as Drowned Dead.

The foul creatures can be found in most large bodies of water, although thankfully, they aren't common. They are incredibly feared, however, for they attack living beings viciously, and a mere touch from these abominations can bring about a horrible death, as the victim's lungs fill with water.

DROWNED DEAD

Medium undead, chaotic evil

Armor Class 15 (natural armor)

Hit Points 99 (11d8+33)

Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	6 (-2)	8 (-1)	5 (-3)

Saving Throws Wis +2, Con +6

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 9

Languages Understands the languages it knew in life but can't speak

Challenge 8 (3,900 XP)

Limitless Depths. Drowned Dead are immune to the pressures of the deep oceans.

Aquatic Defenses. When fully submerged, Drowned Dead have an Armor Class of 16.

ACTIONS

Multiattack. The Drowned Dead makes two Drowning Slam attacks or two Deathmurk Missile attacks.

Drowning Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (3d6+4) bludgeoning damage and the target must succeed at a DC 15 Constitution saving throw or begin suffocating. While suffocating, it has disadvantage on all attacks; it can survive while suffocating for a number of rounds equal to its Constitution modifier (minimum 1 round). At the start of its next turn after this, it drops to 0 hit points, stops suffocating, and begins dying. It can repeat the saving throw at the end of each of its turns, ending the suffocation on a success. If the target spends an action coughing, it gains advantage on the saving throw to end the suffocation.

Deathmurk Missile. *Ranged Weapon Attack:* +6 to hit, range 120/600 ft., one target. *Hit:* 7 (1d8+3) piercing damage plus 4 (1d8) poison damage.





Grimmen

The Slayer knelt down and examined the dead body closely, looking especially at the teeth marks and the large white patches that surrounded them. He mused on the story of the villagers-- having met a creature they described as yellow-skinned, shifty eyed, cloaked. It had been slain, dispatched after a difficult fight, the villagers said. That had been several days ago. Yet a few nights later those villagers involved in the fight had begun disappearing one by one, their bodies nowhere to be found. Last night the last villager had been slain, but this time someone had stumbled upon the scene, frightening off the shifty-eyed, cloaked creature that this time smelled of death. Thus, the Slayer was able to examine the body, and there was no question in his mind-- they were dealing with a Grimmen. He cursed silently.

Grimmen resemble thin humanoids with pale skin, grayish hair, fanged, sharp teeth, and sulphur-yellow eyes. Legends said that they were summoned ages ago by the Dweller itself to manipulate and wreak havoc in human societies. Grimmen are a race of fiend-like creatures that prefer to mingle and dwell among humanoids. By blending in amongst them they can usually do more damage and gain more trust to betray them. They possess magical powers that aid them in deceit and battle, and they possess a unique ability to rise from the grave when slain in combat.

GRIMMEN

Medium fiend, chaotic evil

Armor Class 14 (leather armor)

Hit Points 44 (8d8+8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	12 (+1)	11 (+0)	14 (+2)	14 (+2)

Skills Deception +4

Senses darkvision 60 ft., passive Perception 11

Languages Infernal, one human language or Dark Speech

Challenge 2 (450 XP)

Innate Spellcasting. The grimmen's innate spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). It can innately cast the following spells, requiring no components:

At will: minor illusion, vicious mockery

1/day: charm person

Master of Disguise. When making a Charisma (Deception) check to disguise itself, the proficiency bonus of the grimmen is doubled.

Rise for Blood. When the grimmen is slain, in 1d4 minutes it rises again with 44 hit points. Its type changes from fiend to undead. It loses its innate spellcasting and master of disguise abilities, its Intelligence becomes 6, and it ceases to attack with any attacks except its life-draining bite, detailed below. Pouring a vial of holy water on the corpse of the grimmen will stop it from rising, as will entirely destroying the corpse by methods such as burning it. Finally, destroying the Grimmen in its undead state will dispatch it forever.

ACTIONS

Longsword. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 4 (1d8) slashing damage.

Shortbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 3 (1d6) piercing damage.

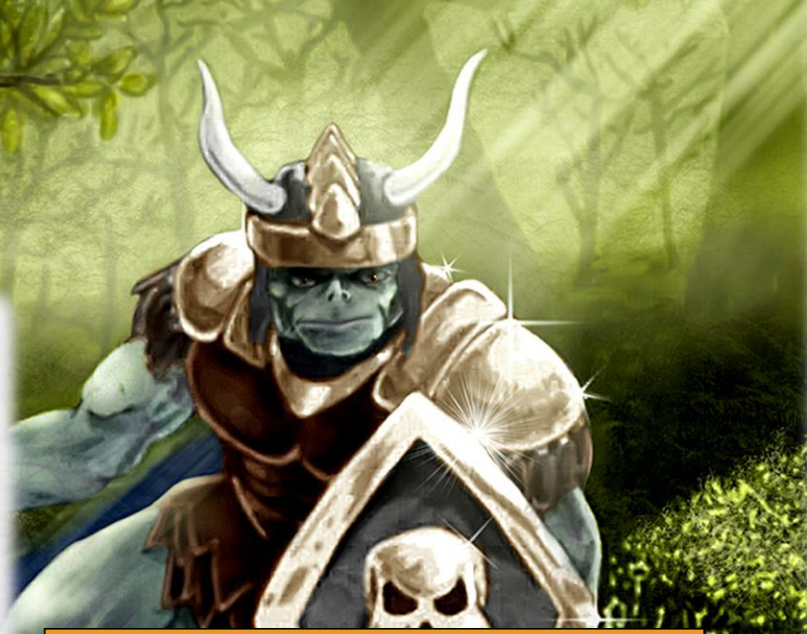
Life-draining Bite. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 4 (1d8) piercing damage. The target must make a DC 12 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. If the grimmen kills a target with this ability, at dusk of the next day the grimmen becomes alive again, losing the undead type, regaining the fiend type, and reversing all the effects detailed in Rise for Blood above. The grimmen can only use its life-draining bite attack if it has the undead type.

Oluk Orc

The Woodsman smiled as he traced the spore of the orc band. "A few orcs, probably looking for some easy pickings. This should be short work," he murmured to himself. As he cleared the trees, the motley band of orcs came into view. But as the ranger nocked an arrow, something else caught his sharp gaze. On the other side of the creatures was a taller orc. This beast was not stooped like the others, and even if they had stood upright, he would have towered over them by more than a head. The gray skin clinched it. "Damn," he cursed. "An oluk! This won't be as easy as I thought."

Oluks are smarter and stronger than their lesser brethren, serving as captains in orcish armies and leaders in orcish societies. These great orcs are much more homogenous in appearance than normal orcs: they usually have black or gray skin, small fangs, and an upright appearance. Oluks are not bothered by sunlight. An adult male oluk orc is 6 to 6 and a half feet tall and weighs about 200 to 225 pounds. Females are slightly smaller. The language an orc speaks varies slightly from tribe to tribe, but any orc is understandable by someone else who speaks Dark Speech. Some oluk orcs know a human language or other dialects of Dark Speech as well. A standard oluk is identical to the orog in the 5e SRD.

Two types of oluks are most feared of all: the Oluk Orc War Chief and the Oluk Orc Brute. Oluk War Chiefs lead bands of other oluks and lesser orcs, and they are known for their knowledge of strategy and tactics, as well as their skill in personal combat. Oluk brutes are champion fighters among a race of warriors. They are fearsome, deadly opponents, able to stun enemies with their powerful strikes and then send them to their graves.



OLUK WAR CHIEF

Medium humanoid (orc), chaotic evil

Armor Class 18 (plate)
Hit Points 136 (16d8+64)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	18 (+4)	12 (+1)	11 (+0)	16 (+3)

Saving Throws Str +7, Con +7, Wis +3
Skills Intimidation +6, Survival +3
Senses darkvision 60 ft., passive Perception 10
Languages Dark Speech, one human language
Challenge 6 (2,300 XP)

Aggressive. As a bonus action, the oluk war chief can move up to its speed toward a hostile creature that it can see.

Oluk Fury. The oluk deals an extra 6 (1d12) damage when it hits with a weapon attack (included in the attacks).

Reckless. At the start of its turn, the oluk war chief can gain advantage on all melee weapon attacks it makes during that turn, but attack rolls against it have advantage until the start of its next turn.

ACTIONS

Multiattack. The oluk makes two attacks with its greatsword or its spear.

Greatsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 15 (1d10+4 plus 1d12) slashing damage.

Spear. *Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 13 (1d6+4 plus 1d12) piercing damage.

Battle Cry (1/day). Each creature of the oluk war chief's choice that is within 30 feet of it, can hear it, and is not already affected by Battle Cry gains advantage on attack rolls until the start of the oluk war chief's next turn. The oluk war chief can then make one attack as a bonus action.



OLUK BRUTE

Medium humanoid (orc), chaotic evil

Armor Class 18 (plate)

Hit Points 188 (18d10 + 90)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	13 (+1)	20 (+5)	10 (+0)	11 (+0)	10 (+0)

Saving Throws Str +9, Con +9

Skills Athletics +9, Intimidation +4

Senses darkvision 60 ft., passive Perception 10

Languages Dark Speech, one human language

Challenge 10 (5,900 XP)

Legendary Resistance (1/Day). If the oluk brute fails a saving throw, it can choose to succeed instead.

Aggressive. As a bonus action, the oluk brute can move up to its speed toward a hostile creature that it can see.

Oluk Fury. The oluk brute deals an extra 10 (3d6) damage when it hits with a weapon attack (included in the attacks).

Reckless. At the start of its turn, the oluk brute can gain advantage on all melee weapon attacks it makes during that turn, but attack rolls against it have advantage until the start of its next turn.

ACTIONS

Multiattack. The oluk brute makes three attacks with its greataxe or two attacks with its spear.

Greataxe. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 21 (1d12+5 plus 3d6) slashing damage.

Spear. *Melee Weapon Attack:* +9 to hit, reach 5 ft. or range 20/60 ft., one creature. *Hit:* 17 (1d6+4 plus 3d6) piercing damage.

Stunning Strike (Recharge 5-6). When the oluk brute hits with an attack, it can choose to make it a stunning strike. The target must succeed on a DC 17 Constitution saving throw or be stunned. It can repeat the saving throw at the end of each of its turns, ending the stun effect on a success.



Plaguesap Treant

Balthinal of House Neldiril stopped suddenly, one hand going to the hilt of his elven longsword. Though he had made less sound than a leaf on the breeze as he passed through the forest, he yet got the impression that something was watching him... something nearby. The druid scanned the tree line, his sharp elven eyes alert for any sign of danger. All he saw was the twisted trees of the dark wood that he was traversing. He had been tempted to go around, but since when had an elven druid been deterred by a forest, even one filled with such blighted trees as this? After all, blighted or not, they were still trees, agelong friends of the elven race. Suddenly just behind his left shoulder, one of those twisted trees moved! He whirled to behold a hideous, diseased tree actually lurching toward him, stinking sap leaking from its diseased boughs. He began to reach inside himself to summon the power to change his form into that of a great wolf, but then he hesitated. Something told him sinking teeth into that pestilent thing might not be the wisest plan...

Some dark power, perhaps one of the Lords of Sin, long ago began blasphemous experiments using captured treants, pouring infusions of dark energies into their unfortunate trunks and subjecting them to diseases both horrible and malignant. The abominations that resulted from these experiments were visibly different from their pure treant cousins elsewhere in the world, as twisted and blasted as the heart of the dark lord that spawned them. This evil power then released the blighted treants into the world.

Though few in number, the plaguesap treants are difficult to eradicate. Wherever they go, their diseased touch turns plants into more plaguesap treants. These diseased trees are also a grave threat to other creatures, for they seem to take pleasure in exterminating all life that they find in their way.

PLAGUESAP TREANT

Huge plant, chaotic evil

Armor Class 15 (natural armor)

Hit Points 138 (12d12 + 60)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	18 (+4)	12 (+1)	11 (+0)	16 (+3)

Damage Resistances bludgeoning

Damage Immunities poison

Condition Immunities poisoned

Damage Vulnerabilities fire

Senses passive Perception 13

Languages Wild Dark Speech, Old Speech

Challenge 10 (5,900 XP)

Disease Eater. A plaguesap treant is healed by disease and poison. A Contagion spell acts as a Heal spell to a plaguesap treant. Whenever subjected to poison damage, a plaguesap treant takes no damage and instead recovers hit points equal to the poison damage dealt.

False Appearance. While the plaguesap treant remains motionless, it is indistinguishable from a normal, albeit blighted, tree.

Siege Monster. The plaguesap treant deals double damage to objects and structures.

Root. Plaguesap treants may root themselves in the soil, becoming immobile but leeching nourishment from the earth. While rooted and conscious, they gain advantage on Constitution saving throws, regain 1 hit point per round, and increase their Armor Class by 4 points. Both rooting and

uprooting requires one minute. While rooted, a plaguesap treant may not use its Birth Thorns or Contagious Touch actions, and it can't move from its location.

ACTIONS

Multiattack. The plaguesap treant makes two slam attacks.

Slam. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 16 (3d6 + 6) bludgeoning damage.

Rock. *Ranged Weapon Attack:* +10 to hit, range 60/180 ft., one target. *Hit:* 28 (4d10 + 6) bludgeoning damage.

Birth Thorns (1/day). The plaguesap treant can create a Wall of Thorns as if it cast the spell using a 6th level spell slot and without using components (save DC 15). It is unaffected by the Wall of Thorns it creates and can pass through it at will.

Contagious Touch (Recharge 6). The plaguesap treant can spread disease with its touch. When it hits a creature that isn't another plaguesap treant with a slam attack, that creature is afflicted by the Contagion spell as if the plaguesap treant cast it using a 6th level slot and without using components (save DC 15). The disease that it is afflicted with is randomly determined. Creatures with the Plant Type, if the disease they contract lasts 7 days, must succeed at a DC 15 Constitution saving throw at the end of the 7 days or become a plaguesap treant.

REACTIONS

Sap Spray. The Plaguesap treant's sap is poisonous. When a creature deals it piercing or slashing damage with a melee attack, the plaguesap treant can choose to allow its sap to spray the creature, which must succeed on a DC 15 Constitution saving throw or take 7 (2d6) poison damage.



do not eat dead meat. But the real danger is the contagion they spread, for those bitten by ravenous zombies slowly sicken and die... and then rise again to seek the flesh of the living.

Ravenous Zombie

Garus tossed the small coin purse into the air and caught it, smiling to himself. This next job should be a breeze, he thought. Just a few zombies in the local hamlet, nothing he hadn't faced before. They could take a hit, but they were slow and clumsy, and any warrior worth his salt should be able to dispatch them with little issue.

But when he rounded the corner, his brows rose in confusion. Was that zombie... eating... that villager? And why was the obviously dead villager starting to move?

Ravenous zombies look like normal zombies to the untrained eye, but they are far more dangerous, for they hunger for living flesh. Though they lack a functioning digestive system, they will bite and devour as much flesh as they can, often until their guts are swollen and distended. When their prey dies, though, they lose interest, because they

RAVENOUS ZOMBIE

Medium undead, neutral evil

Armor Class 9

Hit Points 30 (4d8 + 12)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	6 (-2)	16 (+3)	3 (-4)	6 (-2)	5 (-3)

Saving Throws Wisdom +0

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 8

Languages understands the languages it knew in life but can't speak

Challenge 1/2 (100 XP)

Undead Fortitude. If damage reduces the ravenous zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the ravenous zombie drops to 1 hit point instead.

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 6 (1d8+2) piercing damage. If the target is a creature, it must succeed on a DC 12 Constitution saving throw or be infected with ravenous zombie contagion. The infected creature suffers one level of exhaustion, and it regains only half the normal number of hit points from spending Hit Dice and no hit points from finishing a long rest. At the end of each long rest, an infected creature must make a DC 12 Constitution saving throw. On a failed save, the character gains one level of exhaustion. On a successful save, the character's exhaustion level decreases by one. If a successful saving throw reduces the infected creature's level of exhaustion below one, the creature recovers from the disease. If the creature dies while infected with ravenous zombie contagion, it rises in 4 (1d8) hours as a ravenous zombie.



Remnant

Sarra looked around warily as she entered the tomb. Her torch guttered in a subterranean breeze, casting dancing shadows on the wall. "Something about this place... those shadows... this tomb is thick with memories," she whispered to herself. Fragments and remnants of half-forgotten retrospections rose to her mind unbidden. Immediately and inexplicably her mind wandered back to her most painful moment, the day she was torn from her mother's arms as the orcs took her mother away to work in the salt mines. Before she knew it, the tears were streaming down her face, and the pain was almost palpable. Almost palpable... then she saw the shadowy wraith-like figure in the recesses of the mausoleum, and the pain from her memories became completely palpable....

Remnants, or memory wraiths as they are also called, are formed when a creature dies but its traumatic memories won't let it rest. A Remnant looks like a shadowy ghost that still bears some of the features it had in life, although it can never quite be seen clearly. It takes unholy pleasure in draining memory from its victims and replacing them with its own terrible, painful recollections.

REMNANT

Medium undead, neutral evil

Armor Class 15 (natural armor)

Hit Points 78 (12d8 + 24)

Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	14 (+2)	13 (+1)	10 (+0)	16 (+3)

Skills Deception + 5, Perception +3

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities necrotic, poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 13

Languages the languages it knew in life

Challenge 6 (2300 XP)

Incorporeal Movement. The Remnant can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Sunlight Sensitivity. While in sunlight, the Remnant has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Multiattack. The Remnant makes two psychic shock attacks.

Psychic Shock. *Melee Weapon Attack:* +6 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 12 (3d6+3) psychic damage, and the target's Charisma score is reduced by 1d4. The target dies if this reduces its Charisma to 0. Otherwise, the reduction lasts until the target finishes a long rest.

Memory Drain (recharge 5-6). One target the Remnant can see must succeed on a DC 15 Charisma saving throw or take 20 (5d8) psychic damage and lose all memory of events within the last 24 hours (although it does not lose prepared spells). The target behaves as if under the effect of the confusion spell. The target can repeat the saving throw at the end of each of its turns, ending the confusion effect on itself on a success, although it does not regain lost memories.

REACTIONS

Impart Memory. When a creature the Remnant can see starts its turn within 30 feet of the Remnant, the Remnant can impart one of its own horrific memories to the creature. The creature must succeed on a DC 15 Charisma saving throw or be frightened until the end of its turn.



Spywing

As it became apparent that the wispy, dark shape was not a cloud, Glorin Deephammer's eyes narrowed in worry. "Quick, men, take cover!" he barked, diving for a rock outcropping, and wrapping his dark cloak about him. "Ready your crossbows. These foul beasts are the eyes of our enemy. If we don't take them all down, our quest is lost." He cocked his own trusty piece, and as the small flying lizards swooped down over the remnants of their campfire, he released a bolt that skewered one of them. As it crashed to the ground, he heard the twang of his companion's bows, and several other lizards plummeted from the air. The remaining creatures, with raucous cries, turned suddenly in the air and headed back to the north. The Dwarves eyed each other with apprehension. "The Dragon knows we are coming," intoned Glorin. "It is time we turned back; this scouting mission to Wawmar will have to wait."

Spywings look like a cross between tiny, deformed red dragons and common lizards. They were created by the draconic Lord of Greed to be his spies and scouts in the wastelands around his kingdoms, as well as the vast caverns within his home of Wawmar. They have since appeared in the service of other Lords of Sin as well. They are nearly perfect spies. A Spywing's body is about 1 foot long, with a wingspan of about 2 feet. They weigh about 1 pound.

SPYWING

Tiny dragon, neutral evil

Armor Class 13 (natural armor)

Hit Points 6 (2d4+2)

Speed 15 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	15 (+2)	13 (+1)	8 (-1)	16 (+3)	8 (-1)

Skills Perception +5, Stealth +4

Senses darkvision 60 ft., passive Perception 15

Languages Understands Dark Speech and Dragon but can't speak

Challenge 1/4 (50 XP)

Keen Senses. The spywing has advantage on Wisdom (Perception) checks that rely on sight, and it can see twice as far as other creatures in a lit setting.

Limited Telepathy. The spywing can magically communicate simple ideas, emotions, and images telepathically with its master who is within 100 feet of it and who can understand a language.

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4+1) piercing damage.

Gout of Flame. *Ranged Weapon Attack:* +4 to hit, range 10/20 ft., one target. *Hit:* 5 (1d10) fire damage.

Werewolf Pack Lord

The howls were plainly audible to Hector, allowing him to pinpoint the pack's location. The wolves were closing in. He smiled grimly, hefting his battle axe. Wolves? He knew they were actually men cursed with wolf forms. No matter; his enchanted axe would end them just as if they were normal wolves. Three of the slaving beast broke into the clearing. He twirled his axe in anticipation; then another, larger wolf emerged into the moonlit glade. As it opened its huge maw to howl, Hector felt an unaccustomed shiver run down his spine. This was no normal werewolf...

Werewolves, humanoids cursed with lycanthropy so that they take the shape of wolves or wolf-humanoid hybrids when the moon is full, are feared throughout the continent of Farland.

Like natural wolves, werewolves tend to run in packs. And also like natural wolves, these packs are organized hierarchically: The strongest werewolf becomes the alpha wolf, the pack leader. On rare occasions, however, a particularly mighty werewolf, generally a humanoid that was a powerful and accomplished warrior before being cursed with lycanthropy, becomes the alpha werewolf. These creatures are called Werewolf Pack Lords.

These Pack Lords have all the strengths of average werewolves, but their intelligence, strength, and ferocity surpasses their lesser brethren. Their mere presence is enough to instill other werewolves with courage, making them fight more fiercely. Their howl is so terrible that it has been known to strike fear into even the stoutest of opponents. Moreover, their innate intelligence allows them to use advanced tactics when directing their pack in combat. They are terrible foes indeed.

WEREWOLF PACK LORD

Medium humanoid (human, shapechanger), chaotic evil

Armor Class 13 in humanoid form, 16 (natural armor) in wolf or hybrid form

Hit Points 134 (18d8 + 55)

Speed 30 ft. (40 ft. in wolf form)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	16 (+3)	12 (+1)	11 (+0)	14 (+2)

Skills Perception +5, Stealth +5

Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

Senses passive Perception 15

Languages One human language or Dark Speech (can't speak in wolf form)

Challenge 6 (2,300 XP)

Shapechanger. The werewolf pack lord can use its action to polymorph into a wolf-humanoid hybrid or into a wolf, or back into its true form, which is humanoid. Its statistics, other than its AC, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Keen Hearing and Smell. The werewolf pack lord has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Alpha Wolf. When a werewolf is attacking a target to which the werewolf pack lord is adjacent, that werewolf has advantage on its attack rolls.

ACTIONS

Multiattack (Humanoid or Hybrid Form Only). The werewolf pack lord makes three attacks: one with its bite and two with its claws or great spear.

Bite (Wolf or Hybrid Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 13 (2d8 + 4) piercing damage. If the target is a humanoid, it must succeed on a DC 14 Constitution saving throw or be cursed with werewolf lycanthropy.

Claws (Hybrid Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 11 (2d6 + 4) slashing damage.

Great Spear (Humanoid Form Only). *Melee or Ranged Weapon Attack:* +7 to hit, reach 10 ft. or range 20/60 ft., one creature. *Hit:* 8 (1d8 + 4) piercing damage.

Frightening Howl (Recharge 6). The werewolf pack lord howls. Any non-lycanthropes within 60 feet that can see and hear the werewolf pack lord must succeed at a DC 14 Wisdom saving throw or be frightened. Frightened creatures can repeat the saving throw at the end of each of their turns, ending the effect on a success. Once a creature saves against the Frightening Howl, it cannot be affected by it for 24 hours.





Wolf Spider Abomination

Batair knew he was a doomed man--any slave that killed an Orcish Hoth would be--but as he had left Thetak and fled North towards the Great River, he had entertained hopes that he would be able to make it. Suddenly, however, even that became impossible: he had stumbled into a nearly invisible mesh of webbing covering the ground! Motion from the trees to his left caught his eye, and out of the shadows clambered one of the beasts, moving easily over its web. It had the huge, bloated body of a spider but a ferocious wolf-head replaced the insectile head one expected. The wolf-jaws of the beast opened in slavering anticipation as it leaped towards him, and the sword dropped from his nerveless grasp...

Created in the deep delvings and hideous pits below the palace of the Lord of Envy in Orland City, these abominations against nature are the result of crossing a dire wolf with a monstrosity large hunting spider. They are trainable to a certain extent, and their quick speed, debilitating poison, and lethal cunning make them perfect servants to the Hounds. Thus, these creatures are also called Slave Hunters, and a pack of them are often unleashed upon the trail of a troublesome slave. Wolf Spiders Abominations are 10 feet long and weigh 1000 pounds. They have the body of a large spider, albeit covered with a shaggy gray or black hair, but they have the heads of dire wolves. A green ichor drips from their

slavering jaws, and perhaps most horribly, their eyes, set in their wolfs' heads, are those of spiders.

WOLF SPIDER ABOMINATION

Large monstrosity, neutral evil

Armor Class 14 (natural armor)

Hit Points 52 (7d10+14)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	14 (+2)	6 (-2)	12 (+1)	3 (-4)

Skills Perception +3, Stealth +5

Senses Darkvision 60 ft., passive Perception 11

Languages ----

Challenge 2 (450 XP)

Keen Hearing and Smell. The wolf spider abomination has advantage on Wisdom (perception) checks that rely on hearing or smell.

Spider Climb. The wolf spider abomination can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Sense. While in contact with a web, the wolf spider abomination knows the exact location of any other creature in contact with the same web.

Web Walker. The wolf spider abomination ignores movement restrictions caused by webbing.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 6 (1d8+2) piercing damage. If the target is a creature, it must succeed on a DC 12 saving throw or be knocked prone. The target must also make a DC 12 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

Web (Recharge 5-6). *Ranged Weapon Attack:* +5 to hit, range 30/60 ft., one creature. *Hit:* The target is restrained by webbing. As an action, the restrained target can make a DC 12 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 5; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

Chapter Four: Magic Items

Items and Artifacts

The long history of the World of Farland has resulted in the creation of many historical artifacts and items of power.

Many of the items listed below have had a large impact on the world.

Amulet of Evernight

Wondrous item, artifact (requires attunement)

Created many millennia ago by the drow to help them wage their wars of envy against the surface elves to retake the lands of the sun, this darkly beautiful platinum amulet looks like a stylized crescent moon with a skull face. A tiny platinum serpent is looped around the top crescent. Legends say that this amulet was stolen from the dark elves by creatures of the deeps even more horrible, and thus it passed from the histories.

The wearer of this amulet who is attuned to it is immune to detrimental effects from natural light, including daylight. No spell or magical effect that produces light or illumination of any kind can blind the wearer. He has resistance to radiant damage. The wearer is entirely unaffected by magical darkness; he sees normally in it as if prevailing light conditions existed. The real power of the amulet, however, lies in its mass combat effects. When above ground, the wearer has but to will it (this is an action) and dark clouds will gather above his head, spreading above him in a 500-yard radius. Any being under cover of this

magical cloud is not affected by natural light or daylight, although the cloud does not provide any protection from light-based spells or allow anyone but the wearer to see in magical darkness. The cloud is only affected by the most extreme natural weather conditions, the DC to dispel it is 25, and even a *Dispel Magic* spell cast using a 9th level slot does not automatically dispel the cloud. The amulet enhances the natural jealousy and envy of the wearer.

Random Properties.

- 1 minor beneficial property
- 1 minor detrimental property

Spells. The wearer of the amulet can use an action to cast the following spells from it (save DC 18): *darkness*, *blindness/deafness*, *Evard's black tentacles*. Once the amulet has been used to cast a spell, it can't cast that spell again until the next dusk.

Destroying the Amulet. The amulet will be destroyed if the most powerful (non-drow) elf in Farland is slain and the amulet is immersed in the life-blood of that elf.

Armor of Zestor

Armor (splint), legendary (requires attunement)

This silver-chased +1 splintmail provides an even stronger defense when its wearer is attacked by a flying creature. The armor is +2 against attacks made by creatures that have a fly speed. It belonged to Zestor Half-Elven, also known as Zestor Wyvernslayer.

Zestor was an ancient King of the lands of Kelerak.

Blacksword

Weapon (longsword), legendary (requires attunement)

This jet-black +2 sword is unbreakable in normal use, although it can be destroyed in a normal forge. Once drawn it cannot be put away until it draws blood. If the wielder attempts to sheath the sword but the sword hasn't been used to deal slashing damage since it was last drawn from its scabbard, the wielder must make a DC 13 Charisma saving throw. On a failed save, he takes 6 (2d6) psychic damage and is unable to sheathe the sword; on a successful save, he takes 3 (1d6) psychic damage and can sheathe the sword.

Inflict Wounds. Once per day when it hits a target, instead of dealing slashing damage, the Blacksword can choose to cast *Inflict Wounds* on the target, dealing it 40 (8d10) necrotic damage. The Blacksword, not its wielder, chooses when to cast *Inflict Wounds*, and when it does so, it can immediately choose to grant healing to its wielder equal to half the amount of the damage that it caused using its *Inflict Wounds* spell.

Sentience. The Blacksword is a sentient neutral evil weapon with an Intelligence of 12, a Wisdom of 17, and a Charisma of 17. It has hearing and darkvision out to a range of 120 feet. The Blacksword can speak, read, and understand Dark Speech, and it can communicate telepathically with its wielder. Its voice is low and sibilant.

Personality. The Blacksword lies and dissembles often. It may or may not reveal the following information to its wielder, but it believes that it contains the spirit of a powerful vampire. The Blacksword hates sunlight, although it is not hampered by it.



The sword's purpose is to deal death to the living and to forward the goals of intelligent undead that it deems powerful and worthy. Its lust for blood must be met. If the sword goes 3 days or more without dealing slashing damage, a conflict between it and its wielder occurs at the next sunset.

Crossbow of Wawmar

Weapon (crossbow), very rare

Crafted under the hammers of the most expert metalsmiths in the world, the dwarves of Wawmar, this steel heavy crossbow cannot be broken in battle or under normal use, although it is not indestructible (it can be destroyed in a normal forge). If the user rolls a critical hit while attacking with the crossbow, the target must succeed on a Wisdom saving throw DC 15 or be paralyzed. The target can repeat the saving throw at the end of each of its turns, ending the paralysis on a success. This power functions three times daily; all uses are regained each day at dawn.

Crown of Elven Kings, *Elebtale*, the "Browstar"

Wondrous item, artifact (requires attunement by an elf or half-elf)

This beautiful crown, formed by a circlet of mithril set with a luminous diamond carved to look like a star, serves as the crown of the elven kings in the Summervale. The diamond on the crown sheds bright light in a 10' radius and dim light for an additional 10' radius when the wearer wills it (an action). *Elebtale* protects its wearer's head like a helmet, giving a +1 bonus to AC. Targets that make a saving throw against illusion spells cast by the wearer of the crown or cast by the crown do so with disadvantage. The wearer of the crown is vulnerable to necrotic damage. The wearer will never willingly be parted from *Elebtale* until he feels he is dying or leaving for Faerie; he always wears the crown or keeps it within arm's reach.

Random Properties.

- 1 minor beneficial property
- 1 minor detrimental property

Spells. The crown has 10 charges. The wearer of the crown can expend one or more charges to cast the following spells from it (save DC 18): *detect thoughts* (1 charge), *silent image* (1 charge), *zone of truth* (1 charge), *major image* (3 charges), *nondetection* (3 charges), *hallucinatory terrain* (4 charges), *programmed illusion* (5 charges), *mirage arcane* (7 charges). The crown regains 1d6+4 expended charges daily at dawn.

Destroying the Crown. If the swan Luminar is slain, the crown will lose all of its power.

Crown of Aelfar

Wondrous item, artifact (requires attunement)

Created shortly after the Unitary Wars, this artifact was the symbol of power and authority of the first human civilization. Beckair Publius, the founder of the kingdom of Farland, rescued the Crown from the devastation of the fall of Aelfar and used it to signify his right to rule the newly founded kingdom. Publius used the item at the final battle of the War of Vengeance, the Battle of the Death Downs, where it was supposedly destroyed while Publius was in conflict with the Dweller herself. The Crown is rumored to have had the following powers: the crown grants its wearer a +2 bonus to AC, grants its wearer advantage on saving throws versus spells and other magical effects, and provides resistance to slashing damage. If the wearer of the crown grasps a mace or axe, that mace or axe becomes a +3 magical weapon as long as the wearer of the crown holds it. Like most every artifact, its wearer will not willingly give up the Crown and always seeks to wear it. Upon acquiring the crown, the user makes it his life's goal to become monarch of a powerful kingdom by whatever means necessary.

Random Properties.

- 1 minor beneficial property
- 1 major beneficial property
- 1 minor detrimental property
- 1 major detrimental property

Destroying the Crown. Rumor has it that the crown has already been destroyed, though the truth of this is unknown. Histories tell that the only way the crown can be destroyed is by the hand of the Dweller in the Wintervale.

Earring of Neltak

Wondrous item, rare (requires attunement)

This tiny golden upside-down axe, holy to the god Neltak, Lord of Law, limits the ability to tell lies. The wearer of the earring has advantage on Wisdom (insight) checks to detect deception, and disadvantage on Charisma (deception) checks made to deceive.

Elixir of Sanctuary

Potion, uncommon

This potion offers potential immunity to attacks. For 1 hour after quaffing this elixir, the drinker is under the effect of a *sanctuary* spell. The Wisdom saving throw for this spell is DC 14.

Fearsome Ring

Ring, uncommon (requires attunement)

While wearing this ring, you can attempt to frighten others as an action. When you use this ring, a target you can see must succeed at a DC 15 Wisdom saving throw or be frightened of you. It can repeat the saving throw at the end of each of its turns, ending the effect on a success. This ring can be used three times per day; it regains all uses each day at dawn.

The Gates of Prowess

Wondrous item, artifact

The enigmatic artifact known as the Gates of Prowess is said to have been crafted by the mage Seldorius. It appears to be nothing but

a watercolor painting when first discovered, albeit one created by a skilled artist. It depicts a huge bronze gateway standing alone in a desolate setting. The gateway appears sealed with two aged bronze doors, further banded with bronze. The sides of the gateway are finely carved with a hundred lifelike creatures. Humans, demihumans, monsters, demons, devils, and angels all face the doors with their arms outstretched towards it. Across the top of the archway are carved six humanoid figures of ambiguous race. Each of the figures holds a shield with an inscription on it. The inscription appears in whatever language the viewer of the painting can read, and they say "Strength, Dexterity, Constitution, Intelligence, Wisdom, Charisma," one word per shield. At the bottom of the painting is a scrawl which says, "Accept the challenge if you dare." If a viewer of the painting says, "I accept the challenge," his vision dims, and when it returns, he finds himself standing near the massive bronze gates depicted in the painting. At this point, the figures carved into the sides of the archway come alive and pull the doors open to reveal a stone passage with a light at the far end. At the end of the passage is a stark cavern lit from above by a shaft of light. The rest of the area surrounding the gate is a desolate, empty plane.

In the center of the cavern floor, bathed in the column of light, are the six bronze statues with the inscribed shields from the painting. An inscription on the floor in front of the statues reads: "Each must choose by laying hands on the guardian he or she wishes to challenge. Defeat the guardian and receive improved prowess in that ability. Failure means death. You enter as one, you will face your challenge as one." More than one character can choose the same statue. Once all present have chosen a statue, the statues come to life and change form. They immediately attack.

The game master should use the rules from the 5e SRD to build a deadly encounter for the level of the player characters. The total

number of creatures in the encounter should match the number of player characters present in the cavern. If the player characters defeat every creature in the encounter, the ability score that they choose increases by 1 (to a maximum of 20). Death renders a player character withdrawn from the battle but restored to 1 hit point afterwards. Death during the battle does not discount a player from receiving the ability score increase, but if all the player characters die, none receive an ability score increase. A character who died during the challenge takes a -4 penalty to all attack rolls, saving throws, and ability checks. Every time the character finishes a long rest, the penalty is reduced by 1 until it disappears. No experience points are awarded for this encounter.

After the battle has ended, characters find themselves back where they started, except the painting has disappeared to a random location in the Continent of Farland, never again to be found by the same player characters.

Glasses of Magical Insight

Wondrous item, uncommon (requires attunement)

Invented by the second Cadre of the Wise, these faintly glowing spectacles served many a mage well in his arcane research. Three times per day, the wearer of these glasses can cast *detect magic*. Expended uses are regained each day at dawn.

Helmet of Anarim

Wondrous item, legendary (requires attunement)

This powerful helm, crafted for the High King of the Kingdom of Farland in its heyday, is intricately carved and made of gold; flames are perpetually reflected in the burgeoned surfaces of the helm even when the wearer is not near fire. The wearer of this helmet has resistance to fire damage. Once per day, the helmet can be used to cast the *conjure elemental* spell as if it used a 5th-level spell slot. This use is regained at dawn.

Lantern of the Four Winds

Wondrous item, rare

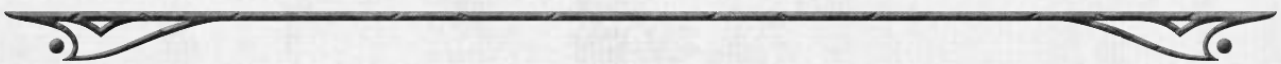
This finely crafted bullseye lantern is made of solid adamantine. It does not shed light, but it can be opened as an action to cast the *gust of wind* spell (save DC 13). The duration of this spell is 1 minute and it does not require concentration; as long as the lantern is open, the gust of wind pours forth. The lantern cannot be used again for 2 hours, because the winds inside it must build back up.

This item is considered a boon to sea captains to power their ships. Wise captains mount the Lantern to the deck and unfurl their sails after the lantern has been opened.

Mace of Ralin

Weapon (mace), artifact (requires attunement)

This is the weapon of an ancient dwarven king. It is a +3 mace, but it deals an additional 2d12 bludgeoning damage to humans, elves, orcs, and ogres. It also gives resistance to force damage when clutched or held by a creature attuned to it. This powerful artifact will not function unless it



is received as a gift, found, or purchased. If it is taken by force it will not function as magical, nor will it detect as magical. Upon acquiring the mace, the possessor grows a beard; if the beard is shaved, it will regrow in 1d4 rounds. If used to attack or injure a dwarf or gnome, the mace has no magical effects or abilities whatsoever.

Random Properties.

- 1 minor beneficial property
- 1 major beneficial property
- 1 minor detrimental property

Spells. The wielder of the mace can use an action to cast one of the following spells (save DC 16) from it: *blade barrier*, *flame strike*, *harm*. Once the mace has been used to cast a spell, it can't be used to cast that spell again until the next dawn.

Destroying the Mace. While possessing the mace, if its wielder is caught in the fire breath attack from a red dragon and the attack deals 100 fire damage to the wielder, the mace is destroyed.

Mantle of Roche

Wondrous item, legendary (requires attunement)

This deep navy, almost black cloak is fashioned from very smooth yet durable cloth. Roche often traveled into places where he needed to conceal his "trade goods," as it were, and this cloak helped him do so. The cloak contains a very large breast pocket which functions as a *bag of holding*. However, the cloak weighs the same as a standard cloak, regardless of what it contains. The cloak also functions as a *cloak of elvenkind*.

Mattock of Mining (Mattock of the Dwarves)

Weapon (maul), rare (requires attunement)

Created by the dwarves of Wawmar, this digging implement is made of special hardened magical steel. The properties of the steel include heightened flexibility and durability, along with the ability to "focus" and amplify a hundredfold the striking impact of the user. The mattock is a +1 weapon. The wielder of the mattock can use the mattock to cast *thunderous smite* (save DC 13); the melee weapon used to inflict the thunder damage from *thunderous smite* must be the Mattock of Mining from which the spell has been cast. This spell can be cast from the mattock three times per day. Expended uses are regained at dawn. By digging with the mattock, the mattock can also be used to cast the spell *move earth*. Concentration is not required to maintain this spell; instead the user must continue digging with the mattock, which he can do for 2 hours maximum. The mattock can only be used to cast this spell once per day. Expended uses are regained at dawn.

Miner's Helmet

Wondrous item, uncommon

This sturdy metal helmet contains a small box with cunningly designed mirrors inside it. Cast upon the mirrors is a *continual flame* spell. The helmet projects a beam of light as a bullseye lantern, directed at whatever the wearer is looking at. The box on the top of the helmet has a shutter which may be used to hide the projecting light. Opening and closing the shutter to project or extinguish the light is an action. The helmet otherwise protects the head and leaves the user's hands free.

Rot-Blade

Weapon (greatsword), legendary (requires attunement)

This evil +2 greatsword was first fashioned an era ago by the Dweller in the Wintervale. Its name in Ancient Dark Speech is a word meaning "dealer of pestilence." It is simply known in Farlandish as Rot-blade. This sword is a *sword of life stealing*. When rot-blade hits an elf, the elf takes an additional 2d6 poison damage. The first time Rot-Blade inflicts slashing damage on an enemy, the enemy must succeed at a DC 16 Constitution saving throw or be inflicted with a random disease. However, the sword is also infected with some unknown pestilence; whenever the wielder of Rot-Blade uses it to cast *harm*, he must succeed at a DC 14 Constitution saving throw or be inflicted with a random disease. Rot-blade will only inflict its wielder with one disease at a time.

Harm. Once per day when it hits a target, instead of dealing slashing damage, the wielder of Rot-Blade can use it to cast *harm* on the target (Saving throw DC 16).

Sentience. Rot-Blade is a sentient chaotic evil weapon with an Intelligence of 14, a Wisdom of 16, and a Charisma of 18. It communicates by transmitting emotion to its wielder.

Personality. Rot-Blade's personality is dark and malevolent. It often transmits a grim glee to its wielder when it kills elves or innocent creatures or when it beholds diseases or illnesses. The evil sword has some inscrutable purpose that it is attempting to accomplish. It will sometimes ring loudly or shine like a torch. Its wielder cannot control when Rot-Blade does these things, and thus it will sometimes end up betraying its wielder in situations requiring stealth. It seems the sword chooses when to leave its wielder, and thus it sometimes seeks to be captured by enemies.

Ruby Skull

Wondrous item, artifact (requires attunement)

This mysterious artifact is shaped like an extra-large, man-like skull with 3 eye orbits and fang-like teeth. Its origin is unknown (although the skull is rumored to have come from the god Soggoth who died untimely). Once per week, the skull allows its user to have a perfectly accurate premonition of upcoming events. This premonition is fairly detailed but can be ambiguous. When the skull is left in one location for at least a month, its evil starts to spread. Crime and misdeeds in the geographical area surrounding the skull increase, and birth defects and deformities increase. If the skull is left in the same location for centuries, its evil spreads further and strengthens, and it may have such effects as the corruption of an entire race (these things are left to the GM). Historians attribute the existence of the Duergar race to this evil item. The skull's current location is unknown, but it may rest with the twisted Duergar in the depths of the caverns that riddle Farland's core.

Random Properties.

- 2 minor beneficial properties
- 1 major beneficial property
- 2 minor detrimental properties
- 1 major detrimental property

Spells. The wielder of the skull can use an action to cast the following spells from it (DC 18 saving throw): *Hunger of Hadar*, *Hold Monster*, *Create Undead*, *Blight*. Once the skull has been used to cast a spell, it can't cast that spell again until the next dusk.

Sentience. The Skull is sentient and chaotic evil. It has an Intelligence of 18, a Wisdom of 16, and a Charisma of 20. It has hearing and darkvision out to a range of 120 feet. The Skull can speak, read, and understand any language known to its wielder, and it can communicate

telepathically with its wielder. Its voice is powerful and lordly.

Personality. The Ruby Skull, although it will never reveal anything of its origin, speaks and behaves as if it believes itself to be a deity. Its purposes are generally inscrutable, although it seeks to spread corruption and chaos. It also seeks to bring about the downfall of the Dweller in the Wintervale, and ultimately Vornoth. It will sometimes imperiously command its user to undertake tasks that it believes forward these goals. If the user refuses, a conflict between the skull and its user occurs immediately.

Destroying the Skull. The skull can be destroyed if it is placed on the throne of Vornoth in his citadel in Malor.

Scepter of Dorlhaud

Rod, artifact (requires attunement)

This dwarven scepter, indestructible by normal means, once belonged to the ill-fated Dwarfkingdoms of Dorlhaud. It was wrenched from them by force during their wars with the kingdoms of Zeland and Orland. The scepter is a *Rod of Lordly Might*. When its wielder first attunes to the scepter, his hair turns permanently white. It is made of platinum with many jewels and gems and is worth 20,000 on the market for its jewels alone.

Random Properties.

- 1 minor beneficial property
- 1 major beneficial property
- 1 minor detrimental property

Destroying the Scepter. The rightful dwarven king can destroy the scepter in the rekindled forges of lost Dorlhaud.

Shield of Kassius

Armor (shield), legendary

These large, intricate shields, marked with the Golden Eagle symbol of the Kingdom of Kassius, were used by its royal guards in its fight for independence from Aelfar. Only six were known to have been created. This +1 shield can be used to cast *Wall of Force*. It cannot be used to cast *Wall of Force* again until the next sunset. Additional Shields of Kassius can be used to create conjoined, larger *Walls of Force*: using another shield of Kassius to cast *Wall of Force* on an existing *Wall of Force* cast by a Shield of Kassius increases the size of the first Wall by the amount provided by the second *Wall of Force*. If the *Wall of Force* cast by one of the Shields subsequently ends, the area of effect of the other Wall returns to its normal size. Any number of Shields of Kassius can be used in conjunction to create larger and



larger *Walls of Force*. Alternately, the *Wall of Force* effect from a *Shield of Kassius* can be used to end an existing *Wall of Force* within 60 feet of the *Shield* as if a *Disintegrate* spell had been cast on the existing *Wall*.

Shield of Thetak

Armor (shield), legendary (requires attunement)

This storied magical steel shield is enruned and engraved with fierce Dwarven warnings. These warnings blaze on command, allowing its user to cast *hold monster* as if a 5th-level spell slot was used. The save DC for this spell is 15. This spell cannot be cast from the shield again until the next day at dawn.

Slayer

Weapon (greatsword), legendary (requires attunement)

The full name of this Creagish +2 claymore is "Dragon Slayer," or "Slayer" for short, but it also goes by "The Lady," for it considers itself female. *Slayer* was known as the chosen weapon of the immortal Creagish hero Darmon Stuart. The sword is unbreakable in normal use, although it can be destroyed in a normal forge. *Slayer* deals an additional 2d6 slashing damage to evil dragons.

Insight (3/day). Three times per day, a wielder who is attuned to *Slayer* can use a bonus action to obtain advice from *Slayer* as to an opponent's defenses. The wielder gains advantage on the next attack he or she makes with *Slayer*.

Fly to Wielder. If a wielder that is

attuned to *Slayer* has line of sight and line of effect to *Slayer*, it can summon *Slayer* to its hand from up to 50 feet away as a bonus action.

Soul Collection. When *Slayer* is used to slay a creature, if the sword chooses, it can attempt to absorb its victim's soul. *Slayer* makes an opposed Charisma check against the creature it just slew; on a success, the creature's soul is absorbed. The creature cannot be resurrected or otherwise raised from the dead while *Slayer* exists. The sword can then use some of the soul's knowledge (the DM decides what the sword learns from absorbed souls). *Slayer* does not absorb souls as a punishment, and it is actually nurturing with respect to the souls it harbors.

Sentience. *Slayer* is a sentient neutral good weapon with an Intelligence of 13, a Wisdom of 16, and a Charisma of 16. It has hearing and darkvision out to a range of 120 feet. *Slayer* can speak, read, and understand Dark Speech and Kingdom Common, and it can communicate telepathically with its wielder. Its voice is clear and of indeterminate gender.

Personality. *Slayer* sees itself as female, and it has a rather motherly personality. It chooses who it allows to attune to it, and when it attunes to a wielder it favors, it becomes very protective of that wielder. *Slayer* has a strict code of conduct and adheres to neutral good tenets at all times. *Slayer's* goals, surprisingly, have nothing to do with slaying dragons. Instead, it seeks to continue protecting the souls of those who (because of their good deeds and actions) are deserving of protection, and to guide worthy wielders. It fantasizes about eventually establishing a human form and marrying a favored wielder. If *Slayer* is used to kill a good creature or a creature that the sword sees as undeserving of death, a conflict occurs between it and its wielder immediately.

Sword of Deadly Strikes

Weapon (any sword), rare (requires attunement)

This sword is a magic weapon. It has 3 charges. While you hit with it, you can expend 1 charge to change your hit into a critical hit. The sword regains 1d3 expended charges daily at dawn.

Staff of Aelfar

Staff, artifact (requires attunement by a good creature)

This great staff dates back to c. 2600 F.R., the time of ancient Aelfar. It once belonged to the mightiest priest of Aelfar, and is rumored to have been given to him by Heshtail himself. The staff, like ancient Aelfar, is now lost. This magical quarterstaff looks like an ancient ironwood staff shod in bronze and crowned by a holy symbol of Heshtail. This holy symbol is made from an unknown, indestructible metal. The staff is a *staff of striking*. It is also a *staff of healing*, but its bearer can use its charges to cast the following additional spells: *raise dead* (8 charges), *mass healing* (9 charges). The user feels strongly compelled by the staff to donate the majority of his monetary possessions to a temple of Heshtail; if he fails to do so after a reasonable span of time (as determined by the GM), the staff ceases to function until he does so. Finally, the staff cannot function within 120 feet of a dragon, either dead or alive.

Random Properties.

- 1 minor beneficial property
- 1 minor detrimental property

Destroying the Staff. If the staff is plunged into the lifeblood of the most powerful evil dragon in Farland, it will be destroyed.

Stone of Silence

Wondrous item, artifact (requires attunement)

In Elven, this stone is called *Gonwe Dīm* (*Dīm* means "silence" but the word *Diēm*, stemming from the same root, means "peace." Thus, it is also "The Stone of Peace." This conflation comes from a sentiment similar to that which spawns the English phrase "peace and quiet"). This 1 foot tall, tear-shaped stone is made out of virtually indestructible black obsidian. It is remarkably light (10 pounds), and the beauty of its sculpting and craftsmanship is breathtaking. The Stone has a nearly invisible grip on the bottom, making it easy to hold in one hand. When held under a new moon, the mithril runes that are written in the elvish script become visible. These runes explain the stone's uses:

I, Galadhel the smith, shedding tears for the state of Núrion, have crafted this, Gonwe Dīm, to allay the ubiquitous wars. I hereby lay down the uses of this artifact. The Stone must be held to be used; its real power functions on a large scale. This ability is activated automatically under the right conditions, namely when an enemy host attacks the possessor and his host. Then the Stone will make the friendly host all but unconquerable. The Stone also has lesser abilities. It will automatically cause nearby aggressive enemy spell casters to be unable to do harm. It has other uses as well, which can be activated with a thought, but only once per setting of the sun. The Stone can create a radius of peaceful silence, the skin of its possessor can be turned to a stone-like substance to resist the blows of the enemy, and the Stone can paralyze an enemy. But the Stone may never be used to attack, overtly or covertly, for it will flee the hand of its user of its own accord, removing itself up to half a continent away in order to avoid being used for belligerence. Once the stone has fled, no known means of scrying or divination may detect it. You have been apprised and warned of the uses of the

Stone; utilize it for the purpose for which it was created.

The main power of the Stone lies in its ability to eliminate armed conflict. The Stone causes any army within a mile radius of it that initiates an attack to be severely handicapped. The GM will determine exactly what effects this has.

The functions of the item can only be used in self-defense. If the item is used to initiate an attack, the Stone teleports to a random location 200 to 500 miles away, and the user takes 9 (3d6) radiant damage. Overt attacks and offensive actions automatically trigger its disappearance. The GM will determine what qualifies as using the Stone to initiate an attack. No magical means can locate the Stone once it has disappeared. If the user willingly gives up the stone, he will suffer a near unbearable longing for the Stone.

Random Properties.

- 2 minor beneficial properties
- 1 minor detrimental property

Silence. If the possessor of the Stone is targeted by a hostile spell caster that he can see, he can use a reaction to cast the *Silence* spell from the Stone; he need not have this spell readied. This reaction happens before the enemy spell caster finishes casting his spell; if the spell has a verbal component, the spell fails and has no effect.

Spells. The wielder of the Stone can use an action to cast the following spells from it (DC 18 saving throw): *Shield*, *Sleep*, *Hold Person*, *Hold Monster*, *Stone Skin*. Once the Stone has been used to cast a spell, it can't cast that spell again until twilight of the next day.

Destroying the Stone. The Stone of Silence will be destroyed if it is sunk in the holy fountain that is beloved of the god Tal-Allustiel.

Thrall Collar

Wondrous item, rare

These well-wrought metal collars come in all shapes and sizes, from intricately decorated gold to unadorned steel. Crafted centuries ago in the slave-holding Kingdom of Farland, they are designed to ensure the loyalty of any bondsman. When the collar is placed around the neck of a medium-sized humanoid and a command word is spoken, the creature is affected as by a *charm person* spell cast by the person speaking the command word (saving throw DC 16). While the wearer is charmed, the creature that spoke the command word can issue verbal commands to the creature while it is conscious (no action required), which it does its best to obey. The speaker of the command word can specify a simple and general course of action, such as "Attack that creature," "Run over there," or "Fetch that object." If the wearer of the collar completes the order and doesn't receive further direction from the speaker of the command word, it defends and preserves itself to the best of its ability. To receive commands, the wearer of the collar must understand the language used to issue commands to it. The wearer of the collar will ignore commands that are obviously suicidal. The duration of this effect is 24 hours or until the thrall collar is removed. Once the thrall collar has been used to cast *charm person* on the creature wearing it, it can't be used to cast it again until the next dawn.

Traveler's Staff

Wondrous item, rare (requires attunement by a druid or ranger)

The head of this comfortable walking stick is always carved to look like a natural animal or beast of the wilderness. A leather thong hangs out of its mouth and wraps around

the traveler's wrist. This staff has 10 charges. It regains 1d6+4 expended charges daily at dawn. If the last charge is expended, roll a d20. On a 1, the staff loses its properties and becomes a nonmagical quarterstaff.

Woodsman. The bearer can expend 2 charges to give himself advantage on a Wisdom (Animal Handling), Intelligence (Nature), or Wisdom (Survival) check.

Spells. The bearer can use an action to expend 1 or more of the staff's charges to cast one of the following spells from it, using the bearer's spell save DC: *animal friendship* (1 charge), *conjure animals* (5 charges), *longstrider* (3 charges), *speak with animals* (1 charge).

Trick Shot Ammo

Weapon (any ammunition), uncommon

The ancient and not-so-legendary gnomish inventor Zenko Sag tried to create magical ammunition that could track targets to improve accuracy. As usual, his end result was not what he was "aiming" for. His ammunition would not shoot straight: He could not hit anything in plain sight. During his testing, he found that even though the end result was not his goal, his new invention did have a purpose. If a target was behind any cover, this new ammunition allowed him to bounce the shot off walls, floor, trees, rocks, objects, or other creatures to strike the target. However, it would never fly straight. Zenko was said to have suffered numerous wounds and punctures while testing this ammo; in fact, legends tell that he looked like a walking bandage while developing it. Yet other gnomes somehow valued this ammunition, and soon the secret to its manufacture spread to other gnomish craftsmen.

The shaft of this ammunition is twisted and crooked, seemingly indicating to any marksman that it will not fly straight. When you fire this ammunition at a target that has cover, you ignore that cover. However, a target that has no cover is treated as having cover when you use this ammunition to attack it.



Chapter Five: Injuries and Death

The World of Farland is a dangerous place. You can make the danger all the more real by using the lingering injuries rule from the 5e SRD, but in Farland, injuries differ based on the source of the injury.

Lingering Injuries

It's up to you as the GM to decide when to check for a lingering injury. A creature might sustain a lingering injury under the following circumstances:

- When it takes a critical hit.
- When it drops to 0 hit points but isn't killed outright.
- When it fails a death saving throw by 5 or more.

To determine the nature of the injury, determine the type of damage that triggered the injury and roll on the appropriate table below that corresponds to the damage type. If multiple types of damage caused the injury, use the type that dealt the majority of damage, or randomly determine the damage type to use when you roll for the lingering injury. These tables assume a typical humanoid physiology, but you can adapt the results for creatures with different body types. If you choose, you can also allow injuries that require regeneration or other high level magic to heal naturally, given a substantial amount of time.



Damage Types

Acid

d20	Lingering Injury
1	Blindness. Your eyes are destroyed; you gain the blinded condition. Magic such as the regenerate spell can restore your sight.

2	Partial Blindness. Your eyes are damaged; you have disadvantage on Wisdom (Perception) checks that rely on sight and on ranged attack rolls. Magic such as the regenerate spell can heal the damage to your eyes. If you have already suffered partial blindness, you're blinded.
3	Destroyed Hand. You can no longer hold anything with two hands, and you can hold only a single object at a time. Magic such as the regenerate spell can restore the lost appendage.
4	Destroyed Foot or Leg. Your speed on foot is halved, and you must use a crutch or cane to move. You fall prone after using the Dash action. You have disadvantage on Dexterity checks made to balance. Magic such as the regenerate spell can restore the damaged appendage.
5-7	Major Neuralgia. You are in constant pain from nerve damage. Whenever you attempt an action in combat, you must make a DC 15 Constitution saving throw. On a failed save, you lose your action and can't use reactions until the start of your next turn. Magical healing of 6th level or higher, such as heal and regenerate, cures the neuralgia, or if you spend twenty days doing nothing but resting it resolves on its own.
8-10	Minor Neuralgia. This has the same effect as Major Neuralgia above, except that the save DC is 10, and it only takes ten days to resolve on its own.
11-13	Horrible Disfigurement. You have acid burns to the extent that the scars can't be easily concealed. You have disadvantage on Charisma

	(Persuasion) checks and advantage on Charisma (Intimidation) checks. Magical healing of 6th level or higher, such as heal and regenerate, removes the acid burn scar.
14-16	Blisters. You have severe blisters. You have disadvantage on Dexterity checks. The blisters heal if you receive magical healing. Alternatively, someone can tend to the blisters and make a DC 15 Wisdom (Medicine) check once every 24 hours. After seven successes, the blisters heal.
17-20	Minor Disfigurement. You have acid burn scars, but they don't have any adverse effect. Magical healing of 6th level or higher, such as heal and regenerate, removes the acid burn scars.

Bludgeoning or Force

d20	Lingering Injury
1	Brain Injury. You have suffered a brain injury. You have disadvantage on Intelligence, Wisdom, and Charisma checks, as well as Intelligence, Wisdom, and Charisma saving throws. If you fail a saving throw against bludgeoning damage, force damage, or psychic damage, you are also stunned until the end of your next turn. Magic such as the regenerate spell can restore your full brain function.
2	Broken leg. Your speed on foot is halved, and you must use a cane or crutch to move. You fall prone after

	using the Dash action. You have disadvantage on Dexterity checks made to balance. If your leg is splinted with a successful DC 15 Wisdom (Medicine) check, then magical healing of 6th level or higher, such as heal and regenerate, mends the broken leg, or it will heal naturally in 8 weeks. If it is not splinted before it's healed or allowed to heal, the effects remain until it is rebroken and splinted.
3	Broken arm. You can no longer hold anything with two hands, and you can hold only a single object at a time. If your arm is splinted with a successful DC 15 Wisdom (Medicine) check, then magical healing of 6th level or higher, such as heal and regenerate, mends the broken leg, or it will heal naturally in 8 weeks. If it is not splinted before it's healed or allowed to heal, the effects remain until it is rebroken and splinted.
4	Internal Injury. Whenever you attempt an action in combat, you must make a DC 15 Constitution saving throw. On a failed save, you lose your action and can't use reactions until the start of your next turn. Magical healing of 6th level or higher, such as heal and regenerate, cure the injury, or if you spend ten days doing nothing but resting, it will heal naturally.
5-7	Broken Ribs. This has the same effect as Internal Injury above, except that the save DC is 10.
8-10	Major Concussion. You have disadvantage on Intelligence checks, Wisdom checks, and Charisma checks, as well as Constitution saving throws to maintain concentration.

	Magical healing of 6th level or higher, such as heal and regenerate, cures the concussion. Alternately, it heals on its own in four weeks.
11-13	Minor Concussion. You have disadvantage on Intelligence checks. The concussion heals if you receive any magical healing; alternately it heals on its own in two weeks. If you already have a minor concussion, you suffer a major concussion.
14-16	Severe bruising. You suffer severe bruising over an extensive portion of your anatomy. Anytime you suffer bludgeoning or force damage, you suffer an additional point of bludgeoning or force damage. The bruising heals if you receive magical healing. Alternately, it heals on its own in 2 week.
17-20	Broken Nose. Your broken nose is painful but doesn't have any adverse effect. Any magical healing mends your nose, although it may heal crooked if it is crooked when the healing is applied.

Cold

d20	Lingering Injury
1	Ocular Damage. One of your corneas is damaged from frostbite. You have disadvantage on Wisdom (Perception) checks that rely on sight and on ranged attack rolls. Magic such as the regenerate spell can restore the damaged cornea. If you have no corneas that remain

	undamaged after sustaining this injury, you're blinded.
2	Systemic Damage from Frostbite. You have disadvantage on Strength, Dexterity, and Constitution ability checks and Strength, Dexterity, and Constitution saving throws. Magic such as the regenerate spell cures this damage.
3	Gangrene of the Hand. You can no longer hold anything with two hands, and you can hold only a single object at a time. Magic such as the regenerate spell can restore the crushed appendage.
4	Gangrene of the Foot. Your speed on foot is halved, and you must use a cane or crutch to move. You fall prone after using the Dash action. You have disadvantage on Dexterity checks made to balance. Magic such as the regenerate spell can restore the crushed appendage.
5-7	Major Neuralgia. You have constant, painful nerve damage over a large portion of your body. Whenever you attempt an action in combat, you must make a DC 15 Constitution saving throw. On a failed save, you lose your action and can't use reactions until the start of your next turn. Magical healing of 6th level or higher, such as heal and regenerate, cures the neuralgia, or if you spend twenty days doing nothing but resting it resolves on its own.
8-10	Frostbitten Foot. Your speed on foot is reduced by 5 feet. You must make a DC 10 Dexterity saving throw after using the Dash action. If you fail the save, you fall prone. Magical healing cures the frostbite. Alternately, your foot can be treated

	with a successful DC 15 Wisdom (Medicine) check, in which case it will heal naturally in 2 weeks.
11-13	Frostbitten hand. Randomly determine which hand has been frostbitten. In order to grasp or manipulate an object with that hand, you must succeed at a DC 15 Dexterity check. Magical healing cures the frostbite. Alternately, your hand can be treated with a successful DC 15 Wisdom (Medicine) check, in which case it will heal naturally in 2 weeks.
14-16	Minor Neuralgia. This has the same effect as Major Neuralgia above, except that the save DC is 10 and it only takes ten days to resolve on its own.
17-20	Anosmia. You lose your sense of smell and taste. You automatically fail any ability checks that involve your sense of smell or taste. The condition heals if you receive any magical healing.

Fire

d20	Lingering Injury
1	Lose an Eye. You have disadvantage on Wisdom (Perception) checks that rely on sight and on ranged attack rolls. Magic such as the regenerate spell can restore the lost eye. If you have no eyes left after sustaining this injury, you're blinded.
2	Fourth Degree Burns. You have disadvantage on ability checks and

	Strength, Dexterity, and Constitution saving throws. If you fail a saving throw against an effect that causes fire damage, you also gain the stunned condition until the end of your next turn. Magic such as the regenerate spell cures this damage. If you already have fourth degree burns, you must succeed at a DC 15 Constitution saving throw or die.
3	Third Degree Burns. You have disadvantage on ability checks and Constitution saving throws. If you fail a saving throw against an effect that causes fire damage, you also gain the stunned condition until the end of your next turn. Magic such as the regenerate spell cures this damage. Alternatively, someone can tend to the burns and make a DC 15 Wisdom (Medicine) check once every week. After ten successes, the burns heal. If you already have third degree burns, you instead suffer fourth degree burns.
4	Second Degree Burns. You have disadvantage on Strength, Dexterity, and Constitution checks. Magic such as the regenerate spell cures this damage. Alternately, they will heal on their own in 4 weeks. If you already have second degree burns, you instead suffer third degree burns.
5-7	Major Neuralgia. You have constant, painful nerve damage over a large portion of your body. Whenever you attempt an action in combat, you must make a DC 15 Constitution saving throw. On a failed save, you lose your action and can't use reactions until the start of your next turn. Magical healing of 6th level or higher, such as heal and regenerate, cures the neuralgia, or if

	you spend twenty days doing nothing but resting, it resolves on its own.
8-10	Minor Neuralgia. This has the same effect as Major Neuralgia above, except that the save DC is 10, and it will resolve on its own in ten days.
11-13	Horrible Disfigurement. You have burn scars to the extent that can't be easily concealed. You have disadvantage on Charisma (Persuasion) checks and advantage on Charisma (Intimidation) checks. Magical healing of 6th level or higher, such as heal and regenerate, removes the burn scars.
14-16	Blisters. You have severe blisters. You have disadvantage on Dexterity checks. The blisters heal if you receive magical healing. Alternatively, someone can tend to the blisters and make a DC 15 Wisdom (Medicine) check once every 24 hours. After seven successes, the blisters heal.
17-20	First Degree Burns. You have superficial but painful burns. Whenever you take fire damage, you take an additional 1 point of damage. Magical healing cures the burns; alternately, they will heal on their own in 2 weeks. If you already have first degree burns, you instead suffer second degree burns.

Lightning

d20	Lingering Injury
1	Brain Injury. You have suffered a brain injury. You have disadvantage on Intelligence, Wisdom, and Charisma checks, as well as Intelligence, Wisdom, and Charisma saving throws. If you fail a saving throw against bludgeoning damage, force damage, or psychic damage, you are also stunned until the end of your next turn. Magic such as the regenerate spell can restore your full brain function.
2	Explosive Grounding of the Hand. You lose a hand. You can no longer hold anything with two hands, and you can hold only a single object at a time. Magic such as the regenerate spell can restore the lost appendage.
3	Explosive Grounding of the Foot. You lose a foot. Your speed on foot is halved, and you must use a cane or crutch to move unless you have a peg leg or other prosthesis. You fall prone after using the Dash action. You have disadvantage on Dexterity checks made to balance. Magic such as the regenerate spell can restore the lost appendage.
4	Kidney Failure. When you complete a long rest, you must succeed at a Constitution saving throw DC 15 or gain the poisoned condition until you complete a long rest. Magic such as the regenerate spell can cure your kidney failure. Alternatively, someone can tend to the kidney failure and make a DC 15 Wisdom (Medicine) check once every

	week. After ten successes, the kidney failure is resolved.
5-7	Arc Flash. Roll on the fire table.
8-10	Cardiac Injury. You gain a level of exhaustion which cannot be removed by normal means. If you fail a saving throw against fear or fear effects, you gain another level of exhaustion that can be removed by normal means. Magic such as the regenerate spell can heal your cardiac damage.
11-13	Skeletal Muscle Breakdown. You have disadvantage on Strength checks and Strength saving throws. Magic such as the regenerate spell can cure your muscle breakdown. Alternatively, it will resolve on its own in 6 weeks.
14-16	Muscle Spasms. You have disadvantage on Dexterity checks. Magical healing cures your muscle spasms. Alternatively, they will resolve on their own in 2 weeks.
17-20	Flash Burns. You have superficial burns. You turn red as a lobster, but otherwise suffer no mechanical effects. Magical healing cures your flash burns. Alternatively, they will heal on their own in 2 weeks.

Necrotic

d20	Lingering Injury
1	Spiritual Injury. You are afflicted with intense apathy and depression. You have disadvantage on Intelligence, Wisdom, and Charisma ability checks and Intelligence,

	Wisdom, and Charisma saving throws. Magic such as the heal or regenerate spell can resolve your spiritual injury, but such spells must be cast by a cleric, druid, or other class that uses divine magic.
2	Withered Hand. You lose a hand. You can no longer hold anything with two hands, and you can hold only a single object at a time. Magic such as the regenerate spell can restore the lost appendage.
3	Withered Foot. Your speed on foot is halved, and you must use a cane or crutch to move. You fall prone after using the Dash action. You have disadvantage on Dexterity checks made to balance. Magic such as the regenerate spell can restore the lost appendage.
4	Major Organ Necrosis. Whenever you attempt an action in combat, you must make a DC 15 Constitution saving throw. On a failed save, you lose your action and can't use reactions until the start of your next turn. Magical healing of 6th level or higher, such as heal and regenerate, cures the Major Organ Necrosis.
5-7	Minor Organ Necrosis. This has the same effect as Major Organ Necrosis above, except that the save DC is 10.
8-10	Necrotic Stench. You smell like rotting flesh. You have disadvantage on Charisma (Persuasion) checks. Magical healing of 6th level or higher, such as heal and regenerate, removes the smell.
11-13	Necrotizing Wound. Your hit point maximum is reduced by 1 every 24 hours the wound persists. If your

	hit point maximum drops to 0, you die. The wound heals if you receive magical healing. Alternatively, someone can tend to the wound and make a DC 15 Wisdom (Medicine) check once every 24 hours. After ten successes, the wound heals.
14-16	Inflammation. Your muscles are irritated and inflamed. You have disadvantage on strength checks. Magical healing resolves the inflammation. Alternately, it will resolve on its own in two weeks.
17-20	Necrotic Discoloration. You get white and gray spots on your cheeks. The spots don't have any adverse effect. Magical healing of 6th level or higher, such as heal and regenerate, removes the spots.

Piercing

d20	Lingering Injury
1	Lose an Eye. You have disadvantage on Wisdom (Perception) checks that rely on sight and on ranged attack rolls. Magic such as the regenerate spell can restore the lost eye. If you have no eyes left after sustaining this injury, you're blinded.
2	Throat Injury. You gain a level of exhaustion which cannot be removed by normal means. You also have disadvantage on constitution checks. Magic such as the regenerate spell can heal your throat injury.
3	Groin Injury. Your speed on foot is halved, and you must use a cane or

	crutch to move. You cannot take the Dash action. You are also sterile. Magic such as the regenerate spell can heal the groin injury.
4	Cardiac Injury. You gain a level of exhaustion which cannot be removed by normal means. If you fail a saving throw against fear or fear effects, you gain another level of exhaustion that can be removed by normal means. Magic such as the regenerate spell can heal your cardiac damage.
5-7	Organ Damage. Whenever you attempt an action in combat, you must make a DC 15 Constitution saving throw. On a failed save, you lose your action and can't use reactions until the start of your next turn. Magic such as the regenerate spell can cure your organ damage. Alternatively, someone can tend to the organ damage and make a DC 15 Wisdom (Medicine) check once every day. After ten successes, the organ damage is resolved.
8-10	Pierced Stomach. When you complete a long rest, you must succeed at a Constitution saving throw DC 10 or gain the poisoned condition until you complete a long rest. Magical healing of 6th level or higher, such as heal and regenerate, heals the pierced stomach, or if you spend ten days doing nothing but resting, it heals on its own.
11-13	Horrible Scar. You are disfigured to the extent that the wound can't be easily concealed. You have disadvantage on Charisma (Persuasion) checks and advantage on Charisma (Intimidation) checks. Magical healing of 6th level or higher,

	such as heal and regenerate, removes the scar.
14-16	Festering Wound. Your hit point maximum is reduced by 1 every 24 hours the wound persists. If your hit point maximum drops to 0, you die. The wound heals if you receive any magical healing. Alternatively, someone can tend to the wound and make a DC 15 Wisdom (Medicine) check once every 24 hours. After ten successes, the wound heals.
17-20	Minor Scar. The scar doesn't have any adverse effect. Magical healing of 6th level or higher, such as heal and regenerate, removes the scar.

Poison

d20	Lingering Injury
1	Systemic Damage. You have disadvantage on Strength, Dexterity, and Constitution ability checks and Strength, Dexterity, and Constitution saving throws. Magic such as the regenerate spell cures this damage.
2	Major Liver Damage. When you complete a long rest, you must succeed at a Constitution saving throw DC 15 or gain the poisoned condition until you complete a long rest. Additionally, whenever you take poison damage, you take an additional 3 (1d6) poison damage. Anytime you drink alcohol or take another drug, you take 3 (1d6) poison damage. Magic such as the regenerate spell can cure your liver failure.

3	Minor Liver Damage. When you complete a long rest, you must succeed at a Constitution saving throw DC 10 or gain the poisoned condition until you complete a long rest. Additionally, whenever you take poison damage, you take an additional 2 (1d4) poison damage. Anytime you drink alcohol or take another drug, you take 2 (1d4) poison damage. Magic such as the regenerate spell can cure your liver failure.
4	Major Kidney Failure. When you complete a long rest, you must succeed at a Constitution saving throw DC 15 or gain the poisoned condition until you complete a long rest. Magic such as the regenerate spell can cure your kidney failure. Alternatively, someone can tend to the kidney failure and make a DC 15 Wisdom (Medicine) check once every week. After ten successes, the kidney failure is resolved.
5-7	Minor Kidney Failure. This has the same effect as Major Kidney Failure above, except that the save DC is 10 and only six Wisdom (Medicine) check successes are needed to resolve the Kidney Failure.
8-10	Cardiac Injury. You gain a level of exhaustion which cannot be removed by normal means. If you fail a saving throw against fear or fear effects, you gain another level of exhaustion that can be removed by normal means. Magic such as the regenerate spell can heal your cardiac damage.
11-13	Vertigo. You have disadvantage on Dexterity checks. Magic such as the regenerate spell can cure your

	vertigo. Alternatively, it will resolve on its own in 8 weeks.
14-16	Nausea. You have disadvantage on Constitution checks. Magical healing cures your nausea. Alternatively, it will resolve on its own in 4 weeks.
17-20	Minor nausea. You must succeed at a DC 10 Constitution saving throw before you can consume food. Magical healing cures your nausea. Alternatively, it will resolve on its own in 1 week.

Psychic

d20	Lingering Injury
1	Brain Injury. You have suffered a brain injury. You have disadvantage on Intelligence, Wisdom, and Charisma checks, as well as Intelligence, Wisdom, and Charisma saving throws. If you fail a saving throw against bludgeoning damage, force damage, or psychic damage, you are also stunned until the end of your next turn. Magic such as the regenerate spell can restore your full brain function.
2	Indefinite Madness. Roll on the Indefinite Madness table in the Dungeon Masters Guide.
3	Severe headaches. You have disadvantage on Wisdom checks and Wisdom saving throws. If you fail a saving throw against bludgeoning damage, force damage, or psychic damage, you are also stunned until the end of your next turn. Magic such

	as the regenerate spell can cure your severe headaches.
4	Phobia. You develop a debilitating fear of something in the situation from which you gained your injury. For example, if you were damaged by a mind flayer, you might have a fear of octopuses. The DM will decide. When you are confronted with your phobia, you have disadvantage on all ability checks and saving throws. Magic such as the regenerate spell can cure your phobia.
5-7	Long-term Madness. Roll on the Long-term Madness table in the Dungeon Masters Guide. Your madness lasts twice as long.
8-10	Weak Persona. You have suffered damage to your sense of self. You have disadvantage on Charisma checks. Magic such as the regenerate spell can heal your weak persona. Alternately, it will heal on its own in four weeks.
11-13	Minor headaches. You have disadvantage on Wisdom checks. Magical healing cures your minor headaches. Alternately, they will resolve on their own in two weeks.
14-16	Inappropriate Volume. You can't regulate your volume. You shout when you intend to whisper, and whisper when you intend to shout. Magical healing cures your inappropriate volume.
17-20	Short-term Madness. Roll on the Short-term Madness table in the Dungeon Masters Guide. Your madness lasts twice as long.

Radiant

d20	Lingering Injury
1	Blindness. Your eyes are destroyed; you gain the blinded condition. Magic such as the regenerate spell can restore your sight.
2	Partial Blindness. Your retinas are damaged; you have disadvantage on Wisdom (Perception) checks that rely on sight and on ranged attack rolls. Magic such as the regenerate spell can restore the lost eye. If you have already suffered partial blindness, you're blinded.
3	Third Degree Burns. You have disadvantage on ability checks and Constitution saving throws. If you fail a saving throw against an effect that causes fire damage, you also gain the stunned condition until the end of your next turn. Magic such as the regenerate spell cures this damage. Alternatively, someone can tend to the burns and make a DC 15 Wisdom (Medicine) check once every week. After ten successes, the burns heal. If you already have third degree burns, you instead suffer fourth degree burns as per the Fire chart.
4	Second Degree Burns. You have disadvantage on Strength, Dexterity, and Constitution checks. Magic such as the regenerate spell cures this damage. Alternately, they will heal on their own in 4 weeks. If you already have second degree burns, you instead suffer third degree burns.
5-7	Large Skin Tumors. You develop several large, painful skin tumors. You have disadvantage on Charisma and Wisdom checks. Magic such as

	the regenerate spell cures your large skin tumors. If your large skin tumors are not cured within six months, you develop Systemic Damage as per the poison table.
8-10	Small Skin Tumors. You develop several small, painless skin tumors. You have disadvantage on Charisma checks. Magic such as the regenerate spell cures your small skin tumors. If your small skin tumors are not cured within one year, you develop Large Skin Tumors.
11-13	Blisters. You have severe blisters. You have disadvantage on Dexterity checks. The blisters heal if you receive magical healing. Alternatively, someone can tend to the blisters and make a DC 15 Wisdom (Medicine) check once every 24 hours. After seven successes, the blisters heal.
14-16	First Degree Burns. You have superficial but painful burns. Whenever you take fire damage, you take an additional 1 point of damage. Magical healing cures the burns; alternately, they will heal on their own in 2 weeks. If you already have first degree burns, you instead suffer second degree burns.
17-20	Hair Loss and Cosmetic Damage. Visible hair on your body burns away but will grow back as normal. If you have any exposed tattoos, they fade as if exposed to 10 years of sunlight.

Slashing

d20	Lingering Injury
1	Lose an Eye. You have disadvantage on Wisdom (Perception) checks that rely on sight and on ranged attack rolls. Magic such as the regenerate spell can restore the lost eye. If you have no eyes left after sustaining this injury, you're blinded.
2	Lose an Arm or a Hand. You can no longer hold anything with two hands, and you can hold only a single object at a time. Magic such as the regenerate spell can restore the lost appendage.
3	Lose a Foot or Leg. Your speed on foot is halved, and you must use a cane or crutch to move unless you have a peg leg or other prosthesis. You fall prone after using the Dash action. You have disadvantage on Dexterity checks made to balance. Magic such as the regenerate spell can restore the lost appendage.
4	Hamstrung. Your speed on foot is reduced by 5 feet. You must make a DC 10 Dexterity saving throw after using the Dash action. If you fail the save, you fall prone. Magic such as the regenerate spell can cure your severed hamstring tendons.
5-7	Major Internal Injury. Whenever you attempt an action in combat, you must make a DC 15 Constitution saving throw. On a failed save, you lose your action and can't use reactions until the start of your next turn. Magical healing of 6th level or higher, such as heal and regenerate, heals the internal injury; alternately,

	if you spend ten days doing nothing but resting, it heals on its own.
8-10	Minor Internal Injury. This has the same effect as Major Internal Injury above, except that the save DC is 10.
11-13	Horrible Scar. You are disfigured to the extent that the wound can't be easily concealed. You have disadvantage on Charisma (Persuasion) checks and advantage on Charisma (Intimidation) checks. Magical healing of 6th level or higher, such as heal and regenerate, removes the scar.
14-16	Festering Wound. Your hit point maximum is reduced by 1 every 24 hours the wound persists. If your hit point maximum drops to 0, you die. The wound heals if you receive magical healing. Alternatively, someone can tend to the wound and make a DC 15 Wisdom (Medicine) check once every 24 hours. After ten successes, the wound heals.
17-20	Minor Scar. The scar doesn't have any adverse effect. Magical healing of 6th level or higher, such as heal and regenerate, removes the scar.

	throw against bludgeoning damage, force damage, or psychic damage, you are also stunned until the end of your next turn. Magic such as the regenerate spell can restore your full brain function.
2	Deafness. Your eardrums have been destroyed; you gain the deafened condition. Magic such as the regenerate spell can restore your hearing.
3	Partial Deafness. Your eardrums have been damaged; you are hard of hearing. You have disadvantage on any ability check that requires hearing. Magic such as the regenerate spell can restore your hearing.
4	Severe Headaches. You have disadvantage on Wisdom checks and Wisdom saving throws. If you fail a saving throw against bludgeoning damage, force damage, or psychic damage, you are also stunned until the end of your next turn. Magic such as the regenerate spell can cure your severe headaches.
5-7	Internal Injury. Whenever you attempt an action in combat, you must make a DC 15 Constitution saving throw. On a failed save, you lose your action and can't use reactions until the start of your next turn. Magical healing of 6th level or higher, such as heal and regenerate, cures the internal injury, or if you spend ten days doing nothing but resting, it heals on its own.
8-10	Major Concussion. You have disadvantage on Intelligence checks, Wisdom checks, and Charisma checks, as well as Constitution saving throws to maintain concentration. Magical healing of 6th level or higher,

Thunder

d20	Lingering Injury
1	Brain Injury. You have suffered a brain injury. You have disadvantage on Intelligence, Wisdom, and Charisma checks, as well as Intelligence, Wisdom, and Charisma saving throws. If you fail a saving

	such as heal and regenerate, cures the concussion. Alternately, it heals on its own in four weeks.
11-13	Minor Concussion. You have disadvantage on Intelligence checks. The concussion heals if you receive any magical healing; alternately it heals on its own in two weeks. If you already have a minor concussion, you suffer a major concussion.
14-16	Minor headaches. You have disadvantage on Wisdom checks. Magical healing of 6th level or higher, such as heal and regenerate, cures the headaches. Alternately, they will resolve on their own in two weeks.
17-20	Severe bruising. You suffer severe bruising over an extensive portion of your anatomy. Anytime you suffer bludgeoning or force damage, you suffer an additional point of bludgeoning or force damage. The bruising heals if you receive magical healing. Alternately, it heals on its own in 2 week.

Character Death

Death is always around the corner in the World of Farland. Remember, though, that player fun is paramount. For this reason, if possible, try to make character deaths momentous and meaningful. No one likes to have his or her prized character slain based on one unlucky roll in a random encounter.

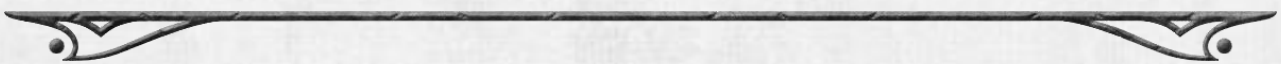
But... combat should always feel dangerous. Players should never feel like they have it easy or that enemies are cannon fodder. So sometimes you will want to let the dice fall where they may. If a PC does happen to die in a random encounter, sometimes that is the way of things.

When a PC does die, you don't want to penalize the player too much. You should make opportunities to have player characters raised from the dead available based on the context of the game. Sometimes, the party may be in a liberated city where powerful clerics are available to raise dead PCs for a price. Other times, the party may be in an occupied kingdom or in the wilderness, and having PCs raised from the dead won't be an option. In cases like this, rolling up a new character is probably the player's only option. But be sure to start the new PC at the same level and experience points as the average for the rest of the party. No one likes to have to watch the other PCs shine while his or her PC is weak and helpless.

Conclusion: Endless Adventures

You now have all the tools you need to be a Game Master in the World of Farland. Endless adventures lie ahead!

Don't forget to pick up the *World of Farland Players Guide* and the *World of Farland Campaign Setting* books, and check www.farlandworld.com for supplemental content to help you as you run your campaign. The website is updated every month on the 15th. Happy gaming, and thanks for choosing the World of Farland!



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Version 1.0a

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