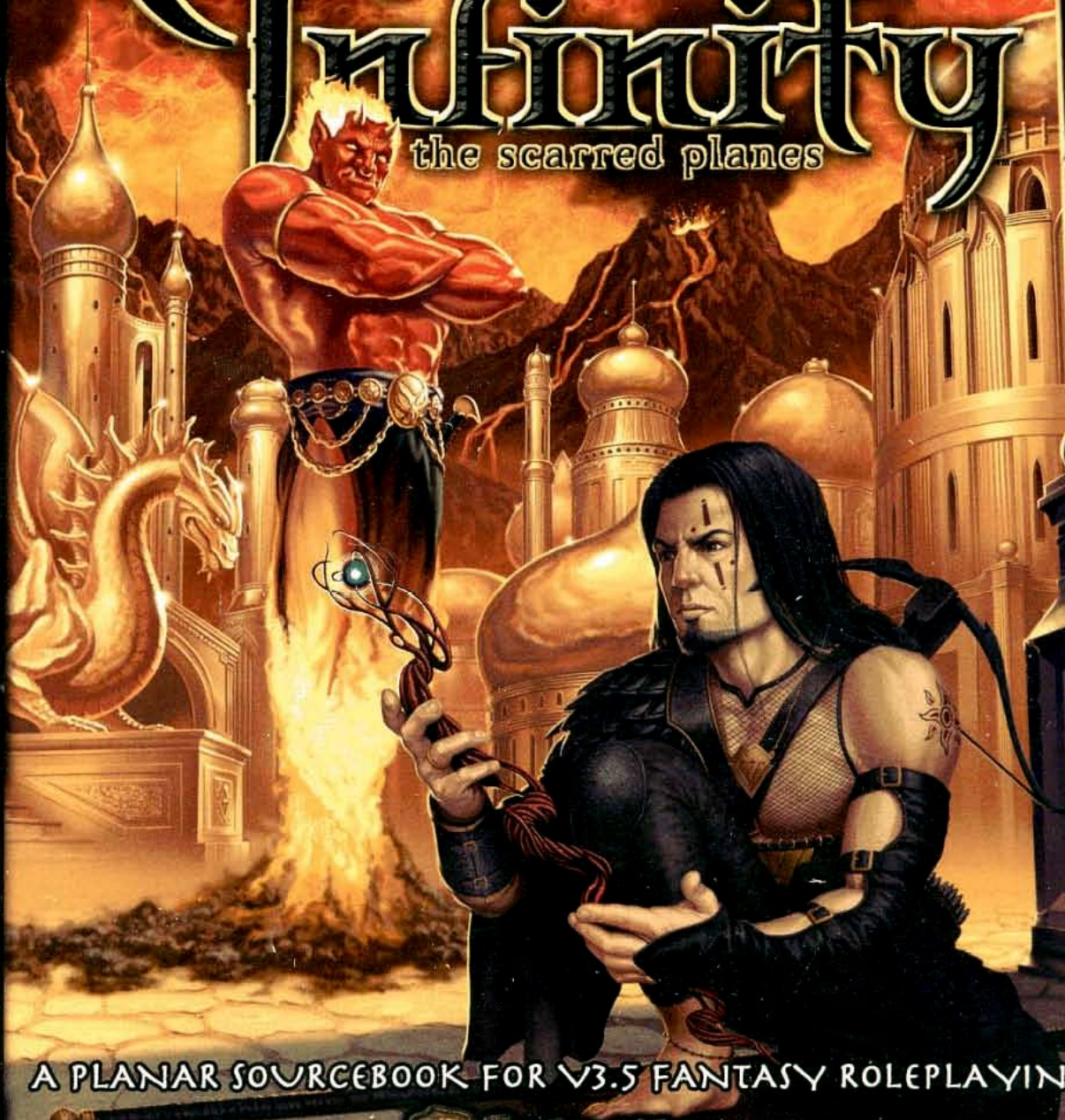


SWORD & SORCERY

# Edge of Infinity

the scarred planes



A PLANAR SOURCEBOOK FOR V3.5 FANTASY ROLEPLAYING

SCARRED  
LANDS

John So



# Edge of Infinity™

the scarred planes

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# Preface

The very edge of infinity awaits your tread.

This book has been a long time coming. From the very first Scarred Lands book, the planes have been there, sitting just beyond our perception. They bore mention in the *Scarred Lands Gazetteer: Ghelspad* and in *The Divine and the Defeated*. Those books and others referenced how the planes affected the Scarred Lands. The time is overdue to get to the heart of the matter — to look at the planes themselves, as well as the realms that exist and the creatures that dwell within them.

This book uses the rules for planes as laid out in the v.3.5 DMG. So, the rules are familiar, but the content is all-new. This makes for a different book than many that exist about planes. We aren't presenting the One True Cosmology of your campaign. The planes are infinite, making the job of creating a diagram that demonstrates how one plane ends and another begins problematic at best (in fact, the very source of this book's title).

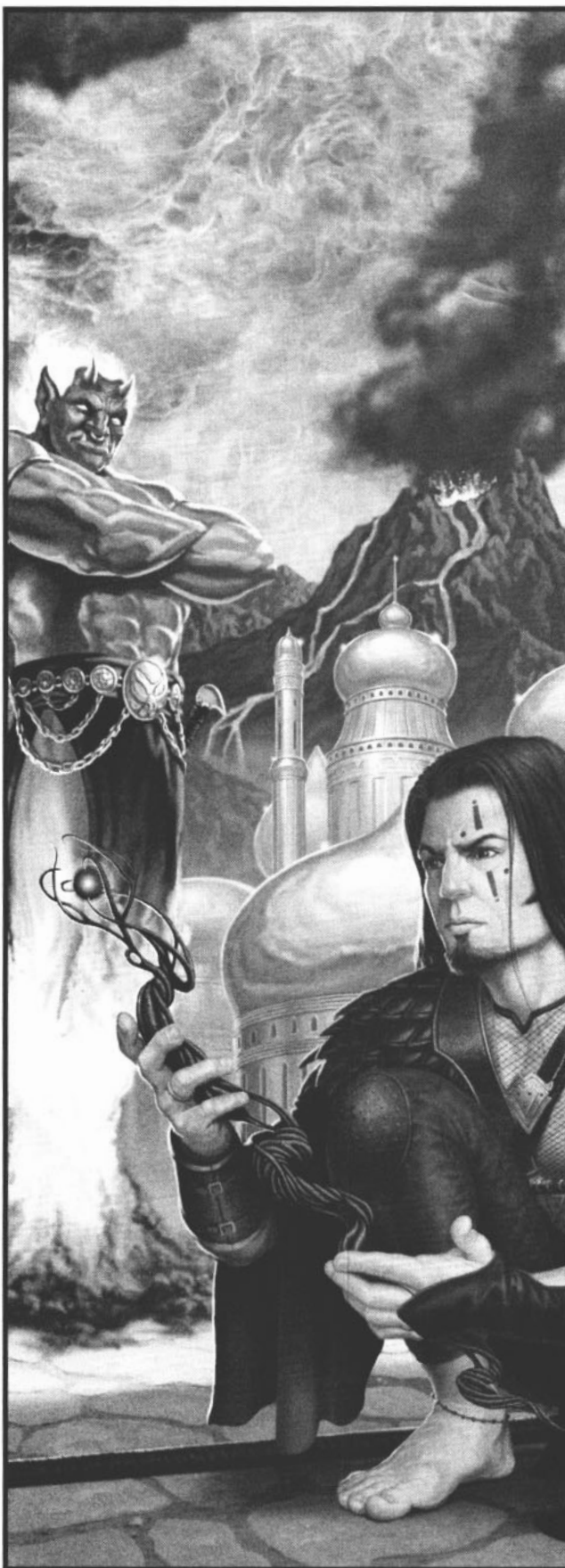
So instead of a discrete structure of "how the universe works," *Edge of Infinity* explores the cosmologies of those who dwell in the Scarred Lands in a manner that encourages you to incorporate them into your campaign as you see fit. Perhaps the cosmology within fits your campaign perfectly, as it does for us (and for those within the Scarred Lands). Perhaps it offers a new dimension for the existing cosmology in your campaign — a heretofore unexplored section of your game universe, or a new reality accessible through some wormhole or rift.

Whatever the rationale, the realms within offer vast opportunities in any game. Beyond the homes of the gods, the astral and ethereal planes, the sources of elemental energies, and far more that *Edge of Infinity* explores, you will see also that the influence of the titans and gods — and the horrors of their Divine War — extends from the material plane across countless realities.

You stand now at a threshold that few cross. Come — walk with us. We have stories of far-off places to tell.

Joseph D. Carriker, Jr.

Scarred Lands Developer  
Sword & Sorcery Studios





# Chapter One: Cosmology of the Scarred Lands

*To be unknown is to be hidden,  
but to be hidden is not necessarily  
to be unknown.*

— A saying of the Phylacteric Vault



The planes are remote and enigmatic by their very nature. Though many mortal creatures, including spellcasters of all types, regularly draw upon and channel planar energies, few have any real understanding of the realms from which these energies originate. That is to be expected, for it was only comparatively recently, as the progress of knowledge is reckoned, that the vast majority of the planes were known to exist at all. Such knowledge was initially restricted to the devotees of the gods, but it has spread over the many years since the children of the titans were first drawn away from Scarn and into the planar realms they now call home. Of course, the servants of the titans are quick to point out that their ancient masters were not without their own connection to and understanding of the planes, albeit somewhat different ones.

Despite the boasts of these and many other factions, there are few mortals who can claim to know the truth regarding the planes and their inhabitants. This chapter rectifies that situation by presenting in a single place all that is known about the planar cosmology of the Scarred Lands, including much that remains mysterious to even its wisest of sages. In addition, this chapter also expounds upon several competing interpretations of this cosmology, as seen through the eyes of mortals who lack the fuller perspective. Of necessity, all the information presented in this first chapter merely gives the reader an overview, while later sections of the book provide expanded coverage of the planes, their inhabitants and other details.

## Planar History

As explained at some length in the *Player's Guide to Clerics and Druids*, the gods discovered the planes but did not create them. The origins of the planes are mysterious. Even the titans were ignorant of many of the planar realms and were as surprised as anyone when the gods were drawn into the planes and away from Scarn. That fact preserved the gods' existence, for without the planes, the titans would probably have destroyed their errant offspring, as they had destroyed so many of their children before. In a sense then, the planes "made" the gods; for without these enigmatic realms, the deities would never have been able to come fully into the powers they now possess.

Once safely ensconced within their planar homes, the gods found themselves changed. Just as the titans could reshape Scarn as they pleased, the gods had the same power and effect on the planes. There was an almost innate affinity between the deities and their homes. Whereas the gods had no real power over Scarn, they had supreme authority over the planes. It was as if the planes had been waiting for their absent masters to command them. However, the planes were also prisons. The intense affinity between the gods and their planar homes made it impossible for the gods to return to Scarn. They were effectively trapped within the planes and, while their planar realms were ideally suited to them, no being — certainly not beings of such immense power — enjoys being kept within a cage.

## Truth, Subjectivity and Game Mechanics

Throughout this book, the planes will be described in several different — and sometimes contradictory — ways. This apparent inconsistency is intentional. As with many Scarred Lands books, our intention is to provide both players and Game Masters (GMs) with a variety of perspectives and approaches. This reflects the diverse opinions and beliefs of the inhabitants of the Scarred Lands, many of whom do not agree with one another when discussing such elusive topics as planar cosmology. Thus, this chapter presents many different cosmological theories, some of which claim as truth things that other philosophies flatly deny.

As ever, the GM is the final authority on what is or is not true in a given campaign. GMs are thus free to use or reject anything in this book — adding, subtracting, changing, or warping the material as they see fit. Nevertheless, this book does contain its fair share of universally applicable truths. That is, no matter what the Coventacle of Ancients believed or how em-

phatically the White Temple Tradition might espouse its beliefs, there are facts regarding the planes that are not subjective and defy attempts to make them so.

These truths are presented using terminology and expressions found in the v. 3. 5 DMG, Chapter 5: Campaigns. For the most part, they are game mechanical in nature and affect the way that characters interact with the planes and their denizens. By using these standard terms, the GM can be certain that the material presented here can be dropped into any campaign with a minimum of fuss. That's not to say that the inhabitants of the Scarred Lands will have any real clue about morphic traits or coterminous planes — nor should they. The planes remain strange and mysterious places, understood by few and visited by fewer. Yet, it is important that a common terminology be used to describe the game mechanics that govern the way the planes operate. Without it, GMs would be as lost as most natives of the Scarred Lands and that's no fun for anyone.



So it was that the gods decided to free themselves and seize Scarn away from their titan parents. These two goals were closely related. The gods believed rightly that the titans' power was tied to Scarn itself. If they could somehow sever the tie between the two, perhaps they could obtain the titans' power for themselves and escape their planar realms. The Divine War was thus an effort by the gods to regain their liberty through the acquisition of the power inherent in Scarn. Before they could attempt this, though, the gods had to establish some connection to Scarn, which they did through worship. Beginning with Vangal (who was soon followed by others), the gods found the means to use the faith of mortals to channel a small portion of their divine power into Scarn. Through this process the first clerics were born. And as the cults of the gods grew, so did the presence of the gods, who believed it was only a matter of time before they could manifest on Scarn and wage war against their powerful parents. It seemed that the power enjoyed by the titans was soon to be theirs.

The gods were partially correct. As the cults of the deities became more widespread, the gods found they could escape their planar realms and appear on Scarn — which they did. They then marshaled their forces and battled the titans, even to the point of destroying their parents' physical forms. However, the gods soon learned that the titans were so intimately tied to Scarn, after so many epochs of shaping and reshaping it, that they could never be truly destroyed. Their forms could be eliminated, but their power was bound into the essence of the world itself. Consequently, the gods, even though they could now manifest outside the planes, could never seize what the titans possessed. Worse still, the gods could be slain while on Scarn, making any prolonged stay a dangerous proposition at best.

In the end, the Divine War was a loss for the gods, at least as far as their original intentions had motivated them. The gods now had much more power on Scarn and the titans were bound in various ways that prevented them from re-establishing their tyranny across the world. Yet, they still existed and their connection to Scarn was every bit as potent. Thus, the gods retreated back to the planes and accepted that they had no other option but to make their individual realms as pleasant and comfortable (from their diverse perspectives) as they wished them to be.

## Cosmological Theories

The planar history just presented is written from an omniscient perspective, as if it contains the unadulterated truth regarding the planes of the Scarred Lands — and so it does. However, as mentioned previously, no mortal can claim more than an inkling of this truth. It is presented here as a tool for GMs, so that they can

use the planes with the full knowledge necessary to make their adventures and campaigns work as they wish. Players are naturally free to read this history in order to give themselves a similar perspective on the setting, but their characters will almost certainly have no knowledge of it.

The following sections are written from quite a different perspective. They present the five most common viewpoints, held by the diverse inhabitants of the Scarred Lands, regarding the subject of the planar realms. Naturally, these theories are all right and wrong to varying degrees, owing to their sources and the prejudices that come with them. Unlike the planar history above, these theories are all written from an in-character perspective, so as to give some insight into how, for example, the elves view the planes as opposed to the members of the Phylacteric Vault. Though seemingly unimportant, it should be remembered that it is from the planes that much power flows into the Scarred Lands. Disputes between schools of planar thought are not just academic in nature. In some cases, these confrontations are every bit as important as those on the battlefield — and might be even more so.

## Nature of the Universe

*From a letter written by the druid Tashell to the esteemed scholar Khell.*

The true nature of reality was known to our illustrious predecessors, the Coventacle of Ancients, and that knowledge has since been passed down to us. The esteemed members of the Coventacle were closer to our titanic masters than any who had come before and certainly than have come since. So it is that we can trust their words and take them to be the truth, despite the lies told by the servants of the upstart gods. The talk of the god followers is like that of babbling children, spewing nonsense and make-believe and imagining it to be true. They know so little and reject what they do not understand, namely the truths that we possess.

Scarn is the center of all that is, for it was here that the titans dwelled and it is impossible that such perfect beings should reside anywhere but at the center of all things. Scarn is like a vast lodestone, drawing to itself all those things with which it has an affinity. In this way, bits and pieces of chaotic nothingness were brought here to be used by the titans, for they are supreme embodiments of chaos themselves. These fragments were what some now call the elemental planes, but which we know to be different aspects of the Celestial Void that surrounds Scarn, roiling with raw power and boundless energy. Each aspect instantiated one of the four forms of all matter. The titans could seize the Void and draw on its energies, suffusing it with their own vitality and bending it to their will. The Void was thus their tool — their toy — to do with as they pleased, creating and destroying for their own

amusement and the pursuits of those who served them. The titans taught their greatest servants, our esteemed predecessors, for example, how to manipulate the Void as well. Those who the titans honored in this fashion

could also control some of the immense energies of the Void, shaping it and the world as they wished.

These individuals served as extensions of the titans' power, and all reality bowed down before them.

There is nothing beyond the Celestial Void, despite what some have said. Mesos and the few other titans who shared his enigmatic knowledge, learned to shape the Void in a multitude of ways, allowing transit between one place and another, as well as the manipulation of energies unlike those of their fellows. Yet, this is simply a testament to Mesos's supremacy as a will worker, rather than a contradiction of the teaching of the Coventacle. The servants of Mesos — the sorcerers — can manipulate the Void in ways unlike our own as well. It is yet another gift from our masters.

Scarn is by nature chaotic and it is only more so in those places where the Void's aspects are most prevalent. In such locals, we can be as the titans and shape these aspects as we wish. This is the legacy of the titans, who did not look to non-existent realms for their power, but instead seized what is here — at the center of the cosmos. We wisely follow their example.

### Anvil of the World

*From the teaching of Forgepriest Forothin of Burok Torn.*

Know this: Scarn is a great anvil upon which all that was, is, and will be must be forged. Like an anvil our world is stable; it is sturdy. There could be no crafting, no matter how skilled the smith, if there were no anvil upon which to work the metal. So it is with Scarn. Do not be deceived by those who would have you believe that the world is somehow unnecessary, somehow unimportant to the creation of all things. That is a lie that even the titans — accursed be their names — did not tell. And neither do we, for we value the truth more highly than any gem or precious metal.

There is more. As any smith knows, an anvil alone does not enable the craft-





ing of an axe or a shield. Other components are just as essential, even if it is the anvil that forms the solid base from which to work. A smith needs fire, water, tongs and, of course, metal. The crafter also needs time, patience and skill, as well as that spark of creativity that separates the true artisan from the mere laborer. Each and every one of these elements goes into metal-working. Each and every one of these elements must be present — to varying degrees, to be sure — to craft the precious items vital to our kind.

The same is true of the planes. You might scoff, but that does not change the truth of it. The history of the cosmos is forged right here on Scarn. We call it an anvil with good reason, for it is here that has been the center of all efforts, whether mortal, divine or titanic, for untold ages. The titans were brutes whose crafts were crude but functional. They did not refine their materials, but instead used them in a rough form and the results were less than beautiful. Thusly, the titans exalted in their power over the planes. They reveled in bending planar energies to their own wills rather than seeing them as what they are: equal partners in the creation of all that is good.

The gods knew better. Though the children of the titans, they understood that no craftsman is capable of any artistry without an anvil, a hammer, metal and fire. These are every bit as important as the creator's own strength and will. The gods thus became one with the planes. They imbued them with their own divine essence, as well as allowing their own beings to be changed by the imbuing. The planes were not to be conquered and seized, but were rather co-creators with the gods themselves. So it was that the gods achieved more in a short time than the titans had done in untold ages.

Whereas the titans taught mortal beings only the crudities of sorcery and druidic magic, the gods instructed their worshippers in the subtleties of wizardry and miracle-working. It was in this way that mortals learned to craft as did the gods. Whereas under the titans our forbearers produced the art of children, lacking in skill and refinement, under the gods they produced works of exquisiteness and supreme talent. It is not possible for us to know the full nature of the planes, but neither is it necessary. So long as we recognize their proper role in creation, we know far more than ever did the titans.

### Otherworldly Vaults

*From the introduction to The Codex of Planar Cosmology.*

It is not without reason that we, the sages of the Phylacteric Vaults, are called master theorists — organizers and philosophers without peer — for our studies have encompassed nearly every aspect of the arcane, divine and supernatural realms. We

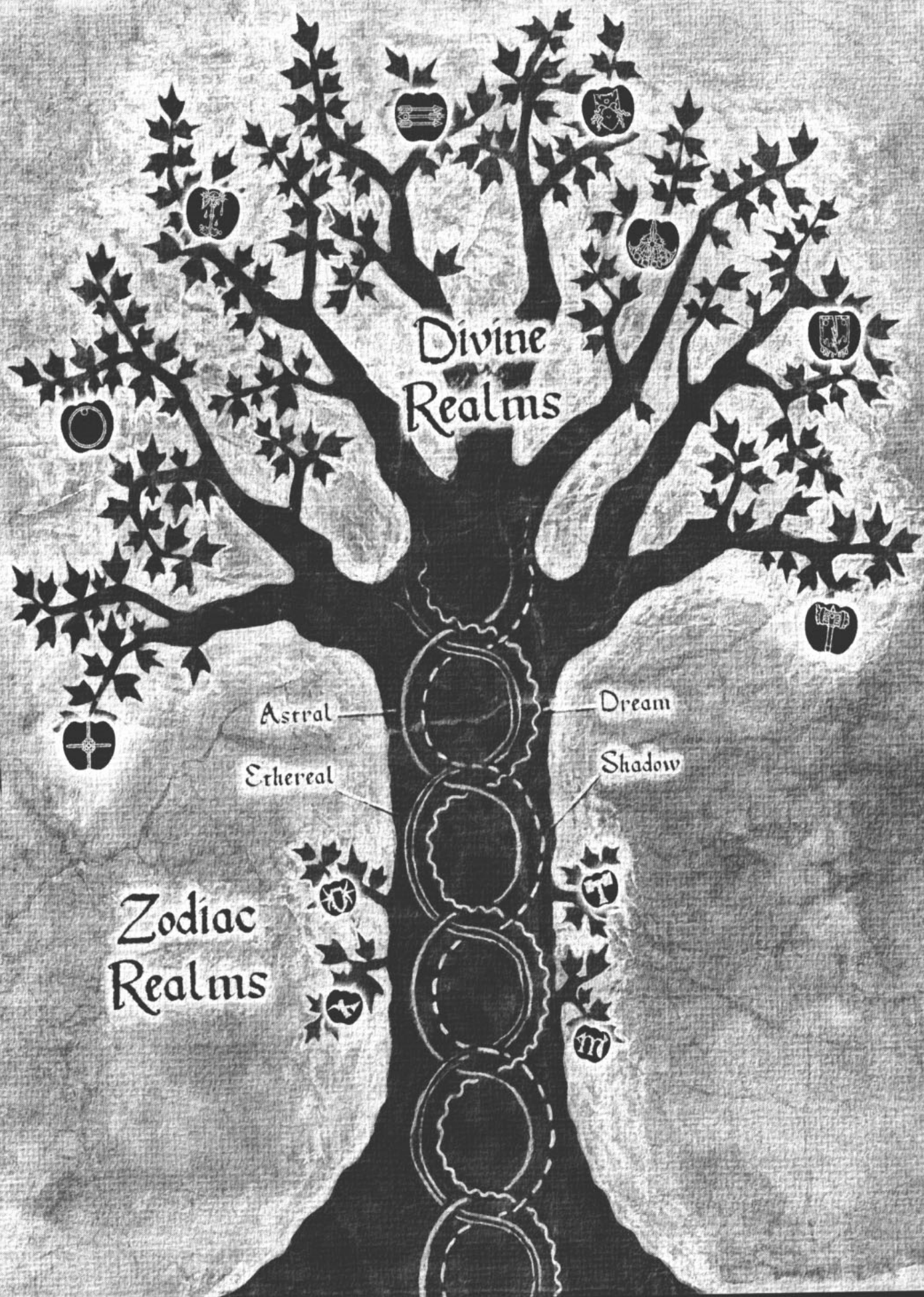
are not content to merely catalog and record the knowledge we have gleaned. No, we must arrange that knowledge into a coherent system, one that can then be studied further and meditated upon so as to point the way to yet further knowledge. While this dedicated approach isn't one shared by many, it has shown its value over the centuries.

Nowhere is our rigorous outlook more evident than in cosmology. We dismiss most of the received wisdom on this subject as little more than fairy tales. The cosmos is not a disordered or haphazard place, because to think so would be to admit that reason has no place in it; and such a statement would surely be the ultimate blasphemy. It is only the insufficient application of logic that has given rise to so many competing — and contradictory — theories about the planes. However, once one has carefully sifted the evidence and removed hearsay and mythology from the genuine facts, one can come to conclusions that better reflect ultimate reality.

We now know that the cosmos can be likened to a vast tree with many branches but a single sturdy trunk. This trunk represents the fundamental unity of all the planes as well as their interconnectedness. The branches represent the various and individual planes. No matter how different they may appear in shape and size, they all arise from the same source. Thus, the Iron Hells of Chardun and the Eternal Glades of Tanil, despite their manifest differences from one another, are nevertheless the extensions of the same "tree." There is an intrinsic connection between them, which is why many of the same principles apply broadly to all of the planes.

It is the fundamental planes that feed this cosmic tree by means of the occult planes, which act as conduits of their energies — thusly serving as the roots and veins of the tree itself. It is through the admixture of the elemental planes that the characteristics of the other planes are determined. A strong conduit of elemental fire feeds the Iron Hells, while elemental water feeds the Eternal Glades. There is still debate as to precisely which mixtures of fundamental energies produce which results, but the underlying thesis remains intact.

Yet, one question remains: what of Scarn itself? Where is its place on the cosmic tree? Some among us argue that it lies spread out beneath the tree, while others suggest it is in fact the foliage that grows from its planar branches. Others dismiss the question as irrelevant, since the cosmic tree is simply a metaphor rather than a concrete reality. Nevertheless, it remains an important question for us and, I am pained to admit, a source of some embarrassment, for we pride ourselves on having a definitive answer to all possible queries. I am sure this final debate will be settled soon, and the planar picture will be complete.





## The Worlds of Spirit

*From the diaries of the sage Nan'reth of Lokil, recording a discussion with the shaman Riziam.*

All this talk of "planes" and "divine realms" obscures the truth: there is the physical world and there is the world of spirit; that is all. Perhaps I should say "worlds" of spirit, for there are as many as there are spirits. Spirits? Yes, spirits. They are all around us. If you listen, you can hear them speak and learn their ways — including how to visit their worlds. Some speak of gods and titans and elementals and a thousand other things, but in the end, they are all spirits, albeit with very different characteristics. It is a truth so simple that it's no wonder we mortals fail to see it.

Scarn is the world with which we are most familiar. It is where we live and die. Whether it is at the center of things, as some say, I cannot answer. Am I standing in the center of this forest? It all depends on one's perspective, doesn't it? Where is the edge of the forest? Do you reckon those hills part of the forest or not? So it is with Scarn. From our own perspective, of course it is the center — but the spirits might disagree. Or they might not. You can never tell with spirits. There are so many of them that they may say nearly anything you can imagine.

The worlds of spirit are many, as I said. And each reflects its inhabitants. Yes, that's right — reflects. It is the spirits who call the tune, so to speak, not the other way around. Scarn is, after all, a reflection of we who inhabit it, is it not? We have shaped it and continue to



shape it, according to our needs, both for good and for ill. The spirit worlds are no different. Why should they be?

A mortal may enter the spirit worlds, just as spirits may enter Scarn. It is not easy, for our power and wisdom is limited compared to theirs. Yet, it is possible. I know this, for I have traveled to many of these worlds myself. It is a work of great magic, but it can be done. Of that I am certain. I have seen a world of fire, where all is aflame. I have also seen a world where the beasts roam bigger and more powerful than any our tribe has ever encountered. I know of travelers who have seen even stranger worlds, where the spirits do not welcome mortals and cast out or destroy any who dare to enter.

The worlds of spirit contain great power, as do the spirits themselves. Some of these beings will teach mortals how to draw on that power, some even will grant a connection to their own world as a gift. The spirits are like that. Yet, it would be wrong to look on the worlds of spirit as nothing more than sources of power, although they are certainly that. They are, quite simply, worlds; and their inhabitants wish their homes to be treated with as much respect as you would wish them to treat your home. Keep that in mind and perhaps you too shall learn their wisdom.

### **The Divine Orthodoxy**

*From a sermon by Emili Derigesh.*

None can know more about the planes than we, the servants of the gods, for it was our divine masters who first provided mortals with the knowledge of realms beyond those few known during the cruel rule of the titans. Indeed, the gods took and shaped their realms by becoming one with them. They understand their otherworldly homes better than anyone else, and this knowledge they have shared with their followers over the centuries. Thus, it is not an idle boast that we have a special insight into the true nature of the planes.

At the same time, we must never forget that the gods did not create the planes; they reshaped them. That's no small feat, to be sure. Still, the planes — at least in some form — predate the existence of the gods, for the gods could not have been drawn to them if there were not some already existing place for them to go to. We cannot deny that this fact can try one's faith, for it reminds us that there exists something outside our masters' control, something that was not a product of even

the titans — something unexplained. The pre-existence of the planes is beyond mortal and even divine ken and that fact can be profoundly unsettling to we who know the gods to be the sources of all that is right and good in the world.

The gods' conquest of the planes, which is a fact well known by all the divine churches, offers a counterpoint to Scarn's creation myths. Just as the titans once brought the world into being from chaos, so too did the gods impose their wills upon the planes. Unlike the titans, however, the gods did this properly. The realms they created were not flawed but were instead exact images of their divine perfection. The gods revealed their superiority over the titans by creating diverse realms suited not only to themselves but also to their followers. The gods' planar kingdoms are the ultimate destination of all beings who follow them, freeing mortal souls from the cycle of reincarnation and the labors of life on Scarn.

Because the planes reflect the gods' wills, they similarly manifest the relationships between the gods. For example, the Mithril Heaven and the Golden Paradise are accessible to each other, owing to the close relationship between Corean and Madriel. The ease with which one may travel between godly planes is to a great extent a reflection of the strength of the alliance between the gods themselves. Nevertheless, each plane is its own separate kingdom, distinct and governed by laws — or the lack thereof — that show forth the character of the god who rules there.

It is important to realize that the planes were shaped from pre-existing planar essence. They were not created from nothing. Consequently, all the godly planes also have connections to the fundamental planes. Chardun needed elemental fire to heat the Iron Hills, just as Corean did to stoke his forges. Likewise, Madriel infused her plane with positive energy so that it might heal and restore those who came to it. The gods did not create the fundamental planes, but they readily used them as they saw fit. They created (or destroyed) and expanded (or diminished) the connections that already existed with the fundamental planes to suit their own plans. Far from being a source of embarrassment, that the gods did this should be a reminder of the extraordinary might they inherited from the titans, in addition to the remarkable creativity that is wholly their own — further proof of our divine masters' superiority.



# Chapter Two: The Fundamental Planes

*A carpenter must know wood and nails; a mason must know stone and chisel. Artisans must understand the materials and tools with which they work — so, too, must a druid understand the basic building blocks of all that is. The titans crafted the world from the Brilliance and the Void, from the four pure Elements. Understand them, and you understand all.*

— the druid Entymion of Amalthea

The Fundamental Planes are aptly named, for they are the very basis upon which all of the Scarred Lands — and, in many instances, even the other planes — are constructed. Druid philosophers believe that everything in existence is some mixture of these essential powers, from mundane mortals, flowers and thunderstorms to the vastnesses of the strangest planes.

## The Eternal Void

This is not the land of the dead, as many mystic texts would espouse. Instead this plane is the ultimate source of decay, entropy and destruction. It is absolute Nothingness, and all death and rot is the inevitable advance of the other elements away from the Highest Brilliance toward the Eternal Void. The Scarred Lands and all other inhabited realms require a delicate balance between life and death, creation and decay. This plane provides one half of that balance. As a result, it is vitally necessary but also deeply inimical to all life. Many misguided individuals believe that this plane is innately evil, and it is provably the source of almost all life draining undead. However, cutting off all contact between this plane and any other is almost impossible. Also, most sages firmly believe that if it could be done, the results would be catastrophic and that the plane in question would be overwhelmed with the unchecked and equally lethal energies of the Highest Brilliance.

As with practically all of the planes, tampering by the titans led to pollution — thus, even the Eternal Void has traces of the other planes, which have formed into a landscape. Loremasters speculate that originally the plane was pure nothingness, but the very act of the titans tapping into it for their uses permitted the taint of other planes to seep in. Other theorists hold that the landscape perceived there is merely an immense hallucination — a comforting illusion created by the mortal mind unable to conceive of the totality of the Eternal Void.

Regardless, the appearance of the realm is consistently one of entropy and decay. The sky is perpetually a deep and uniform charcoal gray that never changes and provides a similar amount of light as a clear night with a full moon. This faint illumination is sourceless and completely featureless. The weather is similarly static, no wind ever blows and no rain or snow ever falls.

### Visiting the Eternal Void

Because of its close connection to all other planes, characters can visit the Eternal Void surprisingly easily. The destruction of any level-draining undead, such as a spectre, vampire or wight, leaves a temporary but intangible gateway to the Eternal Void. Characters who cast a *dimension door* or *teleport* spell on the exact spot, where one such undead being was

destroyed within the last 5 minutes, are instantly transported to the Eternal Void. To return to the Scarred Lands, the characters need only cast either of these spells or *plane shift* to instantly return home. Only characters with Knowledge (planes) of 8 or more ranks are aware of this fact.

## History

Many scholars and sages assert that this plane and its companion, known as the Highest Brilliance, are the oldest planes and that without the eternal tension between them, nothing else would or even could exist. While not even the gods are certain as to the truth of this belief, the Eternal Void is unimaginably ancient and is intrinsically connected with every other plane.

## Planar Traits

The Eternal Void possesses the following planar traits.

### Physical

- **Gravity:** Normal gravity. The Eternal Void possesses normal gravity.
- **Time:** Normal time. Time passes normally in the Eternal Void.
- **Shape and Size:** Infinite. The Eternal Void is a wasteland without end.
- **Morphic Traits:** Alterable morphic. The nature of the Eternal Void is normally static, save when acted upon by creatures within it.
- **Sound:** All sounds are absorbed, to some degree, by the Eternal Void. Double the penalty for distance on all listen checks (–2 per 10 feet of distance, as opposed to the normal –1).

### Elemental

- **Major Negative Dominant:** The Eternal Void is infused with the powers inimical to life, and is the very source of negative energy in the other planes. In addition to the normal effects of a Major Negative Dominant plane, normal healing does not occur on this plane, and all forms of regeneration stop working until the creature leaves this plane.

### Alignment

- **Mildly Neutral Aligned:** No alignments are penalized in the Eternal Void.

### Magic

- **Enhanced Magic:** Spells and spell-like abilities that use negative energy are maximized (as if the Maximize Spell metamagic feat had been used on them, but the spells don't require higher-level slots). Spells and spell-like abilities that are already maximized are unaffected by this benefit. Class abilities that use negative energy, such as rebuking and controlling





undead, gain a +10 bonus on the roll to determine Hit Dice affected.

- *Impeded Magic:* Spells and spell-like abilities that use positive energy, including cure spells, are impeded. Characters on this plane take a -10 penalty on Fortitude saving throws made to remove negative levels bestowed by an energy drain attack. Additionally, because of the sound-absorbing properties of the Eternal Void, all spells and abilities with the [Sonic] descriptor are also impeded.

## Locales

The Eternal Void is a decayed mirror of the rest of the multiverse. The basic geography of the Eternal Void depends upon where characters enter it. The landscape new arrivals appear in is always extremely similar to the portion of the Scarred Lands they departed from. Characters who enter the Eternal Void from another plane find that their surroundings are equally reminiscent of the portion of the plane they were just in. The Eternal Void directly touches all other planes in existence, except the Highest Brilliance, and so some portion of the Eternal Void is almost identical to every location on every other plane.

However, while the hills, valleys and rivers in the Eternal Void resemble more worn and eroded versions of those in the Scarred Lands, this plane is also unique and terrifying. Except for the few types of undead found

here (see Entities, below), this entire plane is completely lifeless. No grain grows in the fields and no trees grow in the areas that would be forests back in the Scarred Lands. Instead, the ground is entirely covered in a fine black grit, similar to dry volcanic sand. Fires won't stay lit here, the air is always chill and the volcanoes and hot springs are all cold and dead. Also, nothing except visitors and members of the undead ever move on this plane. The entirety of the Eternal Void is preternaturally still and deathly quiet.

The only changes that can take place on this plane occur when something alters the landscape of the Scarred Lands (or significantly changes one of the other planes). Landslides, mining and similar events that change the landscape are reflected here. However, in the Eternal Void, these alterations do not occur in a natural fashion. Instead, on midnight of the first day of the month of Belot, all of the changes from the previous year happen in an instant. At the exact stroke of midnight, the Eternal Void seems to cease existing for a split second and immediately afterward the landscape has shifted to resemble a more eroded version of current conditions back in the Scarred Lands. During the moment that these changes occur, no one on the plane can see, hear or otherwise sense anything — thus, no one knows exactly what the change itself looks like.

### The Water of Entropy

Anyone who attempts to take water from the Eternal Void back to the Scarred Lands will discover that unless the container is continually protected by a spell like *death ward*, the water rots whatever is used to carry it — stone cracks and powders, metal rusts and corrodes, and leather or wood simply disintegrate into dust. If the water touches a living being, it causes that individual to gain one negative energy level. The bodies of those who die because of this energy loss turn into fine black dust and they may never be reincarnated or resurrected. The DC is 17 for the Fortitude Save to remove this negative level. The water also corrodes any item it touches; if poured on an object, the item will appear to have been decaying for a century or more. After two rounds, this decay and corrosion ceases and the remaining *water of entropy* dissipates in a faint black smoke.

### Rivers and Lakes

While water exists in the Eternal Void, it is jet black and contains large amounts of the ubiquitous black grit suspended within it. More disturbingly, like everything else, this water does not move on its own — the rivers and streams are all completely stagnant. Visitors to the plane can easily fill a water-skin with this liquid. However, drinking it does not slake the thirst. Also, anyone who is foolish enough to take some of this water back to the Scarred Lands risks a terrible death.

### Settlements

The most disturbing portions of the Eternal Void are those regions corresponding to cities, towns or villages in the Scarred Lands or other planes. These settlements are all empty and ruined. None of the buildings are intact and all of the fittings are either completely rotted away or turn to dust at the first touch. Even the walls are fragile and decayed. A DC 18 Strength check is sufficient to push over the wall of a house or other small building. In addition to the black dust that covers the entirety of this plane, fragments of human, demi-human and animal bones litter the ground in these areas.

Also, venturing into the upper floors of even the seemingly sturdiest buildings is a dangerous undertaking. Characters must make a Reflex save once per every 10 minutes that they are in such a place. The DC of this save is 10 in extremely sturdy and heavily built buildings, like fortresses, and 15 for ordinary buildings. A failed roll means that the character falls through the decayed floor onto the floor below. If this floor is not on the ground, another save is immediately necessary to see if the character also falls through this floor. Characters take normal falling damage for all such falls.

### Entities

Other than extra-planar visitors, the only beings who exist on this plane are the various forms of undead that drain vitality and living energy with their touch. The only plants that grow are spectral plants and the only humanoids are the various sorts of spectres, wights and vampires who exist by draining life. All of these plants and creatures lead a dual existence, for they appear simultaneously on both the material plane and in the Eternal Void. These entities are also the only significant sources of light on this plane. They all glow with a soft pale light the color of moonlight on bone, but with an intensity approximately as bright as a campfire.

While these various types of undead differ from each other just as their other halves do in the Scarred Lands, in the Eternal Void they all share one important feature in common — none of them can inflict negative energy levels on this plane. In the Scarred Lands, these types of undead bestow one or more negative energy levels or otherwise steal their victim's life force when they touch a living being. What is less known is that this touch drains their victim's energy away and transfers it to the Eternal Void. Each of these types of undead is an animate conduit leading from the Scarred Lands or other planar regions to the Eternal Void. The energy they drain manifests itself as the light they give off. Paradoxically, these undead beings are the only residents of the plane to successfully resist its all consuming entropy.

These undead residents are also the most common reason that anyone from the Scarred Lands ever visits this plane. In addition to not being able to bestow negative energy levels, these undead also cannot use any ability to allow them to heal. For an undead in the Eternal Void to heal damage, its counterpart in the Scarred Lands must drain energy from a creature there. Therefore, a few exceedingly determined characters who are on the trail of a powerful vampire, lich, or other formidable undead, can attempt to kill it within the Eternal Void. Undead who are destroyed in this plane instantly dissipate or turn to dust back in the Scarred Lands. Also, if planar travelers remove the body of one of the undead from the Eternal Void, the creature instantly crumbles to dust in both locations. Thus, characters can easily destroy even the most powerful lich or vampire, if they can capture or destroy the portion of its body that exists on the Eternal Void.

It should be noted, however, that this plane is not the ultimate source of all undead. Shadow lords and other animate shadow beings are instead tied to the Plane of Shadows; non-sentient undead, like zombies and skeletons, are simply corpses animated by magic that taps into the Eternal Void but does not maintain a conduit; and undead like ghosts or skull kings,



### Undead Statistics in the Eternal Void

Except for the lack of any way to heal or bestow negative energy levels (or negative energy damage in the case of lichs and wraiths), all undead in the Eternal Void have exactly the same statistics as they do in the Scarred Lands. The only other change is that normally incorporeal undead are fully corporeal in the Eternal Void, while normally corporeal undead are incorporeal there. Otherwise, all undead on this plane have the same abilities, saves, hit dice and armor class and possess all of their other special abilities.

who cannot inflict negative levels or otherwise directly drain energy, are not tied to the Eternal Void closely enough to have any significant presence there. Only the level and energy-draining undead function as conduits between the Scarred Lands and the Eternal Void.

### Corporeal Undead

These types of undead are fully solid and corporeal in the Scarred Lands. As a result, only a small and incorporeal portion of their essence is located in the Eternal Void. When encountered in this plane, these varieties of undead are transparent and as incorporeal as a spectre or a wraith would be in the material world. Like any other incorporeal creature, they can only be attacked with magic and they can freely pass through solid objects.

### Incorporeal Undead

These undead are incorporeal in the Scarred Lands because the vast majority of their being exists in the Eternal Void. Here, spectral plants appear to be glowing corporeal foliage. Similarly, inn-wights, spectres and wraiths are also fully corporeal physical beings and look very much like wights do in the Scarred Lands.

### Dying in the Eternal Void

Anyone who dies in the Eternal Void because of the plane's level-draining properties (as a major negative-dominant plane) instantly becomes one of the undead. Recently deceased individuals appear as wraiths back in their home plane, while their physical bodies remain as corporeal wraiths in the Eternal Void.

## The Highest Brilliance

This plane is the ultimate source of the vital energy that pervades practically all of the other planes. However, as is so often the case, too much of a good thing is as bad as its absence. Unless visitors to the Highest Brilliance continually injure themselves, or are protected by magic, they will quickly die as their bodies explode from the excess of healing energies.

Many young sages who are just beginning to study the myriad planes wonder how a place that is the source of life and healing could be so deadly. In part, the answer is that it isn't. While unprotected visitors die, their bodies continue to live, albeit in a far different form than previously. Thankfully perhaps, the soul and consciousness of the victims depart when their bodies explode, so they are at least unaware of the strange and horrible fate of their remains.

The Highest Brilliance is filled with living things that are all exceptionally mutable. Here, any life form can crossbreed with any other, and if a portion of a living being is cut off, it soon becomes a completely separate living creature. As a result, not only is the plane filled with life, but almost all of this life is utterly unique. There are very few species here — most of the native life consists of unique and idiosyncratic entities. Also, even these beings are likely to change dramatically over the course of several months or years.

The appearance of the landscape itself is almost as fantastic as the life forms that inhabit it. The sky is an ever-changing swirl of fantastically bright colors. The only constant there is the ever-present light, as the sky is never darker than an overcast morning and rarely brighter than noon on a cloudless summer day. Shapes that might be stars or planets are occasionally visible in portions of the sky, but they move and shift as rapidly and as randomly as everything else in this chaotic plane.

### Life Continues Ever On

When an unprotected visitor to this plane literally explodes from the excess of healing energy that suffuses the Highest Brilliance, the various portions of the now sundered body each take on a life of their own. Eyeballs use their optic nerves to swim or crawl, while hands run along on five fingers. In less than an hour, all of the various pieces transform into strange creatures that look like exotic animals derived from human or demi-human body parts. Although the eyeball snakes and grazing stomach slugs do not leave dripping trails of gore and the wrist-stumps of the animate hands heal over and sprout rudimentary sensory organs, these creatures' origins as body part are still disturbingly obvious.

## Visiting the Highest Brilliance

Because of its close connection to all other planes, characters can visit the Highest Brilliance surprisingly easily. Casting the *resurrection* spell opens up a temporary but intangible gateway to the Highest Brilliance. Any character who casts a *dimension door* or *teleport* spell, on the exact spot that a *resurrection* spell was cast within the last 5 minutes, is instantly transported to the Highest Brilliance. To return to the Scarred Lands, the characters need only cast either of these spells or a *Plane Shift* spell to instantly return home.

The connection between the Highest Brilliance and all other planes is both extremely durable and vitally necessary. Most sages believe that anyone who managed to use some powerful ritual or magic item to cut the contact between the Highest Brilliance and some portion of the Scarred Lands would rapidly slay everything in the affected region and that the area would gain the trait *minor negative dominant* (see DMG, Chapter 5: Campaigns, "Elemental and Energy Traits," *Negative-Dominant*). During the Titanswar, several liches allied with the Titans attempted to cause this to happen to specific cities and entire enemy nations. While none of the plans succeeded, several of these liches survived the war and may still attempt to put their plans into action.

## History

Many scholars and sages assert that this plane and its companion, known as the Eternal Void, are the oldest planes and that without the eternal tension between them, nothing else would or even could exist. While not even the gods are certain as to the truth of this belief, this plane is unimaginably ancient and intrinsically connected with every other plane.

## Planar Traits

The Highest Brilliance possesses the following planar traits.

### Physical

- **Gravity:** Normal gravity. The Highest Brilliance possesses normal gravity.
- **Time:** Normal time. Time passes normally in the Highest Brilliance.
- **Shape and Size:** Infinite. The Highest Brilliance is a life-filled landscape without end.
- **Morphic Traits:** Alterable morphic. The nature of the Highest Brilliance is normally static, save when acted upon by creatures within it.

### Elemental

- **Major Positive Dominant:** The Highest Brilliance is infused with the powers of life, and is the very source of positive energy in the other planes. In addition to the normal effects of a Major Positive

Dominant plane, ageing does not occur on this plane, and undead who visit the plane are typically blasted to nothingness.

### Alignment

- **Mildly Neutral Aligned:** No alignments are penalized in the Highest Brilliance.

### Magic

- **Enhanced Magic:** Spells and spell-like abilities that use positive energy, including *cure* spells, are maximized (as if the *Maximize Spell* metamagic feat had been used on them, but the spells don't require higher-level slots). Spells and spell-like abilities that are already maximized are unaffected by this benefit. Class abilities that use positive energy, such as turning and destroying undead, gain a +10 bonus on the roll to determine Hit Dice affected. (Undead are almost impossible to find on this plane, however.)

- **Impeded Magic:** Spells and spell-like abilities that use negative energy (including *inflict* spells) are impeded.

### Locales

The Highest Brilliance is a verdant and chaotic mirror of the entire rest of the multiverse. The basic geography of the Highest Brilliance depends upon where characters enter this plane. The landscape new arrivals appear in is always extremely similar to the portion of the Scarred Lands they departed from. Characters who enter the Highest Brilliance from another plane find that their surroundings are equally reminiscent of the portion of the plane they were just in. The Highest Brilliance touches all other planes in existence, except the Eternal Void, and so a portion of the Highest Brilliance is almost identical to every location on every other plane. However, while the hills, valleys and rivers of the Highest Brilliance resemble those found in the Scarred Lands and in many of the other planes, these details are often obscured by the exuberant abundance of life on this plane.

The corresponding landscape of this plane continuously matches the Scarred Lands in geography, including changes caused by landslides, canal construction, or similar large-scale events. However, in the Highest Brilliance, all of these changes occur because portions of the landscape move on their own. If a landslide occurs on a mountain in the Scarred Lands, the rocks on the corresponding mountain in the Highest Brilliance get up and move downhill under their own power, sprouting legs or tentacles as needed.

### Settlements

There are naturally analogs to the Scarred Lands' cities and towns on this plane. However, they are as exotic as the rest of the landscape. While the superficial layout of these settlements is identical to those back in the Scarred Lands, all of



the buildings are living things. Not only do the walls and fixtures slowly move and shift, but some of them also sprout branches or limbs of living stone, wood or brick. These cities are inhabited by beings even stranger than their buildings. Instead of individual humans, demi-humans or humanoids, each building and large public space contains a writhing mass of intertwined limbs and torsos. These creatures resemble exotic sea life made from human body parts. None of these entities are conscious and they are also not particularly stable — whenever two of them come near each other, portions touch and sections move from one to the other. Occasionally, entire beings are absorbed by others.

These “inhabitants” also rapidly absorb any visitor not protected by a *positive energy protection* spell, but do little more than occasionally attempt to grab anyone protected by this spell or some equivalent magic item. Every round that a protected character is within 5 feet of one of these creatures, it attempts to grab the individual 1d4 times. The plane's grapple check is a +6. Once a character is held by two arms, all of the rest of the creature's limbs leave the held person alone. Like all of the inhabitants of this plane, these creatures are effectively unkillable and can be most easily treated as unusual features of the landscape.

### The Water of Life

Anyone who takes water back from the Highest Brilliance discovers that the liquid is impossible to hold unless the container is shielded against the water's effects with a spell like *positive energy protection*. Without this protection, the instant the container touches the water, it begins to come alive and sprout appendages. Wooden and leather containers become organic creatures, while metal, clay or glass containers become strange elemental-like beings. In either case, the creature gradually absorbs the water of life that has been placed within it. When it has consumed all of this liquid, the container beast dies; this process normally takes a week. During this time, the container is treated as an animated object.

If carried back in a well-protected container, the water of life has many uses. Drinking it acts as both a *cure critical wounds* spell and removes all negative levels from the drinker. If poured on a corpse or a statue, both temporarily come to life, but they lack minds and will die within a day unless someone provides them with another dose of the water of life. This corpse should be treated as a zombie, but is not undead. They will not obey vocal commands, but will move in directions in which they are pushed or pulled.



## Rivers and Streams

The liquid found in the rivers and lakes of the Highest Brilliance is not ordinary water. It is slightly thicker and its color is even brighter and more vivid than the rest of this plane. It is also somewhat animate, as each drop of water is infused with the essence of life and so can move on its own.

## Entities

While this plane is almost literally overflowing with life, very few of the creatures here are dangerous; most spend their time melding with other creatures or simply sitting and absorbing the energies of life. Because every living thing here is filled with the energies of healing and life, none of the inhabitants of this plane need to eat or in fact to ever consume anything at all. Also, the multitude of beings who reside in the Highest Brilliance are so chaotic and continually changing that no description is possible. Some of the more chaotic creatures from the Scarred Lands, like chaos beasts or legions of one, have versions here, but most of the entities are beyond all description. There are, however, a few creatures on this plane that possess relatively stable forms.

## Treant Forests

The oldest and most magical forests in the Scarred Lands have analogs in the Highest Brilliance; but there, the woodlands are not composed of separate trees. Instead, they consist of thousands of treants who are all linked together into one vast woody being. This creature thinks vast slow thoughts far beyond the comprehension of any mortal being and cannot be talked with. Occasionally, individual treants separate themselves from this mass for a few hours or days and when they have done so, visitors may communicate with them normally. The unified nature of these forests protects all of the treants in it from spontaneously changing or becoming part of some other organism.

However, if any of the solitary treants left one of these forests, it would be subject to the same endless transformations that affect all other unprotected life-forms here. Because they frequently are part of a massive collective being, each individual treant possesses a vast understanding of trees and woods, and gains a +30 circumstance bonus to answer any Knowledge (nature) check. They will freely answer any such question asked by someone who is polite and who does not attempt to harm them or their forest.

## Elementals

Because the entire plane is suffused with a surplus of vital energy and due to its direct connection to all other planes, except the Eternal Void, even seemingly inanimate matter is alive. Every boulder or clod of dirt is an earth elemental, every fire is a fire

elemental, and every river or stream is also a water elemental. Most of the time, these beings are quiescent and ignore all animate creatures. However, using elemental magics often attracts their attention. In such cases, the characters can find themselves surrounded by elementals of the same type as the magic they were just using.

## The Deepest Sky

The Vault of Infinite Sky, the Great and Wondrous Storm, the Infinite Kingdom. All these names are given by mortals to one of the true wonders of the outer planes, the Deepest Sky, plane of elemental air. It is the source of all winds and air that flow through the other planes and is the ultimate birthplace of all things that are of the skies. Every atmospheric condition that is possible is present here, from calm, warm summery weather to fierce storms capable of shearing flesh from bone and powdering rock.

my LORDS and LADIES—  
the following tale was related by a trusted friend, who wisely requested to remain nameless, lest certain members of your esteemed body take offense at the reputation of his name. By mine own name I will swear this; in his life, despite his upbringing, no word has escaped his lips that was not the truth — and in my hand no pen has scripted a lie.

I relate it here as it was related to me, begging your indulgence with the roughness of my associate's speech.

take care, take consideration, and, I beg thee, take action.

We were three day into the expedition, aye, and two day from that palace o' fluffy white I were telling you about. Aye, that one, with the giantess. Anyway, we were coming through the worst part o' this storm front when they hit us, from starboard and port and top and bottom as well, just running out o' the black easy as you please.

Aye, they were djinni. And they came howling out of a hole in the sky where raged a storm fiercer than what were about us.





They had these curved swords, big as a man and made o' crystal or glass, and they wore these big cloaks, with every color you ever saw or thought o' in them. And they were screaming.

Or maybe they were singing, and we were screaming, cause these djinni started cutting us down like we were but lambs for the slaughter. I saw one o' them spit Edrago on his own sword, and that worthy was the best blademan I ever saw. Then one o' them opened my belly and I went down.

When I come to, I saw them cutting strips of flesh off many o' the crew, while some o' them was still living. And then I saw one of them take her sword and open the sky's bowels, slashing a hole vast enough to sail our ship through. They came for me, just as the ship was pushing through that hole in the sky. I gathered up my guts and jumped over the side.

## History

Once, the Deepest Sky ran riot with titanic powers. It was not uncommon to find Lethene and Gulaben here, gathering up the elemental emanations of the plane to use as raw materials for the crafting of their servitors and other projects on Scarn. The djinni were ubiquitous as well, maintaining well-armed patrols and expeditions.

Since the Divine War, however, the Deepest Sky has been eerily uninhabited. Many of the plane's

residents were pulled into Scarn by the powers of Lethene and Gulaben, and have since been slain. The Sealing of the Genie Citadels likewise contributed to the solitude of the realm.

In recent days, this situation has changed — the Wall of Winds has once more opened to the rest of the plane, and the djinni, maddened by their imprisonment, have emerged. They have undertaken their patrols once more, but this time many seek nothing less than the slaughter of all those who serve the gods.

## Planar Traits

The Deepest Sky possesses the following planar traits.

### Physical

- **Gravity:** Subjective directional gravity. Inhabitants of the plane determine their own "down" direction in the Deepest Sky. Objects not under the motive force of others do not move.
- **Time:** Normal time. Time passes normally in the Deepest Sky.
- **Shape and Size:** Infinite. Other than a few specific locations protected by might enchantments, the Deepest Sky is without permanent landscape. It is simply a vast, churning sea of clouds, wind and air.
- **Morphic Traits:** Magically morphic. The nature of the Deepest Sky is alterable through the use of

magic and supernatural abilities. Cloud banks and wind currents may be sculpted to fit the whims of those with the power to do so, allowing the creation of mountains of white clouds, or rivers of gale force winds to speed travel.

## Elemental

- *Air-dominant*: The Deepest Sky is the very source of the element of air for the other planes.

## Alignment

- *Mildly Neutral Aligned*: No alignments are penalized in the Deepest Sky.

## Magic

- *Enhanced Magic*: Spells and spell-like abilities that use, manipulate, or create air (including spells of the Air domain) are both empowered and enlarged (as if the Empower Spell and Enlarge Spell metamagic feats had been used on them, but the spells don't require higher-level slots).
- *Impeded Magic*: Spells and spell-like abilities that use or create earth (including spells of the Earth domain and spells that summon earth elementals or outsiders with the earth subtype) are impeded.

## Locales

The Deepest Sky is an infinite expanse, a vast space encompassing every imaginable type of horizon, every kind of zephyr, every breeze, every gust, every cloud puff, storm front or bellowing hurricane. In the Deepest Sky are storms that have raged for centuries, and rivers of winter chill mingled with fingers of summer zephyrs that never fade. There are mountains carved from cumulus, floating above vortexes split by lightning spears. There are vast heavy swamps of poison gas and heavy air that snuff mortal life in a single breath. And finally there are wisps of air carrying the last echoes of Gulaben and Lethene; and these gods' forsaken areas are dangerous beyond all the other threats of this chaotic realm.

## Wall of Winds

The Wall of Winds is the city of the djinni, self-elected rulers of the Deepest Sky. An enormous edifice of spell-worked cloud and swirling wind, stretching beyond the horizon in every direction, the Wall of Winds is among the largest citadels in all of the planes.

In the days before and during the majority of the Titan's War, the Wall of Winds existed as a bastion of absolute tranquility. By nature good hearted and curious, the djinni explored the width and breadth of both their own plane and the mortal world. Their accumulated knowledge was stored in enormous cloud vaults in the heart of their city, where it remained open to all.

In the final days of the Titan's War, however, the Wall of Winds was laid siege to by the servants of the gods. The mighty city and its people were locked away, seemingly forever, behind an invisible crystal-line barrier of magic. For the restless and inquisitive djinni, this was the worst sort of hell, and they quickly fell to infighting. Soon the once-kind djinni were fractious and bitter, determined not only to escape their prison, but to slake their need for revenge.

In the heady days of peace before the sealing of the Genie Citadels, the custodians of the Wall considered their home a work of art. They tinted the clouds with the shades of sunrise, sunset and every moment in-between, composed great tonal melodies of autumn wind, and sculpted their homes in the shapes of fantastical beasts and legendary places. Today, the Wall of Winds knows only the colors, sounds and shapes of war; the streets are steel gray, the wind pipes a soldier's cadence as rain and thunder beat the time, and the mansions are, to a one, great fortresses. The air around the Wall shudders and boils with storm clouds, while shards of eldritch energy, the last remnants of the spell that imprisoned the djinni, glitter and spin like glass tossed upon the sea.

## The Lover's Whisper

The void of stillness known as the Lover's Whisper looms like a shadow over the Deepest Sky. Those traveling within find a dark expanse of moist, heavy air and hot, languid breezes that slide against skin like a lover's breath. Time itself is unhurried in the Whisper; those birds and living beings who make their homes here quickly grow lazy and fat, sleeping away their days on thick clouds and spending their nights lost in shuddering ecstasies of unknown origin. The bloated corpses of those who have lost themselves too completely float serenely in the void's heart, swirling in the unblinking blue eye of a vortex.

The Lover's Whisper takes its name from a unique magical effect. The thick, slow winds of the void ceaselessly whisper promised delights, pouring out words describing exquisite decadence and acts of unimaginable excess, ecstasies of both the mind and soul that no mortal experience can provide. In fact, those who simply listen to the whispers feel ecstasy akin to the greatest sexual experience, and the whispers offer far more to those who are drawn to its murmuring breath.

Upon entering the Lover's Whisper, living beings who fail a Will save against DC 19 become addicted to the unearthly sensation; when removed from the Lover's Whisper they are stricken with *crushing despair*, as per the spell of the same name, until they return to the void's embrace. Once a month those so entrapped are permitted a new save to break this effect, but otherwise there is no known method of resistance.



## Entities

The denizens of the Deepest Sky are known collectively to scholars as the auran, though the people of the Great and Wondrous Storm rarely, if ever, think of themselves in collective terms. In fact, the auran language has no equivalent to the words "we" or "us," which causes no end of confusion when auran and non-auran interact.

In addition to the djinni, who are as a race the mightiest residents of the Deepest Sky, the plane is home to all manner of birds and winged beings, from giant eagles, to demons and angels. Air elementals, invisible stalkers and cloud and storm giants are common as well, the latter commanding the sky from brooding fortresses of stone, corral and azure. On occasion, dragons and aged sphinx come to the Deepest Sky, usually questing after knowledge or magical baubles, but sometimes for no other purpose than to soar the endless winds and gorge themselves on the plentiful birds.

Though they should not be considered denizens proper, small conclaves of druids loyal to the memories of Gulaben and Lethene are scattered across the Infinite Sky; though small in number, these groups count among their members some of the most powerful and fanatical spellcasters on the known planes.

## The Ragged Dervish

Though far from being the largest djinni warband, the whirling, ferocious horde known as the Ragged Dervish is certainly among the most dangerous. The Dervish is composed solely of spirit-eunuch djinni, fanatical warriors who strip away their metaphysical essence in return for unsurpassed ferocity and battle skill. The members of the Dervish are all disgraced outcasts, having either outlived the djinni lords they swore to protect or fled the places they were commanded to guard.

The Ragged Dervish's name comes from the bizarre and grisly outfits its members wear. The djinni are each draped in a long robe made of thin, woven strips of flesh flayed from their enemies' bones, preferably while the victims were still alive. Each strip is magically preserved and brightly dyed, so each Dervish is covered in a grisly cloak of many colors that swirls and snaps as the djinn fights.

The warriors of the Dervish go into battle with great scimitars made of crystal or pearl and brass, and sing lusty songs of war as they cleave their enemies in twain.

## Carolane Branwine, The Queen of Morning Glory

When the divine armies laid siege to the Wall of Winds, Carolane Branwine was a page in service to ser Morvonas the Unbound, a sorcerer-knight sworn to the cause of Corean. On the morning of the siege's final day, Morvonas and his retinue were consumed in a great burst of sunlight, unleashed when one of his artifacts malfunctioned. Carolane survived, coma-

tose, thrown clear of the explosion and lost within the void. There she remained for decades, unaging and unmoving, flesh and spirit wracked and twisted by splinters of arcane light. During that time, the essence of the Deepest Sky came to her, nursing her spirit and soothing her fevered brow with songs from the time when the titans were young.

Carolane regained full consciousness the moment the djinni were freed from imprisonment; but her thoughts were plagued by visions of a black whirlpool, herself in the eye of the storm, guiding its movements.

Physically, Carolane Branwine (*female human, Sor9/Drd5, CN*) is still a young adolescent, though her body is maturing at a startling rate. Reed thin, she is all elbows and knees, her face spattered with large freckles. Her hair is the color of soft-spun honey and gold, her eyes a swirling void of gray and black, shot through with streaks of electric blue. Emotionally and mentally, Carolane is an adult, with a scholar's knowledge of all matters arcane, religious and historical. She is perhaps the foremost scholar of titan lore in all the planes, privy to secrets even the titans themselves have forgotten.

Now known as the Queen of the Morning Glory, she is consumed with rallying the titanspawn and forging them into an army capable of freeing the titan Lethene. Given her undeniable charisma, unshakeable faith in the rightness of her cause, and her skill in parlay and battle, she may yet succeed.

## The Vault of Earth

This oppressive earthen expanse is known to its inhabitants as the Eternal Mountain, the Vault of Earth, and the Endless Womb. Many visitors from the Scarred Lands refer to it instead as the Infinite Tomb. Regardless as to the name, it is undeniable that all forms of soil can be found here: fertile dirt, desert sands, swamp-muck, sun-baked dust — whatever variety of earth exists in the Scarred Lands is present within the Vault of Earth.

The plane naturally has pockets of other environments in caverns large enough to hold small cities, although most have little to no habitation. This isn't because no one has tried, but because caverns and tunnels have the disturbing habit of collapsing, or worse, sealing up like a healing wound. Too many have met their demise encased forever within the Infinite Tomb. For obvious reasons, caverns in sandy or particularly fluid environments collapse the easiest, although there are exceptions. Of those places that remain stable, small villages and towns are the most common habitations. No tunnels cut by mining or magic survive longer than a day without sealing up, but there are several tunnel "currents" that run from cavern to cavern. Skilled navigators can traverse these moving passageways, taking travelers anywhere in the Vault — for a

modest fee, of course. These tunnel segments are generally 5d10 yards long, forging a path through the omnipresent rock strata at roughly walking speed, sealing up behind at the same rate. As the tunnels are self-contained, air within them quickly becomes stale. Because few travelers have the capability to refresh the air or abstain from breathing, particularly long journeys are rare, and thus few have explored what lies beyond established routes.

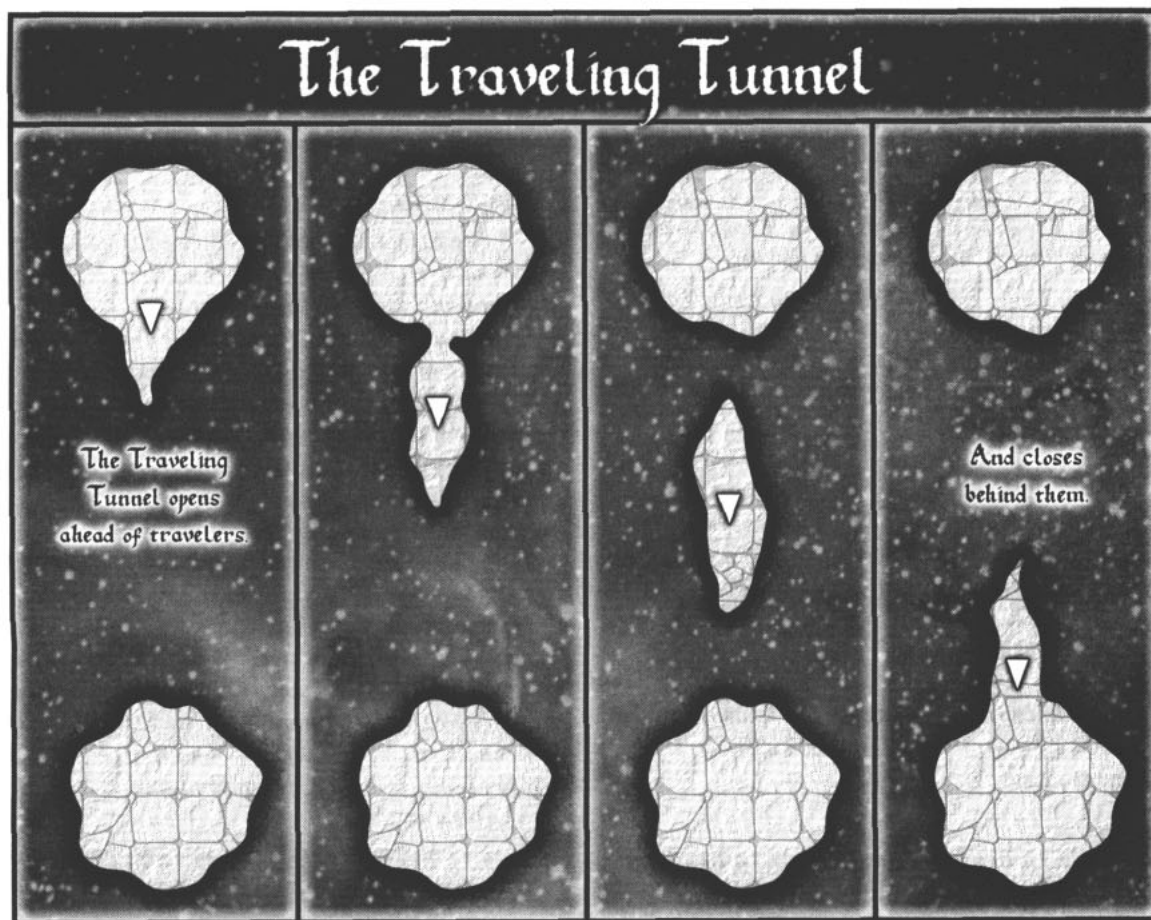
Just recently, routes have reopened to what used to be a central hub for travel, and is still the single largest habitation in the plane: The Citadel of Stone. The native genie-kind, the dao, are unsure what to make of this. Having adapted to their imprisonment and resigned themselves to the fact that they would never get out, suddenly they find, in an instant, things changed. The dao are cautiously examining the new state of things, uncertain about what has transpired in the plane around them, wary of falling prey to some new trap. They occasionally send out servants to explore, but the majority of their time is spent pondering the ramifications of their newfound freedom. Long, thoughtful discourses on the matter can be heard throughout the towering chambers of the city. Travelers to the Citadel had best beware; no matter how innocent their reasons for being there, they may be subject to questioning — or interrogation — regarding the state of things outside the city.

Even the most minor details collected could, over time, come together and give the dao a reasonable explanation for why their status quo has been shattered yet again.

## History

Like the other elemental planes, the titans and their servitors could often be found here in the epochs before the Divine War. Golphagga was wont to search for rare and strange ores within the Vault of Earth, and Thulkas crafted many creatures from the raw stone and soil found here. The Eternal Mountain was once also the home to the Cabal of the Fastness, a group of druids and sorcerers dedicated to mastering the potential inherent in the plane's element — they are all, however, thought to have been destroyed in the Divine War as servants of the titans.

Since the Divine War and until quite recently, the dao of the Citadel of Stone had not been seen. With the absence of the original guardians of the plane, many less than savory elements have taken hold in places such as Ascent and Honeycomb. With the reopening of the Citadel of Stone, these residents have begun to reinforce their holds, intent on not permitting the dao to force them out. Fortunately for them, the slow and ponderous nature of the dao does not incline them to quick action.





## Planar Traits

The Vault of Earth possesses the following planar traits.

### Physical

- *Gravity*: Normal gravity. The Vault of Earth possesses normal gravity.
- *Time*: Normal time. Time passes normally in the Vault of Earth.
- *Shape and Size*: Infinite. The Vault of Earth is infinite in scope, extending in all directions eternally.
- *Morphic Traits*: Magically morphic. The nature of the Vault of Earth is alterable through the use of magic and supernatural abilities. Caverns may be opened or sealed by those with the power to do so, and the very terrain may be turned into a razor-sharp hazard in order to attack one's foes.

### Elemental

- *Earth-dominant*: The Vault of Earth is an eternal mass of stone, earth and rock, though littered with occasional pockets of other elements (usually air and water, though occasionally dangerous pockets of elemental fire can be found).

### Alignment

- *Mildly Neutral Aligned*: No alignments are penalized in the Vault of Earth.

### Magic

- *Enhanced Magic*: Spells and spell-like abilities that use, manipulate, or create earth or stone (including those of the Earth domain) are both empowered and extended (as if the Empower Spell and Extend Spell metamagic feats had been used on them, but the spells don't require higher-level slots). Spells and spell-like abilities that are already empowered or extended are unaffected by this benefit.
- *Impeded Magic*: Spells and spell-like abilities that use or create air (including spells of the Air domain and spells that summon air elementals or outsiders with the air subtype) are impeded.

## Locales

The endless reaches of this plane are largely solid and dense, impeding those creatures who are unable to maneuver through solid rock. Materials that comprise the plane range from rock and dirt to sand and swamp muck and everything in-between — even veins of precious ores and gems. Pockets of air, and sometimes water, are interspersed throughout the plane like caves in mountainsides. Unlike mundane grottos, however, these precious areas don't always remain accessible.

### Ascent

A pocket town surrounded by thick, viscous swamp ooze, Ascent is constantly moving throughout

the Plane of Earth. Rising through a vast sea of mud like a bubble of swamp gas, Ascent is a dismal locale, but a popular trading area by those who can locate it. Many visitors find the miasma difficult to breathe, but since the town has passed through parts of the plane most people have never even heard of, the rarities often available for purchase here make the trip well worth the trouble.

In few other places is the epithet "Endless Womb" more appropriate than in Ascent: life here exists in abundance. All sorts of plague-ridden vermin infest the town, getting into food, bedding, swarming through the air — even the light comes from a form of luminescent fungus that clings to the roof of the bubble. Some of the town's older inhabitants recall a time when this was not so, when Ascent rose not through marsh, but through sand. Some say this day will come again, driving out the less savory denizens who have claimed the town as their own.

Many sources point to there being a method of reaching Ascent through a marshland in the Scarred Lands. Rumor has it that there is a place, roughly ten feet in diameter, where the swamp consists almost entirely of bloody, writhing maggots. Travelers must dive headfirst into this circle, swimming downwards, until they emerge from the walls of Ascent. What sources disagree on, however, is in which swamp this maggot-portal is located: either the Swamps of Kan-Thet or the Blood Bayou. Perhaps it can even be found in both. Either location has its own perils, though, and mistakenly leaping into the wrong part of a noxious swamp can very likely be deadly.

### Honeycomb

Someplace far from established routes, visited only once a month by a tunnel segment leaving the Citadel of Stone, lies an anomaly in the structure of the Eternal Mountain. While most of the habitable portions of the plane exist in single bubbles, the Honeycomb is a vast complex of caverns. The entirety of the massive area has not yet been mapped; those who have been there claim it's too large to be fully explored in any being's lifetime. The walls are damp, and the sound of echoing water can constantly be heard. The most common comment about the Honeycomb is that it feels... empty. Those who travel through the passageways for a few hours or more begin finding statues. Some are ancient and worn by time and water, while others are newer, resembling nothing more than ancient Slarecians. Some of the other statues, however, bear a more insectoid appearance, but are too eroded or strange to be able to identify.

Although explorers who manage to leave the caves often return empty-handed, rumors persist of



vast stores of wealth. Who may have stockpiled treasure here — or why — is unknown, but the rock that makes up the caves is remarkably devoid of even the most common of gems or metals.

### The Citadel of Stone

The Citadel of Stone is home to the introspective dao. Although unquestionably the largest and most populous habitation in the plane, its position as the “capital” was overturned once the gods of Scarn sealed it off from the remainder of the plane. During their exile, the native dao turned their attention to research and study, committing their experiences, their ideas, their imaginings to stone. They perfected their manufacture of the thin slate rock that they use as paper for their massive books. Libraries and museums were constructed, and conversation turned to theory and philosophy, and debates about the nature of things. In a state of almost conscious denial, they avoided actively facing their imprisonment and any potential way to escape. A common sight in the Citadel, both then and now, is quiet discourse among a handful of genie-kind, debating any topic imaginable. Resolutions to these debates are rarely reached; the important thing is that the subject matter is explored fully.

Once a means of leaving the Citadel again became available, the dao were forced to acknowl-

edge what had happened and decide what to do next. For now, this means long discussions with those who come exploring. Unfortunately, many travelers are less than accommodating, being of the more “rushed” races, and thus not willing to sit and talk for more than an hour or so. Secondly, visitors are also beginning to discover the libraries available to them. The dao aren’t yet certain what to do about this. A persistent rumor that is bringing many explorers to the dao city is that somewhere in the Citadel, perhaps in one of the museums, lies some sort of device that can open a tunnel to anywhere in the plane, or make an existing tunnel segment “permanent,” i.e. into a “real” tunnel. The value of such a device, if it indeed exists, would be incalculable.

### Entities

The Eternal Womb has given birth to a fair number of children, most of whom leave each other alone. A common trait among the beings native to the plane are that they take their time, preferring to wait and think, working out their strategy, before making their move.

### Gromuk-tarm

Gromuk-tarm is, for all intents and purposes, the leader of the dao and the Citadel of Stone. He has had to make almost no decisions in the last century-and-a-



half, however, since few overreaching resolutions need be made when you're cut off from the rest of existence. Now that the Citadel is open once more, Gromuk finds himself with a lot of thinking to do. He's unsure on whether or not he should endorse communication with outsiders, or whether the dao should simply maintain their rather xenophobic mindset. Although he hasn't discussed it with many others, he is rather more sympathetic to the gods than he was at the time of the Divine War. Their intentions were sensible, after all, and their actions resulted in the flourishing of his own culture. He's willing to open negotiations with other races and cities in the Plane of Earth, and to give fealty to the gods. He knows, however, that not all dao share his point of view. So for now, and in the foreseeable future, he'll be content to question outsiders who come exploring, and watch the rest of his people for their reactions. After all, there is plenty of time to make a decision.

### Tzilsslplk

This relatively young spider goblin is the head of her particular clan, a somewhat unfortunate tribe that has managed to begin a war against the local earth elementals. Tzilsslplk and her people, although they are unaware of it, have taken residence in a small series of caverns that house the remnants of an ancient earth elemental hero. The elementals merely wish to drive away the interlopers, but Tzilsslplk will not consider leaving. One must remain strong at all times, after all, even when one's home manifests arms and legs and vicious spikes of solid rock. She sees all this as a challenge to overcome, nothing more, and encourages her tribesfolk to remain strong. Tzilsslplk has, however, started to notice that the attacks happen more often to goblins entering a particular cavern with an oddly-shaped rock sitting in the middle. What she does with this knowledge is anyone's guess.

### Denev's Ear

There are many who claim that the Plane of Earth is the true incarnation of the Earth Mother, or at the very least, that it is the greater part of her. Why else would natives call the plane the Eternal Womb? Why else would she be called the Earth Mother, if she was not a part of the Plane of Earth, and it a part of her? No one can answer for certain, but supporters often point at the apparition known as Denev's Ear as proof. Never lasting longer than a week in any given place, the Ear is an unusual formation of rock that seems to grow out of a wall. The structure is, as the name suggests, shaped very much like a five-foot tall ear. It is said that those who speak of nurturing and care in its presence become blessed, while those who speak of destruction and genocide become forever cursed. Although not all inhabitants believe the Ear actually belongs to the titaness Denev, most are careful to not speak with ill-will when in its presence. Just in case.

## The Great Inferno

The Land of Burning Sky, the Kingdom of Obsidian and Ash, Mother of Black Ashes, Titan's Pyre — these and other names are given to the cruelest, most forsaken of all the elemental planes: the Great Inferno, elemental plane of fire.

All forms of fire can be found here, from the white hot incandescence of the sun to the dull red glow of cooling embers. Often, the pure fires of the Great Inferno are tainted with the other elements, creating pockets of burning winds, molten lava and scalding, blinding steam. This is a dangerous and hellish place, and most travelers are only able to visit the few mightily defended oases that are protected from its fires.

### History

Like the other elemental planes, the Great Inferno once saw the tread of titans, most notably Thulkas and Golthagga, who sought out pockets of pure elemental fire for their own crafts. Mesos was also an occasional visitor here, as the esoteric titan used the essence of this plane to create new pyromancies. During this time the efreet ruthlessly controlled the plane, blessed as they were by their father, and even the mighty elementals bowed to the brass-crowned lords.

This situation changed with the Divine War. Many fire elementals rose up against the hated efreet when called upon by the gods of fire, Corean and Vangal. With the sealing of the City of Brass, these elementals took control of the plane they considered theirs by right. Now that the City of Brass has become unsealed, war may soon come to the plane of fire.

### Planar Traits

The Great Inferno possesses the following planar traits.

#### Physical

- **Gravity:** Subjective directional gravity. Inhabitants of the plane determine their own "down" direction in the Great Inferno, save for some places such as the City of Brass. Objects not under the motive force of others do not move.

- **Time:** Normal time. Time passes normally in the Great Inferno.

- **Shape and Size:** Infinite. The Great Inferno is infinite in scope, extending in all directions eternally.

- **Morphic Traits:** Magically morphic. The nature of the Great Inferno is alterable through the use of magic and supernatural abilities. The flames of the plane may burn brighter or duller for those with the power to command it, and the appropriate magics can allow the shaping of practically anything out of the flames.

## Elemental

- *Fire-dominant:* The Great Inferno is an eternal mass of fire, though littered with occasional pockets of other elements.

## Alignment

- *Mildly Neutral Aligned:* No alignments are penalized in the Great Inferno.

## Magic

- *Enhanced Magic:* Spells and spell-like abilities that use, manipulate, or create fire (including those of the Fire domain) are both empowered and extended (as if the Empower Spell and Extend Spell metamagic feats had been used on them, but the spells don't require higher-level slots). Spells and spell-like abilities that are already empowered or extended are unaffected by this benefit.
- *Impeded Magic:* Spells and spell-like abilities that use or create water (including spells of the Water domain and spells that summon water elementals or outsiders with the water subtype) are impeded.

## Locales

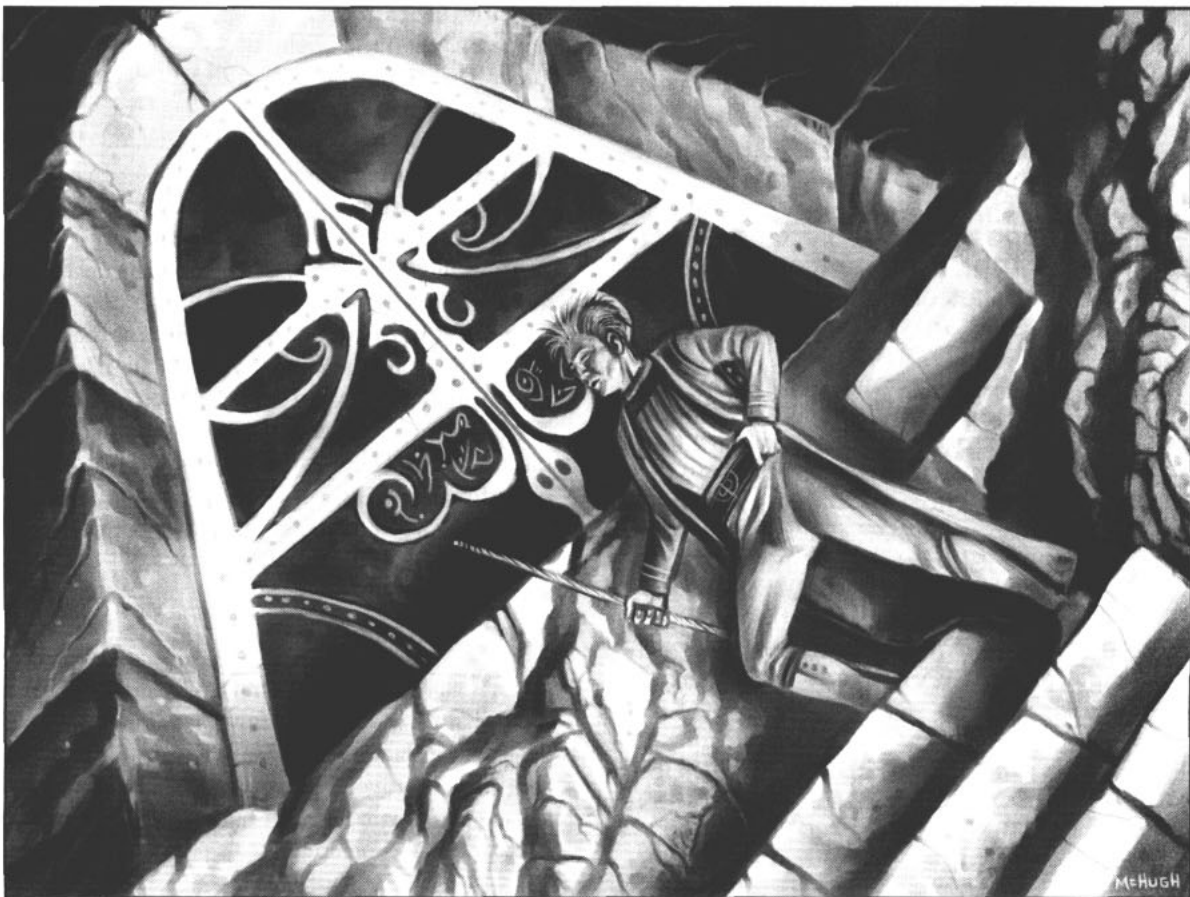
The Great Inferno is an endless hell of flat, cracked planes of obsidian, dust and black soot miles thick. Within its boundaries are bottomless lakes of molten lead and burning oil, and rivers of volcanic rock and boiling pitch. Gale storm winds sweep roiling

clouds of gas, soot and sulphur across boundless fields of steam geysers, to break on the peaks of mountains carved from coal, basalt, or heaped slag iron. High above the surface of the plane are firestorms that have burned since the beginning of time, and tornadoes of cinder and smoke with continent-sized shelves of guttering ash twisting in their hearts.

## The Black Gates

Scattered throughout the Great Inferno are the remains of perhaps two score gates, each an immense edifice of obsidian, bound in iron and protected by ancient runes of terrible power. The gates are all that remains of an ancient salamander civilization, broken by efreeti swords shortly after the birth of the gods. During the height of their power, before their imprisonment, the efreeti used the gates, as the salamanders did before them, to control the flow of travel to and from their plane. The magic of the gates was such that they automatically blocked all other forms of interplanar travel; unfortunately for the genie, the power of the gods transcended that of the gates, and they smote them down when their armies laid siege to the City of Brass.

But not all the gates were completely destroyed. Two, at least, still function. One gate, which rests on a small glass island adrift on a sea of boiling mercury, can be accessed via a small geyser somewhere within the Bloodrain Woods. When the geyser erupts, those





brave enough to leap into it are immediately transported to the Great Inferno. The second gate lies deep within a volcanic maze, far below the City of Brass. It leads to and from an unremarkable circle of basalt rock on a small hill on the Plains of Lede.

*From the stories of Cob the Incarnate, sage and storyteller.*

In that life, I was known simply as fateh, or conqueror, a name given to me by my slave master, the dervish gassur, or courageous one. It was my duty to carry and sharpen his great scimitar, wind carver, and follow him into battle when necessary. It was a job I performed with skill, but no enthusiasm, for gassur was a cruel beast, so frightful even his brother efreeti avoided him.

ah, how well I remember the day the obsidian gate was sealed, and how quickly my master's arrogant sneer turned to terror when the warrior of golden light and the man who's cloven shield dripped blood turned their blades against him. oh, how he wailed when his precious wind carver was shattered! oh, how my heart rejoiced to see him felled with but a single axe blow! and oh, the pride that fills me even now when I think of how the golden warrior lifted me up and bade me guide them.

I led the warrior of light and his bloody companion to the heart of the city, where lay the sultan bikk sore wounded from a dozen bronze arrows. I watched as the gore-spattered warrior wrestled with the sultan's guards and smote them down. then the golden one rose up, and became as the tallest tree of the forest, and in his right hand was a sword, and in his left an egg. and the egg burned yellow as the sun and then swelled and grew black and terrible, like thunder in the night sky. I watched as the golden warrior knelt and pushed his left hand down, and the sultan bikk and all his concubines cried out, and the city of brass trembled, and the black orb sank into the earth.

and then the bloody warrior turned to me and raised his axe, and I remember no more.

## City of Brass

Above the center of the Great Inferno drifts an immense, black cloud of cinder and smoldering ash. Below is a bottomless lake of molten brass, which blossoms with bubbles large as nations and is rocked by explosions that shoot columns of white-hot metal hundreds of miles in the air. Between these twin hells, in what all creatures of the plane consider to be the center point of the Great Inferno, is the City of Brass.

The birthplace of the efreeti, the fabled City of Brass is a sprawling metropolis of delicate minarets and rounded domes, protected by a towering wall of reinforced basalt and brass, and accessible only through a gate carved of a single piece of obsidian high and thick as a mountain. Within the walls is a city unlike any other, a paradise of open bazaars, enormous mosques, and palatial estates. The streets are paved with red-hot iron ingots, the doors made of obsidian and basalt, and everywhere, everywhere is brass. The walls of the houses are brass, and the ceilings, too, shine with its luster; the fixtures and the furnishings are bound in brass, and the gardens filled with brass burnished until it glimmers like the noon-day sun; brass adorns every street corner oil lantern and tips every minaret; and every pavilion in every bazaar in every corner of the city is woven from brass thin and pliable as silk.

It is said that the City of Brass is larger than all the cities of Scarn put together, and its people more numerous than the blades of grass on the Plains of Lede. This is not far from the truth. Uncounted numbers of efreeti roam the streets of the metropolis, and caravans of djinni merchants and travelers from all the other elemental planes pass in and out of the city gate in a perpetual stream. Each of the seven famed open air markets of the City of Brass occupies an area larger than the city-state of Hedrad, and is filled to bursting with rare foods, spices, wines, and all the wonders and terrors of the planes that money can buy. Fat efreeti merchants, enthusiastic and shrewd bargainers all, accost potential customers in the streets, favoring them with their most ferociously benevolent grins. Urchins scuttle underfoot, stealing coin and brass apples where they may, while tale weavers sing of the love of Samahat and Rashata with voices undulating and soaring above the din.

## Entities

Though most mortals find it difficult to conceive of any beings who could survive, let alone thrive, on an infinite plane of fire, the Great Inferno has no shortage of native inhabitants. Fire elementals and salamanders swim rivers of boiling oil and bathe in bottomless lakes of molten rock, packs of blade beasts

roam the cracked obsidian planes, and fire wrack dragons prowl the cavern riddled mountains of slag iron. There are even fiery incarnations of common Scarn animals, with flocks of gleaming birds soaring through the immense clouds of ash and cinder that float above the City of Brass, and herds of flickering deer streaking across the wastelands.

Most importantly, there are the efreeti. Warlike and brutal even before their imprisonment, in the days since they regained their freedom the efreeti have quickly moved to re-exert their mastery over the Great Inferno; war parties of dervishes and spirit-eunuchs are common sights on every part of the plane, and immense outposts of brass and obsidian guard the landscape's most strategic areas. The militant efreeti are ruled with an iron fist by Bikr, who's name means "the first born," a sultan as old as the City of Brass itself. Bikr is served by an advisory council of pashas, most nearly as ancient as he, that oversees a byzantine but efficient system of clerks and soldiers who enforce his laws with clockwork precision. Bikr, his advisors and his people are murderously distrustful of Scarn's mortals, particularly those who openly pay homage to the gods. Such travelers are typically quickly slain if they do not immediately prove either their worth to the efreeti or their raw might.

Efreeti culture is hero based. They prize both military prowess and cunning equally, and efreeti legends are, to the last, detailed and highly stylized accounts of battles won and bargains twisted. A mortal who can outfight or outwit an efreeti is hated, feared and respected in equal measure, and can expect to be challenged by dervishes and warrior-princes for as long as he or she remains within the Great Inferno.

Respect, propriety and hospitality are also critically important aspects of efreeti society. Ancient law, enforced vigorously by the Sultan and his troops, mandates that guests remain under the care and protection of their hosts, and it is expected that they will be lavished with gifts and attention for the duration of their stay. Though the efreeti hate mortals, they still provide hospitality to them when forced to. Efreeti bards still sing of the infamous nobleman thief Dawar of Elz, who tricked the sultan Bikr himself into providing him with one hundred and eighty years of comfort and extravagance, until he grew bored and fled the city on the back of the sultan's prized fire stallion.

### Al-Shama

Al-Shama, whose name means "mark of beauty," was born with hair the color of blue flame and skin of ash white so transparent that the veins of molten brass flowing beneath her flesh were clearly visible. This occurrence was so rare that Efreeti history records only one other such birth, and that before the beginning of mortal history. The deeply spiritual Efreeti

immediately identified the child as a prophet, and immersed her in the study of planar geometry, religion and bardic magic. Much of her study took place on other planes, and she was, in fact, touring another plane when the gates of the City of Brass were sealed.

Separated both from her people and the mortal plane, Al-Shama was forced into a century long pilgrimage. During this time she, accompanied by a pair of spirit-eunuch body guards, visited every bastion of civilization on the four elemental planes, cataloguing tales, poems, legends and dances. Where she was greeted warmly, she traded story for story and dance for dance, but where she was shunned, she claimed what she wanted at the point of a sword. By the time the great seal broke, Al-Shama knew all the tales of the infinite planes — but she still hungered for more.

Today, Al-Shama wanders the four corners of the Great Inferno, always accompanied by her faithful guardians. Having learned all there is to know of the legends and tales of the boundless planes, she now desires to travel to the Scarred Lands, there to absorb all the culture of the mortal world, by whatever means necessary.

Al-Shama is well spoken and poised, with a voice like flame sweeping across meadow grass and a diplomat's grasp of manner and decorum. It is said that to hear Al-Shama sing is to hear a dragon's heart quicken at the moment of birth, meat and gristle pop in a giant's hearth, and embers soar and burst above an army's campfires; to watch her dance is to see stars unfold across a summer sky and heat run in waves from a new-forged blade.

## The Endless Deep

The Azure Abyss, the Farthest Ocean, the Demesnes of the Eternal Whirlpool, Sailor's Heaven, Mother of the Seas — all are names for the Endless Deep. The plane of elemental water is a sea without end in an orb of sparkling sapphire, floating serenely in the white void of eternity.

This is the source of all elemental water in all the planes, and every body of water — from the deepest oceans to the meanest creek and well — are connected, on some level, with it. All the waters of the planes can be found here: fresh, salt and stagnant; pure, clean brook waters and sulfur-stinking hot spring waters. The clear droplets of spring rain are here, as is vile sewage and the filthy ichorous red waters of the Blood Sea.

### History

In ages past the Endless Deep was the favored resting place of the titans, particularly Kadum the Father of Monsters, and at their command the eternal seas boiled and churned to soothe their aches and tease pleasure from their immense forms. Despite this, it was the marids



who ruled these ancient waters utterly, until they were sealed into the Castle of Currents by divine will.

Now, the Azure Abyss is a far more tranquil place, though storm tossed seas large enough to engulf all of Scarn can be found within its depths.

## Planar Traits

The Endless Deep possesses the following planar traits.

### Physical

- *Gravity*: Subjective directional gravity. Inhabitants of the plane determine their own "down" direction in the Endless Deep, though the rate of ascent or descent is slower than that in the Deepest Sky or Great Inferno. Objects not under the motive force of others do not move.

- *Time*: Normal time. Time passes normally in the Endless Deep.

- *Shape and Size*: Infinite. The Endless Deep is infinite in scope, extending in all directions eternally.

- *Morphic Traits*: Magically morphic. The nature of the Endless Deep is alterable through the use of magic and supernatural abilities. The waters of the plane may be shaped into structures and creations by those with the ability to do so.

### Elemental

- *Water-dominant*: The Endless Deep is a never-ending mass of watery liquid, though littered with occasional pockets of other elements.

### Alignment

- *Mildly Neutral Aligned*: No alignments are penalized in the Endless Deep.

### Magic

- *Enhanced Magic*: Spells and spell-like abilities that use, manipulate, or create water (including those of the Water domain) are both empowered and extended (as if the Empower Spell and Extend Spell metamagic feats had been used on them, but the spells don't require higher-level slots). Spells and spell-like abilities that are already empowered or extended are unaffected by this benefit.

- *Impeded Magic*: Spells and spell-like abilities that use or create fire (including spells of the Fire domain and spells that summon fire elementals or outsiders with the fire subtype) are impeded.

## Locales

The Farthest Ocean holds every imaginable type of water, from foaming, churning waves lashed by phantom winds to sluggish rivers swollen with spring rain. In the depths,

ocean currents war with vast mountains of crackling ice, briny salt water with brackish, stagnant pools, and rip-tides with explosive geysers. An unwary traveler can pass from pleasantly tropical, turquoise seas to the crushing dark depths of the deepest oceans in a matter of moments. Those familiar with the plane, however, can often navigate the seemingly capricious waters and perhaps catch a rising current to bathe in a cool autumn shower, with fat drops of cold rain slicing through the azure blue.

The Endless Deep is even polluted by two enormous, billowing blood seas, the first of which churned up from the depths the moment Kadum the Bleeding One's body was thrown into Scarn's deepest ocean trench. In 112 AV, when the Blood Monsoon tore across the mortal world, so too did a great tide sweep across Sailor's Heaven; in its wake, a new blood sea was spawned, larger and darker than the first, reeking of sulphur and blood, and choked with ropey seaweed thick and slimy as en-trails.

## The Castle of Currents

The Castle of Currents is the fabled home of the marid, and until very recently, their inescapable prison as well. When the cautious and thoughtful marid were besieged by Divine forces, they acquiesced to imprisonment rather than see their beautiful, fragile metropolis destroyed — and so they were sealed away behind a barrier of opaque, white-hot glass that bobbed like a pearl in the heart of the plane.

With the shattering of the pearl barrier, the marid are once again free to ride the currents, and to swim the channels between the Endless Deep and the Scarred Lands. Ever meditative, the marid have made few excursions to the mortal plane, preferring to explore and reclaim their outposts scattered throughout the Azure Abyss. The presence of the Ichor Sea is of great concern to the marid, and if anything will hasten their explorations of the mortal world, it is that accursed place.

The Castle of Currents is a marvel of pearl and coral, a sprawling citadel of delicate spires and immense bridges that cover spans of ten or more miles. Schools of trained fish move like shivering rainbows through the maze of caverns and open lanes that crisscross the metropolis in every direction. Docile whales, guided by handlers perched in immense howda, carry exotic spices and wines imported from the markets of the City of Brass, to be sold to eunuch servants



and served to pashas reclining on couches in gardens of cultivated bubbles. Though the Castle appears fragile, the coral that makes up its walls and buttresses is as hard as steel. Towers and soaring arched domes bristle from every direction, and the marid's home resembles nothing so much as a sea urchin the size of a small moon.

### The Black Sargasso

Sailors in the Scarred Lands speak in hushed whispers of sargasso seas, expanses of water choked by seaweed beds of unimaginable size, aquatic hells where ships flounder and are never seen again, their crews devoured by sharks, kraken, and worse. Those sailors would undoubtedly fall down stone dead of fright if they were to behold the Black Sargasso, also known as Kadum's Mane, the Death of Vessels and the Drowned Forest.

The Black Sargasso is a place of deathly stillness, punctuated by bursts of terrifying violence. The currents move at a sluggish trickle, and the thick web of roots and seaweed strangles the light and makes movement nearly impossible. Even the heartiest natural aquatic creatures soon fall victim to the Black Sargasso's grasp, but this does not mean its dark waters are empty; ghostly sharks and undead kraken prowl the Sargasso, zombies crawl among the roots, and

aquatic demons and water elementals war with each other for supremacy.

### The Ichor Sea

The Ichor Sea is a grim reminder of the potent corruptive strength of Kadum the Father of Monsters. The larger of the Endless Deep's two blood seas, the Ichor Sea is a haunted, blighted salt water expanse as large as all the oceans in the Scarred Lands combined. The waters of the Ichor Sea run hot and thick as blood, and leave minor burns and stains on all who come in contact with the vile substance. Despite this great taint, or perhaps because of it, the Ichor Sea is a haven for all sorts of twisted monstrosities, most of whom are of the titanspawn races, though demons and other dark beings swim its greasy currents as well.

The Ichor Sea carries two ambient magical effects that inevitably prove dangerous to those unprepared for them. First, the savage nature of Kadum still influences this place, so all non-player character reaction checks are made at a  $-4$  penalty, and are automatically considered to begin as hostile. Second, and potentially more dangerous, any blood spilled within the boundaries of the Ichor Sea instantly festers and becomes a virulent poison; during the round a being is injured by a slashing or piercing attack,



and for the round immediately after, the damaged creature is surrounded by a diffused cloud that affects all who come in contact with it, save the injured being — this forces all who are in the immediate area to succeed at a Fortitude save against a DC of 15, or suffer 1d6 points of temporary Constitution damage. This extends into a cloud ten feet on all sides of the one thus injured.

## Entities

The Endless Deep absolutely teems with life, its waters home to every species of fish that has ever swam Scarn's currents, and many more besides. In the blue depths there are whales larger than most harbors, their backs crowned with row upon row of barnacles, crystalline jellyfish the size of oak trees, their tentacles streaming for miles behind them, and barnacle clusters large as mountains, home to crabs with shells of rock and crystallized salt.

The Farthest Ocean is also home to a wide variety of extra planar creatures and other fantastical and monstrous beings. Aquatic demons and devils, water elementals, and more benevolent creatures like mermaids swim the currents. Then there is, of course, the great civilization of the marid, which now spreads once more across the entirety of the plane like a cresting wave.

As a rule, the marid are cultured and urbane, with a sophisticated grasp of both planar geography and medicine. During their imprisonment, they developed a deeply ingrained distrust of mortals, but before that time they were enthusiastic in their interaction with the citizens of Scarn. Marid favor the study and development of art and literature, and have a connoisseur's appreciation for spices and wine. Marid civilization is organized along a strict caste system, with less powerful marid relegated to the status of servants, while the elder marid while away their days lost in contemplation and enjoyment of aesthetic pleasures.

## Utpal the Eel

Utpal, who's name means both "water lily" and "fleshless," is a member of the untouchable caste, who's job it is to clean sea scum and fish waste from the streets of the Castle of Currents. Utpal is also, secretly, the finest spy and informer on the plane, moving invisibly through the ranks of society as easily as he contorts his body to pass between corral spires. Utpal isn't bitter about his lot in life, but is quite willing to spill the secrets of his people at anytime, to anyone.

Utpal has no use for money, instead accepting payment only in the form of exotic spices, wines and foods, which he freely disperses among his friends and family.



# Chapter Three: The Occult Planes

*Places of burning fire and deepest water, the shining Mithril Heaven of Corean and the bloodswept fields of Vangal's Pestilential Abyss; all of these things even the simplest of mortals can understand. But there are realms of purest spirit and thought, places of dreams and shadows — these are the realms of sages and wizards. Today, we begin exploring those domains with knowledge. Should you succeed in these studies, you may one day travel them in person.*

— Master Kalinthor Rann, cosmologist of the Phylacteric Vault.



If the vast cosmos can be said to have a superstructure, the occult planes are its most important components. These four planes bind together the disparate elements that make up the universe. They are the means by which beings, both mortal and divine, can travel from one plane to another. They are also the avenues by which these same beings can “sidestep” reality and move quickly from place to place, seemingly without traversing the intervening distance.

Any wizard who has teleported across Ghelspad, or any rogue who has owned a *ring of blinking*, has visited the occult planes, perhaps without even knowing it. It is for this reason that sages call these four planes—the astral, the ethereal, the Plane of Shadow and the Plane of Dreams—the occult planes, for even their existence is hidden from most mortal beings. The same, of course, could be said for each of the planes of existence. After all, how often does an inhabitant of the Scarred Lands visit the Mithril Heaven of Corean or the Vault of Earth? Still, the occult planes are different from the fundamental and divine planes in that it is possible to travel to them without even realizing it. They underlie reality in such a way that their very existence is not immediately obvious—even to those who actively make use of them.

This chapter provides an overview of the four occult planes, including their natures, histories, in-

habitants and locales. Naturally, the descriptions that follow are not exhaustive and GMs are encouraged to expand upon what is written here to suit their own campaigns. Even more so than many of the other realms, the occult planes are readily available for expansion, since their wonders and terrors are known only to a few in the Scarred Lands.

## Ethereal Plane

In closest proximity to the material plane is the ethereal plane. Some of the most elementary magical spells interact with this plane, allowing sight into this otherwise invisible world. Many a wizard's first mastery of planar magic will be that which allows access to the ethereal plane. While remarkable for its denizens, some quite dangerous, and its freedom of travel into aerial, aquatic and other mirrored regions of the physical plane, the ethereal plane so closely parallels mundane reality that it takes but a few years of study and experiment to gain some mastery over it.

The ethereal plane permeates everything in ordinary reality and creates the connection between the Scarred Lands and the fundamental planes, which are also quite close to it, cosmologically speaking. It is perhaps because of its proximity that the ethereal plane is so metaphysically “heavy.” Travelers to the plane speak

## Other Occult Planes

Besides the four planes enumerated here, some scholars suggest that there might be other similar planes to which access is limited—due either to their obscurity or to the magic needed to enter them. The most popular of these theoretical planes is the Celestial Plane, sometimes known as the Emyreal Plane. The Celestial Plane's existence is based largely on analogy with the astral and ethereal planes. Whereas the astral Plane connects the material plane with the divine planes and the ethereal connects the material plane with fundamental planes, there is no direct means of traveling from the divine to the fundamental planes. Thus, the Celestial Plane was posited to plug this “hole” in the standard planar cosmology. Unfortunately, otherwise there is no direct evidence of the Celestial Plane's existence—much to the chagrin of its most ardent supporters.

Other proposed occult planes are similarly without basis, and their proponents are generally regarded as quacks or madmen. Here are but a handful of these putative realms:

- Plane of Glass (connects all windows and mirrors)

- Plane of Light (the positive counterpart of the Plane of Shadow)

- Plane of Memory (holds all that has ever been known by mortals, titans or gods)

- Plane of Portals (a subset of the astral plane that connects all doors)

- Plane of Spirit (supposedly the well-spring of all souls)

- Plane of Thought (reputed home of the Slarecians before they came to Scarn)

- Plane of Time (connects all moments in time from all places)

As noted, there is insubstantial evidence for the existence of any of these additional occult planes. Speaking as if there were, is grounds for ridicule in many academic circles. Nevertheless, belief in these planes continues, if only because most inhabitants of the Scarred Lands know so little about the planes in general and there are things that defy easy explanation according to the standard cosmology. Even if there are no additional occult planes, there's no denying that the universe is a strange and mysterious place.

of its "thickness," as if moving through its weightless expanse required effort. Scholars of the planes deny this is anything more than a false perception created by the alien environment of the ethereal. Nevertheless, it is true that the plane catches echoes of strong emotions from the material realm and somehow preserves them for a time.

Those echoes may be the reason that some souls, upon death, become "caught" in the ethereal plane rather than journeying on to the astral plane and Nemorga's realm as they should. Many types of undead beings, both good and evil, have an existence in the ethereal plane and ghosts in particular are often found there. Because it is possible to see from the ethereal plane into the material realm, there are many more mortal travelers there than are to be found in the other occult planes. Though far from crowded, the ethereal plane is a crossroads of a sort and that is apparent in the diversity of beings found there.

## History

The ethereal plane has existed for as long as the material plane has. Indeed, its creation, though unrecorded, probably coincides with the creation of Scarn itself, given the degree to which it is tied to the material world. Because of its connection to the fundamental planes (as

### Etherwrack

Some planar travelers claim to have run across patches of the ethereal plane that are so infused by the tragedies and battles that have occurred there that the very nature of the plane has become warped, creating ghostly after-images of those events and filling the area with a psychic miasma that sickens those who encounter it.

Some claim that this etherwrack is not a true wrack of its own accord, but is rather the reflection of other kinds of wrack that exist on the ethereal plane. Indeed, those who have studied such things claim that every patch of wrack in the Scarred Lands is mirrored by a patch of etherwrack that replays the events that created it. These scholars also theorize that if the ethereal component of this wrack could somehow be expunged or healed, the earthly manifestation of wrack would become non-toxic and revert to a natural element.

well as to locations on the material plane itself), the ethereal quickly became important to the servants of the titans, many of whom journeyed through its mists to reach elemental realms at the behest of their masters.





It was during these frequent jaunts through the ethereal plane that one or more of the titanic servants realized how easily they could view — and act in — the material world through the thin planar membrane of the ethereal. Naturally, this meant that the ethereal became a favorite haunt for spies, assassins and other clandestine agents of the titans. The servants of the titans journeyed into the ethereal plane to bend its unique properties to their cause, often with great effect.

During the Divine War, the servants of the gods used the ethereal in a similar manner. Consequently, the plane soon became a battleground between divine and titanic forces, each one attempting to seize the plane for their own sole use, but never quite succeeding in this goal. In doing so, they further infused the ether with strong emotions — often negative ones — which contributed to the increased “thickening” of its planar matter. Though undead existed before the Divine War, their numbers (especially among the incorporeal sorts) increased greatly as an unintended side effect of the struggle between the gods and the titans.

Since the conclusion of the Titanswar the ethereal plane has ceased to be a battleground, but it remains almost as important as ever. Incorporeal undead are among its most significant inhabitants, thanks in large part to the number of people killed during the Divine War. Likewise, agents of the titans still sometimes use the ethereal plane as a base for espionage and other covert activity. Divine servants are less likely to visit the plane, but many who follow the gods still venture there for personal objectives, since its connection to everywhere else in the Scarred Lands makes it extremely useful in traveling from one distant locale to another.

## Planar Traits

The ethereal plane has the following traits.

### Physical

- *Gravity:* No gravity. The ethereal plane is without gravity, permitting those within it to simply float. Native beings are able to maneuver without difficulty, as can those with spells that allow travel within the ethereal. All those who somehow end up here must find a means of propulsion, however, or risk being practically stationary and effectively helpless.

- *Time:* Normal time. Time passes normally in the ethereal plane.

- *Shape and Size:* Infinite. The ethereal plane is infinite in size, as it touches all of the fundamental and material planes.

- *Morphic Traits:* Alterable morphic. The nature of the ethereal plane is such that its features can be altered normally, though there is precious little to alter.

### Elemental

- *None:* The ethereal plane is attuned to no element.

### Alignment

- *Mildly-neutral Aligned:* No alignments are penalized in the ethereal plane.

### Magic

- *Normal Magic:* Spells function normally on the ethereal plane, though they do not cross into the material plane. The only exceptions are spells and spell-like abilities that have the [force] descriptor and abjuration spells that affect ethereal beings. Spellcasters in the Scarred Lands must have some way to detect foes on the ethereal plane before targeting them with force-based spells, of course. While it's possible to hit ethereal enemies with a force spell cast on the material plane, the reverse isn't possible. No magical attacks can be directed from the ethereal plane to the material plane, including force attacks.

### Locales

The ethereal plane is a dark and misty place, an infinite expanse of smoke and wind, illuminated irregularly by lights from an unknown source. The air is breathable, but that doesn't stop many visitors from sympathetically “choking” when first they emerge in the region, for the swirling ether appears to be hazardous even though it is not. Vision is restricted to a few feet in front of one's eyes, except in the few areas where the mist clears and one can peer indistinctly into the physical realm — which looks as if water or some other membranous fluid is obscuring it from sight. There are no native solid objects in the ethereal plane, although sufficiently powerful beings or magic can create them.

### The Staging Ground

The Staging Ground is a stretch of ethereal space in which a large number of malevolent ghosts have gathered under the leadership of a very powerful ghost known only as Fire Eyes (see below). The area received its name because it appears that Fire Eyes is massing these ghosts like troops preparing to enter battle. Many wear ghostly arms and armor and are known to be especially hostile toward members of the divine races, leading some to believe that they can only be former servants of the titans. The Staging Ground is accessible via portals located near several major battlegrounds of the Divine War, which has only reinforced this hypothesis.



## The Web

As its name suggests, this area of ethereal space is home to a huge web spun from an unusual material — phase spider silk. Defying logic, it is attached to nothing solid and yet is nevertheless quite secure, trapping any creature who happens to pass in its general area. The web is home to an impossibly large number of phase spiders, all of whom work together in maintaining this web and expanding its size. The spiders claim the web is intended to entrap the predators of the plane, such as ethereal filchers and marauders, in order to lessen their depredations on the physical world. This, they claim, is a task given to their queen by Denev herself during the Divine War and they have never shirked from carrying it out. The Web is accessible via a portal located deep within the Ganjus, where a small colony of phase spiders makes their home.

## Entities

The ethereal plane has comparatively few native entities, but it does have many visitors and semi-permanent inhabitants, particularly incorporeal undead.

### Fire Eyes

So named because of the bright red eyes that glow within his skeletal head, Fire Eyes is the ghost of a great general who served Hrinruuk

during the Divine War. Slain by servants of Tanil at the height of his powers, the general's soul was trapped within the ethereal plane and thus unable to be reincarnated. This only added to his anger and frustration. His spirit grew in power and evil while so imprisoned, and he has spent the last century and a half recruiting other ghosts and incorporeal undead to serve in his army of the damned. Together, Fire Eyes hopes they will be able to launch an attack on the Scarred Lands that will wreak vengeance upon those who slew him and his allies. He no longer cares much for the cause of the titans, as his being is wholly obsessed with revenge.

### Zaamrathem

The cornugon devil Zaamrathem was exiled from the Iron Hells of Chardun many years ago for his unwillingness to abide by the strictures of that foul plane. Like many of his kind, he was conniving and ever seeking the means to improve his station at the expense of his fellows. Eventually, his schemes ran afoul of a more powerful rival, who denounced him to the Great General. In punishment, Zaamrathem was cast out of the Iron Hells and since then he has made his home in the ethereal plane. Here, he peers into the goings on in the material realm and sells that information to interested parties. He is especially keen on corrupting good-aligned souls



by offering them juicy tidbits of information that, while true, will set them down the path of damnation. Zaamrathem originally hoped to regain Chardun's good graces in this manner, but he has long since abandoned that plan. Now, he continues his work for nothing more than because he enjoys what he is doing.

## Astral Plane

Whereas the ethereal and material planes contain the minds, souls and bodies of mortals, the astral plane permits the entry of only minds and souls; the physical bodies of mortal beings remain in the Scarred Lands or on the ethereal plane. Freed from the constraints of a physical body, mortals may travel the astral plane at tremendous speeds, which is fortunate, as there is much to see.

The astral plane touches all other planes and, as such, is sometimes called the Gateway Plane. All those who use spells like *dimension door* and *teleport* briefly enter this plane, using it as a shortcut to their eventual destination. It is to the astral plane that the souls of the godly dead are drawn after death. As if caught by a lodestone, the souls slowly drift here so that Nemorga, the demigod of the dead who makes his home within the astral, can judge them. The astral plane is home to no undead creatures, for the souls of those who, for whatever reason, cannot rest are "caught" in the ethereal plane and cannot complete their journey to Nemorga's realm.

The astral plane is vast. If it were possible to compare one infinite plane against another, there would be little question as to the greater infinity of astral space compared to that of the other occult planes. For this reason, perhaps, the astral plane has an unsavory reputation among those who frequently travel to it. Some say the plane holds secrets unlike any others in the cosmos, and rumors fly that it may contain evils far worse than the defeated titans. Other travelers, of course, hold exactly the opposite view — arguing that, as a realm of mind and soul, it is a "higher" plane of existence and should be the ultimate goal of any who would call themselves enlightened. In truth, neither view does justice to this enigmatic and ancient place, which defies easy categorization.

## History

The astral plane is old, even by the standards of *age* that are used to judge the planes. Its position relative to the other planes, as a "cloud" that permeates the entirety of reality, suggests that it may be the "original" plane, the one from which all other things eventually sprang. Unsurprisingly, this theory is not without its detractors, who point out that the astral's primary purpose is to connect the material plane to other realms (like the Dreamlands) and even to itself. Without anything to connect, the astral plane would

simply be a twilight void without any purpose. That texts of the Nemorgan church hint that their patron, who dwells within that void, is not a god at all but something else, something older than the other gods, only fuels this philosophical debate.

In any case, it is clear that the astral plane existed before the advent of the gods, for in epochs past it was the playground of Mesos. He used inchoate astral "matter" as the basis for many of his magical experiments. From it he even created races to serve him, such as the arcane devourers. The vastness of this plane was the key to Mesos's strength, which is why the Sire of Sorcery proved among the most powerful of his kind. As one might expect, his brother and sister titans occasionally warred upon his astral citadel, believing they might capture a fragment of this power. They never succeeded in this, but the gods later seized upon their idea.

The coming of the gods forever changed the astral plane. It was through this realm that the deities first traveled, after coming into their full power. The plane was a conduit that connected the newly formed divine planes with Scarn. Likewise, the astral plane was the site of several important battles between the gods and Mesos and his minions. Indeed, it was here that Mesos inadvertently struck the first blow of the Divine War, when he stripped Enkili of his powers.

After the final defeat of the titans, the astral plane's character changed somewhat, becoming less well traversed, more "haunted" and forlorn. Nemorga's rule solidified and it was the spirits of the godly dead who were found most often wandering the plane's great expanses. Of course, none can say — not even the gods — what remains hidden within the farthest reaches of the astral plane. Rumors suggest all manner of unpleasant creatures; one prominent theory postulates that servants of Mesos are still active here, working tirelessly to resurrect their master. Little wonder, then, that only the bravest and most curious mortals spend more than a short time exploring the plane's vastness.

## Planar Traits

The astral plane has the following traits.

### Physical

- **Gravity:** Subjective directional gravity. The astral plane possesses gravity that is entirely determined by those who venture there.
- **Time:** Timeless. Age, hunger, thirst, poison, and natural healing don't function in the astral plane, though they resume as normal when the traveler leaves the astral plane.
- **Shape and Size:** Infinite. The astral plane is infinite in size, extending among all the divine planes, the material plane and many others besides.

- *Morphic Traits*: Alterable morphic. The nature of the astral plane is such that its features can be altered normally, though there is precious little to alter.

### Elemental

- *None*: The astral plane is attuned to no element.

### Alignment

- *Mildly-neutral Aligned*: No alignments are penalized in the astral plane.

### Magic

- *Enhanced Magic*: All spells and spell-like abilities used within the astral plane may be employed as if they were improved by the Quicken Spell feat. Already quickened spells and spell-like abilities are unaffected, as are spells from magic items. Spells so quickened are still prepared and cast at their unmodified level. As with the Quicken Spell feat, only one quickened spell can be cast per round.

### Locales

The astral plane is, by and large, an immense void perpetually illuminated as if in a cloudy twilight. In some places the “matter,” from which the plane is made, solidifies into “rocks” of varying sizes. The smallest ones are no more than pebbles while the largest — and most rare — can be miles across. These rocks appear dull gray and powdery, yet they are actually quite sturdy. On some of these larger boulders the plane’s few native creatures make dwellings, as do visitors from other planes.

Occasionally, one also encounters areas where the void grows “thin.” It is in these places that the connection to the other planes is strongest and a traveler may slip into another realm with comparative ease.

### Crystal Palace

The so-called Crystal Palace is, in fact, the work of a horde of arcane devourers, who are building a huge structure from the unusual crystalline material that their bodies produce. With each year, the structure grows larger, as do the number of devourers who flock to it. Sages who study such things claim that the crystals are made from magic stolen from arcane spellcasters on Scarn and then brought to the astral plane. These scholars further surmise that, when the structure is completed, it will contain sufficient stolen arcane energy to restore the titan Mesos to life. Not everyone accepts this supposition, but it’s clear the arcane devourers are up to something and, given their natures, it is unlikely to be of benefit to the godly races. The Crystal Palace is accessible via a portal in the Ukruan Desert, known to have once been a stronghold of Mesos.

### Limbo

The demigod Nemorga makes his home in a realm known as Limbo. An infinite gray plain stretching as far as the eye can see, Limbo is very disconcerting to visitors, for its infinity within the infinity of the astral plane is difficult for





mortal minds to comprehend. Atop a mountain in the center of Limbo is Nemorga's mansion of black and white marble. The size of a city, the mansion houses the Gray King and all his servants, as well as the souls of the newly dead.

Nemorga's chosen include the Silent Angel, who is his herald, as well as otherworldly sphinxes, who act as guardians of Limbo and protectors of the dead. Those dead souls throng the halls of the mansion, awaiting judgment. The individuals who were true to the teachings of their respective gods will be sent through the doors that leads to the appropriate divine plane, or through the Door of Wood that is the destination of reincarnating souls.

Limbo is accessible from numerous locations in the Scarred Lands, in particular through wells that have been sanctified in the name of Nemorga, as well as gateways and portals that have been specially constructed by his priesthood for this purpose. The latter are rare, however, and are found only in those few locales where Nemorga's cult is strong (such as Hollowfaust).

## Entities

The astral plane has few native creatures. Most of the beings encountered here are simply traversing the gray void on their way to another plane. Even so, there are a handful of entities

who can be encountered in this realm and they are worthy of a brief mention.

### Nemorga

The demigod of death is the single most significant entity in the astral plane. He has dwelled here for longer than any can remember. Though called a god, no one can say for certain who his parents were or when he first appeared. For his part, Nemorga remains aloof from mortal affairs, preferring to solely tend to the souls of the dead. He rarely leaves his mansion in Limbo but will occasionally do so, for reasons that remain mysterious.

### The Silent Angel

Nemorga's herald travels the astral plane far more frequently than her master. More often than not, she is delivering an enigmatic message from the Gray King, although she sometimes travels about to get the "lay of the land" in astral space. On rare occasions, she personally ferries the souls of the dead from one place to another, a role typically filled by soul guardians. Like much connected with Nemorga, there is no obvious explanation as to why so powerful a being might undertake such a lowly mission except that it is her master's will — and that is enough explanation for the Silent Angel.



## Plane of Shadow

The Plane of Shadow is one of the “forgotten” planes, for few in the Scarred Lands today are aware of its existence, let alone its nature. In a way, that is fitting, for this plane connects those places in the world that lack full light. It could thus be called the premier example of an occult plane, for it encompasses all the spaces that are typically hidden from sight. Yet, one must not mistake shadow for darkness; the two are not the same. The Plane of Shadow is an in-between realm, neither completely dark nor completely light. It possesses qualities of both and is in fact dependent for its existence upon light, for it is only through light's waxing and waning that the plane has the opportunity to manifest in the world.

The Plane of Shadow is not regularly traveled by inhabitants of the Scarred Lands — or even visited by those of other nearby planes. In part, this is because even the presence of the Plane of Shadow is more felt than known. Most intelligent beings will occasionally feel irrationally uncomfortable while in an area cloaked in shadow. The hairs on the back of their neck might stand on end or they might feel an inexplicable chill. These are often signs of the Plane of Shadow's imposition on the material world, though few beings recognize this, never mind understand how to take advantage of it. Most individuals, including sages who should know better, assume that when ancient or religious texts speak of a “realm of shadow” it is a metaphor rather than a literal truth.

Those who do travel the Plane of Shadow will find it a disconcerting place, at least at first. All of the instinctive, uncomfortable sensations described above are much more powerful here. Lights, seemingly without sources, randomly flash in the darkness, illuminating some areas, casting others in deeper darkness and providing shadows in all directions. Shapes, both moving and stationary, can be seen everywhere. Until a traveler becomes familiar with the plane's peculiar “terrain,” it is difficult to determine which way one is moving — or if one is moving at all. In time, shadow walkers acclimate themselves to these maddening conditions and even learn to use them to their advantage. Yet, such individuals are rare indeed, which only contributes to the lack of general knowledge about the Plane of Shadow.

## History

Given its hidden nature, one would expect the Plane of Shadow to have played little role in the history of the cosmos — but this is not the case. During the reign of the titans, it is true, the plane was not well-known, mirroring its present reputation in the Scarred Lands. Some titans, such as Mesos and Golthain, guessed at its possible existence, as did some of their cleverer

servants, but these speculations never amounted to anything more. Golthain, for example, learned to manipulate shadows in a crude way; but the knowledge was never enough to give him complete command over them.

It was not until the demigoddess Drendari was born of Enkili and Belsameth (disguised as a siren) that the Plane of Shadow took a more prominent role — and what a role it was. Drendari's nature was such that she was drawn into the Plane of Shadow just as the other gods had been drawn to their astral homes. Drendari followed suit and found she could reshape the Plane of Shadow as easily as the other gods could reshape the astral plane. Better still, her new home maintained a connection to Scarn that other planes did not. She could exert her influence through any shadowy portion of the world and did so often, attracting a small but devoted body of followers.

The enigmatic slarecians were the first to understand the unique nature of Drendari's realm and therefore plotted to kidnap her and steal her singular power. Although the slarecians succeeded in the first, they failed in the second. In fact, their act of antagonism briefly brought the fractious titans and gods together; temporarily united, the combined forces destroyed the slarecians forever. Drendari returned to the Plane of Shadow and has rarely been seen since. Some say that she fears being kidnapped again, while others claim that she lives in terror of what would happen if any should gain the occult knowledge she possesses. If the latter is true, it would mean the Penumbral Lords are among her most dangerous enemies. Descended from servants of the slarecians, they continue their work and attempt to claim the shadows as their own domain.

During the Divine War, Drendari aided the other gods by commanding her faithful, the shadow-walkers, to act as spies and assassins. She also allowed the servants of the gods to hide within her realm, as well as to use it to travel quickly — and unseen — from one part of Scarn to another. This aid proved invaluable to the divine forces, allowing them to strike without fear of reprisal — for the titans lacked the command of shadows that Drendari possessed. At the conclusion of the war, though, she withdrew into the Plane of Shadow and, it is widely believed, did what she could to hide knowledge of its existence. Perhaps she did not fully succeed in concealing her murky realm, but there can be no doubt that the Plane of Shadow is no longer well-known in the Scarred Lands, except among a small number of dedicated individuals.

## Planar Traits

The Plane of Shadow has the following traits.

### Physical

- **Gravity:** Normal gravity. The Plane of Shadow possesses normal gravity.
- **Time:** Normal time. Time passes normally in the Plane of Shadow.
- **Shape and Size:** Infinite. The Plane of Shadow is an eternal plane of twilight, without limit or boundary.
- **Morphic Traits:** Magically morphic. Certain spells modify the base material of the Plane of Shadow. The utility and power of these spells within the Plane of Shadow makes them particularly useful for explorers and natives alike.

### Elemental

- **None:** The Plane of Shadow is attuned to no element.

### Alignment

- **Mildly-neutral Aligned:** No alignments are penalized in the Plane of Shadow.

### Magic

- **Enhanced Magic:** Spells with the [shadow] descriptor are enhanced in the Plane of Shadow. Such spells are cast as though they were prepared with the Maximize Spell feat, though they don't require higher spell slots. Furthermore, specific spells become more powerful on the Plane of Shadow. *Shadow conjuration* and *shadow evocation* spells are 30% as powerful as the conjurations and evocations they mimic (as opposed to 20%). *Greater shadow conjuration* and *greater shadow evocation* are 70% as powerful (not 60%), and a *shades* spell conjures at 90% of the power of the original (not 80%).

- **Impeded Magic:** Spells that use or generate light or fire may fizzle when cast within the Plane of Shadow. A spellcaster attempting a spell with the light or fire descriptor must succeed on a Spellcraft check (DC 20 + the level of the spell). Additionally, spells that produce light are less effective in general, because all light sources have their ranges halved on the Plane of Shadow.

Despite the dark nature of the Plane of Shadow, spells that produce, use, or manipulate darkness are unaffected by the plane.

## Locales

The Plane of Shadow is, as noted earlier, a realm of alternating light, dark and everything in between. Consequently, its geography is difficult to grasp for those native to other planes,

particularly the material plane. Many locales are reachable only when they are in utter darkness, while others have a twilight existence that demands an equal play of light and dark before they become accessible. Most visitors believe that the Plane of Shadow has few permanent locales and that fact might well be true — or it might not. The obscure nature of the plane makes any clear truths very hard to determine, and there are undoubtedly many hidden locations in addition to the handful commonly known.

## The Palace of Shadows

Drendari's seat on the Plane of Shadows is a vast fortress made from the very stuff of shadows, or so it appears to those few who have been given permission to enter its halls. This place is comparatively inaccessible, being hidden completely within a cloud of utter darkness. No light, not even that which occasionally flashes through the rest of the plane, can penetrate this cloud or otherwise shed illumination on Drendari's home. Finding the palace without already knowing its location is well nigh impossible, which is just how the demigoddess prefers it. Given her past experiences with those who would intrude upon her domain, she has every reason to be paranoid.

The Palace of Shadows is very much a citadel as well as a home. All manner of shadow creatures as well as Drendari's most faithful mortal servants, man the battlements of the palace. The latter includes apostate members of the Penumbra Pentagon, who turned against their former masters and now serve the Mistress of Shadow. Drendari takes great pride in these mortals and (to the extent that she ever does) lavishes rewards upon them, a practice that has caused some resentment among her long-time minions. At any rate, the palace houses hundreds of beings dedicated to protecting Drendari from any foe. Attempting to come here uninvited would require either immense power or immense foolhardiness — or more likely, a fair measure of both.

The Palace of Shadows is accessible from the Scarred Lands only on nights when there are no moons in the nighttime sky. Even then, one can only enter by means of a portal specially dedicated to Drendari. Very few shrines on the Material Plane possess such portals, since their existence poses a risk to the demigoddess. No one, not even the greatest clerics of her faith, are aware of the locations of every portal in the Scarred Lands. One is known to exist in Hollowfaust and another in Fangsfall. The rumored locations of others are much debated.

## The Shadowfane

One of the lesser known locals in the Plane of Shadow is a site called the Shadowfane. It appears to be a vast amphitheater-like temple; the problem is that no one has any idea to whom — if to anyone — this temple is dedicated. There is an altar (or at least a large table) at its center, but there are no identifying marks or symbols on it. Likewise, there are no statues, sculptures or sigils anywhere that might give any indication of the temple's builders or purpose. Even the followers of Drendari will not publicly acknowledge the possible identity of the structure's creators. The most popular theory is that it is a slarecian building, but this supposition seems unlikely given its architecture. Within its many rooms can occasionally be found magical items and weapons of use to travelers in the Plane of Shadow. Again, no one can say where these things come from or what greater purpose they serve. The Shadowfane itself is inaccessible from the material plane. Indeed, its location within the Plane of Shadow may not be fixed, which may explain why it is rarely found on purpose.

## Entities

The Plane of Shadow is surprisingly well inhabited. While most of its natives are evil in nature, not all of them are so. Travelers should thus be careful to make the distinction, lest they inadvertently harm one of Drendari's servants and elicit her wrath.

## Drendari

The demigoddess Drendari is, not surprisingly, the most significant entity of the Plane of Shadow. However, she is a reclusive being and rarely can be found outside her Palace of Shadows. When she does venture forth, she does so either in disguise or accompanied by her most powerful and faithful minions. However, her reluctance to travel has not prevented her from occasionally encountering visitors to her realm. From time to time, Drendari will spy on those who enter the Plane of Shadow to determine if they are a threat and, if not, whether they are potential allies. If the latter, she sometimes grants the visitors small boons, such as magic items or directions to the safest routes through the plane. Even should the allies be her worshippers, she is still unlikely to reveal her true identity, preferring to work in secret.

## Vextius the Shadow Master

The mysterious being known as Vextius the Shadow Master is believed by many to be a unique form of outsider — a shadow “elemental,” who, like more common forms of elementals, is an intelligent being composed of the stuff of his home plane. However, the truth is that Vextius is in fact a greater shadow of advanced ability. In life, he served the goddess Belsameth and ventured to this plane on her behalf during the Divine War. While here, he was

killed and his soul consumed by shadowstuff, which turned him into his present form. He is still loyal to his divine mistress, acting as her eyes and ears, as well as hatching plots by which Belsameth might turn her daughter to the side of evil. Thus far, he has been unsuccessful; but he continues to lay snares for Drendari, nonetheless.

## Plane of Dreams

If it were meaningful to say that the Plane of Dreams — or the Dreamlands, as it is often called — is even more obscure than the Plane of Shadows, scholars would undoubtedly say so. Of course, as it is, an equal number of scholars would certainly be able to disagree with this supposition. The truth, as ever, is a matter of perspective. On the one hand, more inhabitants of the Scarred Lands have had contact, however fleeting, with the Plane of Dreams than have had interaction with the Plane of Shadows. Whenever any mortal beings dream, they inevitably touch the Dreamlands for a brief time. On the other hand, very few of these same mortals believe the realm they visit in sleep to be anything more than a figment of imagination.

Despite this confusion, the Plane of Dreams is every bit as real as the Plane of Shadows and, in many ways, more significant. Presently the realm of the demigod Erias, the Dreamlands also comprises the raw stuff of ideas. It is where thoughts are given form and whimsies take on reality, if only for a time. More so even than the astral plane, the Plane of Dreams is a location where the mind reigns supreme or, perhaps more accurately, the imagination rules over all. The hopes and fears of mortals — and, some say, gods and titans — flicker into existence and might even remain so if conditions are right.

As with the other occult planes, few mortals remain in the Dreamlands for long. Those who do are primarily servants of Erias, madmen and, naturally enough, “dreamers” — the last category being comprised of those individuals who imagine a world different than the shattered material plane in which they live, and hope to make it a reality. Direct passage into the Plane of Dreams is an art unknown to most spellcasters in the present age. Some, such as the sages of the Phylacteric Vault, are slowly rediscovering this ability. Nevertheless, it is likely that the Dreamlands will remain little more than a fond wish (or an utter nightmare) for most people for some time to come.

## History

Unlike the other occult planes, the Plane of Dreams has not always existed. Indeed, its continuation is dependent on the appearance and growth of mortal beings. Of course, this fact hasn't stopped the followers of Erias, like the servants of Mesos before



them, from claiming that their divine master created this plane. Although they do not realize it, there is some truth to these boastful assertions. In point of fact, the Dreamlands arose spontaneously as the titans created more and more intelligent beings. These new beings, even the most evil, had hopes and fears that, when massed together, took on lives of their own, almost as if they were “sub-creations” in imitation of the titans who had created life in the first place.

Eventually the slarecian god-king known as Psyclus dispersed his essence, attempting to escape the solidity of planar existence and return to the Void from whence came all the slarecian *uthriach*. He failed, unfortunately, and was forced to seek sanctuary in the Plane of Dreams, melding his very essence with that of the Dreamlands.

In time, the essence of Psyclus was shattered into several fragments, the most powerful of which became the demigod Erias, who has no idea of his true nature (more information on the details of Psyclus can be found in *Blood Bayou* and *Echoes of the Past: The Slarecian Legacy*). Despite this, there is much of Psyclus within Erias, including his concern for mortal beings. Some believe that it was Erias who first encouraged the gods to begin the Divine War, a claim that offends the faithful of Hedrada. True or not, there can be no doubt that Erias was a staunch ally of his fellow gods during their battle against the titans. It can be no coincidence that Psyclus attempted to undertake the same task during his existence.

Both during and after the Titanswar, the Plane of Dreams played little direct role. Erias himself fought few battles, but he did support both the gods and their mortal servants through dreams. More so than any other god, he understood just what the divine races hoped and feared and he did what he could to ensure that the dreams came to pass while the fears were allayed. The Dreamlands remain a mysterious place in the present age; that has not changed. Neither has Erias' power, since he does not possess all that Psyclus once did. He is thus prevented from growing ever greater in strength, even though the raw material needed to do so — mortal dreams — is more plentiful than ever.

## Planar Traits

The Plane of Dreams possesses the following traits.

### Physical

- *Gravity*: Subjective directional gravity. The Plane of Dreams possesses gravity that is entirely determined by those who venture there.

- *Time*: Flowing time. Time flows within the Dreamlands at a rate of 1 day for each hour that passes on the material plane. Thus, a dreamer could subjectively spend two weeks within this

plane while in reality only 14 hours had passed in the waking world.

- *Shape and Size*: Infinite. The Plane of Dreams is boundless and unlimited in scope.

- *Morphic Traits*: Highly morphic. The features of the Plane of Dreams change easily, depending on the wishes and whims of those who are presently within its borders.

### Elemental

- *None*: The Plane of Dreams is attuned to no element.

### Alignment

- *Mildly-neutral Aligned*: No alignments are penalized in the Plane of Dreams.

### Magic

- *Normal Magic*: Magic functions normally in the Plane of Dreams.

## Locales

The Plane of Dreams is an ever-changing place with a geography probably as unstable as any of the planar landscapes. Consequently, one rarely hears of specific locales within this plane. Instead, scholars and dreamers alike speak of a wide variety of sites, most of which do not have an existence that can be verified by other individuals. This variation of personal experience is due in part to the plane's highly morphic quality. The Dreamlands reshape themselves according to a logic that escapes most waking mortals and this fact is reflected in the difficulty of getting one's bearings while traveling within them.

### The Silver Gate

One of the few generally acknowledged locales within the Dreamlands is the Silver Gate, an immense portal constructed entirely of what appears to be alchemical silver. The gate is tall enough to allow even a giant to pass through its borders with plenty of room to spare. However, the passageway is barred by a swinging door wrought from the same material as the portal, complete with a lock of suitably gargantuan size. The sages of the Phylacteric Vault (and other oneiromancers) believe that the Silver Gate is in fact the means by which a being might enter the dreams of any creature in the cosmos who is currently asleep. Consequently, it is kept under lock by Erias, lest malefactors and even the simply curious abuse its power.

In fact, the sages are wrong. The gate actually protects the dreams of Erias himself, including his origins as a fragment of Psyclus. Even the Lord of Dreams does not have access to

the gate, for the key to open it is lost and he senses that to find it would unleash an evil of similar magnitude as the titans of old. Consequently, he and his minions guard the Silver Gate with all the powers at their disposal.

### The Fields of Somnolence

This stretch of the Plane of Dreams appears to be a vast field filled with colorful flowers, bushes and trees of every size and color. Babbling brooks and shining pools add to its pastoral beauty. There are, however, no animals present in the fields or any sign of intelligent life whatsoever. Those mortal beings who tarry here for more than a few minutes will not leave of their own accord, preferring instead to partake of the many sights, smells and sounds of this enchanting place. If left alone, these mortals will die of thirst or starvation in due course, since they will take no action toward self-preservation. Those trapped here can be forcibly removed, of course, and will return to normal within a few minutes of leaving the Fields. Dreamers in Shelzar most commonly reach this location, but it may similarly be found by any who dream while under the effects of alcohol, drugs or other intoxicants.

### Entities

The Plane of Dreams is alive with entities of various sorts, although many are little more than figments of mortals' imaginations. Travelers in the flesh, never mind natives, are much more rare.

### Erias

The demigod Erias spends most of his time in the Dreamlands. He roams freely from place

to place, never staying long in one locale. He has a dwelling of his own, a dream palace hidden away from even the most dedicated dreamers, but he prefers to survey his domain on a regular basis. In part, this is because Erias enjoys seeing the manifestations of mortals' hopes and fears, for he cares deeply about any who dream. At the same time, Erias is also searching for something, something that he cannot quite fathom or explain. He knows that the Silver Gate might well hold that something and this frightens him, for he somehow knows that the Gate must never be opened, lest a new war — one perhaps as bad as the Divine War — be again unleashed on the world.

### Emperor Laeren

The lich who calls himself Emperor Laeren is an unusual being. An undead sorcerer of great power, he dwells completely on the Plane of Dreams, convinced that he cannot exist anywhere else. Those few who have encountered him say he is witty and urbane, if narcissistic and megalomaniacal. Laeren claims to be a Ledean emperor exiled to the Dreamlands by a rival who seized his throne in a violent coup. The rival then magically eliminated all references to Laeren's existence, thereby trapping him forever on this plane. He has survived only because he sought lichdom millennia ago. He seethes with hatred for his long-dead rival and hopes that his own name might be restored on Ghelspad so that he might return home. Laeren believes he will one day reinstate the Ledean Empire and will enlist the aid of any who might assist him in the restoration of his name to Scarn. Because his name is unknown, however, it is impossible to verify the truth of his claims.



# Chapter Four: The Divine Planes

*And thy reward shall be a place of glory. Roads of golden glass, walls of purest mithril and streams as untainted as the spirits of those who this realm is given to. Rise up thy spirit, then, and make it shine with the glory that Our Lord Corean has given unto us. When thou makest the world gleam with the goodness you work in His name, you shall be lifted up to that realm which is thy reward.*

— from the Books of Mithril.



The planes of the gods epitomize the nature of the respective deities who reside there. Whether the gods were drawn to those planes because they shared an essential nature, or if the planes themselves changed to accommodate the ways of the gods, is unknown — the simple fact is, the realm of Corean is as ordered and just as the domain of Vangal is mad and savage.

## The Mithril Heaven

The Mithril Heaven, it should come as no surprise, is the name given to the planar home of Corean the Shining One. To mortal eyes, this realm is composed entirely of shimmering metals and filled with buildings of light, airy construction. The four virtues of Corean are everywhere exemplified — in the Heaven's geography, in its inhabitants and even within its very air. Taking a breath in this rarified realm is like imbibing from a cool, pure stream and being refreshed to the depths of one's very soul. For servants of good, there can be no more ecstatic an experience. In short, the Mithril Heaven is a paradise of creativity, fairness and honor, reflecting the nature of its creator and most illustrious inhabitant.

Corean's plane is also sometimes known as the House of Corean, for that is the name given to the god's dwelling place within his realm. To the most fervent faithful of the Crusader, Corean's home and the plane are synonymous. That other gods, such as Goran and Tamul, maintain homes here as well is irrelevant, for it is Corean whose ideals and virtues shape the very essence of the plane. To some extent, this attitude is correct; the Mithril Heaven is as much a reflection of Corean's nature as anything in the cosmos. At the same time, to ignore the many other significant residents of the Mithril Heaven is rather narrow-minded and short-sighted. Other beings dwell on this plane because the Champion invited them to share his home. In some cases, his reasons for doing so are obscure, but that should not matter to his devotees. The mere fact of Corean's invitation should be sufficient to broaden their perspective.

Since the Mithril Heaven is a product of Corean's nature, its landscape is much as one would expect: vast sky-vaults, brilliantly illuminated by the purest of light, gleaming mountains that strain to touch the sky, forests filled with great metal-shod trees, shining plains that stretch to the horizon, and deep valleys where the burnished earth reflects back the sky's glistening starlight. Any construction found here — and there are many — is made of the sturdiest metals and built to withstand sieges by the hordes of the abyss. Corean knows well the face of evil, having fought it during the Divine

War, and he has made sure that his realm is as protected against it as any. Should the need ever again arise, there is little doubt that the Mithril Heaven would make a fine citadel for the forces of good against any evil.

The Mithril Heaven, like all the divine planes, is connected to the Astral Plane, and it is thus from the stuff of the Astral that Corean made his home. The realm also has a strong connection to the Timeless Vault of Hedrada and the Golden Paradise of Madriel, for these two gods share many interests with the Shining One. Numerous gates and portals between these planes exist in the House of Corean. There are also a number of fortresses and keeps here that look toward the Iron Hells, Pestilential Abyss and Black Lands, since Corean is ever-vigilant against evil, even that of his own kin. The Mithril Heaven likewise maintains strong connections to the Vault of Earth and the Great Inferno, for both these elements are important to Corean's nature — although he cares little for dealing with the inhabitants of those realms, whom he considers tainted by their association with Mesos.

## History

The history of the Mithril Heaven is among the least well known of the divine planes. There are several reasons for this. Chief among them is that the church of Corean places a great deal of emphasis on doing good on the material plane. It is what one does with one's time here and now that is of paramount importance to Corean's faithful. Consequently, his followers do not focus attention on the Mithril Heaven itself, except as a reward for those who have led long and fruitful lives dedicated to the Champion's virtues. In fact, even that reward is secondary, for it is in doing good for its own sake that one becomes most like Corean, who among all the gods most felt the pain of mortals under the thumbs of the titans before the Divine War.

That said, the Mithril Heaven has played an important role in the history of the cosmos. Like the homes of all the other gods, the House of Corean is that region of the Astral Plane into which the gods were drawn as they came into their power. For reasons that remain unclear even now, the place now occupied by the Mithril Heaven was particularly suitable for the promotion of law and good. In a strange way, it was a missing part of Corean's essence and called to him powerfully — so powerfully in fact that he could not resist its pull and was drawn inexorably into the plane. Once there, Corean was at first unable to escape from its confines, as if his own realm was in fact a prison; and in some sense, of course, it was.

In time, though, Corean learned to manipulate his new home, imbuing it with qualities like himself. All that exists within the Mithril Heaven is the handiwork of the Champion — in some cases literally, for Corean is also the god of the forge and revels in creation for its own sake. For many years, the history of this plane was merely the story of Corean's shaping and reshaping of its landscape to better reflect his own nature. As he learned to open portals to the fundamental planes, however, as well as to make connections with the divine homes of his siblings and cousins, Corean perfected his realm and it became the base from which he launched his forays back into Scarn.

Before the Divine War, Corean was foremost among the gods in bringing select mortals to his planar home. There, he instructed these favored individuals in his teachings and what would be required of them in the coming crusade against the titans. The Shining One also emphasized that, whatever glories they saw in the Mithril Heaven, they were inconsequential compared to the glories that could be Scarn's should the titans be overthrown. Unsurprisingly, the faithful of Corean were among the most zealous during the days leading up to the Titanswar, risking life and limb to see that their divine master's will be done.

During the Divine War, servants of Thulkas, who hoped to destroy Corean's base of power and therefore the god himself, besieged the Mithril Heaven three times. Corean's own servants repelled the would-be invaders and established the plane's reputation as an impenetrable redoubt of goodness. At the conclusion of the war, Corean began severely limiting the number of mortals who he allowed to enter his realm before death. Since the war had devastated Scarn, the god believed that his servants should best focus their energies on the material world and not concentrate their hopes on the Mithril Heaven to the detriment of their own realm.

## Planar Traits

The Mithril Heaven possesses the following traits.

### Physical

- *Gravity:* Normal gravity. The Mithril Heaven possesses normal gravity.
- *Time:* Normal time. Time passes normally in the Mithril Heaven.
- *Shape and Size:* Infinite. The Mithril Heaven is without end, extending infinitely.

- *Morphic Traits:* Divinely morphic. The Mithril Heaven is morphic to entities of at least demigod power. It is alterable in the normal way for more ordinary creatures.

### Elemental

- *None:* The Mithril Heaven is attuned to no element.

### Alignment

- *Strongly Good-Aligned & Strongly Law-Aligned:* Evil or chaotic creatures in the Mithril Heaven suffer a -2 penalty on checks based on Intelligence, Wisdom or Charisma. Chaotic evil creatures suffer a -4 penalty on such checks.

### Magic

- *Enhanced Magic:* All spells, found on Corean's domain spell lists, cast in the Mithril Heaven are considered to be maximized and empowered (as if the Empower spell and Maximize spell metamagic feats had been used on them, but the spells do not require higher level slots).
- *Impeded Magic:* All spells that draw upon negative energy or with the [Chaotic], [Evil], or [Fear] descriptors are impeded in the Mithril Heaven.

### Locales

As noted previously, the Mithril Heaven is a paradise of virtue, creativity and glory. It is well illuminated and all things present, including its natural surroundings, appear as if they were finely wrought by master craftsmen at the peak of their abilities (which, of course, they were). Indeed, the plane is one of ultimate harmony and beauty. Provided one shares the mindset of Corean, it is perfection given form. In addition to the fortresses mentioned earlier, there are many smithies and forges, in which celestial beings labor to create items of use to Corean's servants throughout the cosmos.

Interestingly, none of the plane's many structures mars the landscape in any way. Instead, they seemingly meld with their surroundings, as if the edifices were growing out of the natural setting. This is a reflection of the skill of Corean's art, for he has worked long to ensure that nothing in his realm is either out of place or indecorous. The Mithril Heaven is thus a work of art in the broadest sense of the term. Everything, from its luminous sky and towering mountains to its broad planes and deep valleys, is the way it is because Corean deemed it so. Thus, to those who serve the Champion, this plane truly is the ultimate dream given form.

## The House of Corean

Undoubtedly, the single most important location in the Mithril Heaven is the one with which the plane is sometimes synonymous — the House of Corean itself. The House sits upon a vast stone plateau, which is itself on top of the highest mountain on the entire plane. Constructed like an earthly castle, although entirely from precious metals of the utmost hardness, the House is surrounded by adamantine outer walls. Set into these walls are the famed Gates of Heaven, which are guarded by the Champion's celestial host (primarily archons of one type or another, although commanded by angels such as devas or planetars). The host defends the Gates against any would-be attackers but is welcoming to the souls of the faithful dead who make their way here after their mortal demise.

The House is also the abode of Corean and his most loyal servants. It is here that the Crusader receives news of the cosmos beyond his realm, as well as the prayers of his worshippers — often brought to his ear by one of the hundreds of lantern archons who flit about the fortress, adding further flashes of color to its already bright interior. On rare occasions, Corean will also receive visitors from other planes, typically ambassadors from other allied gods or even mortal petitioners. As expected, he is a gracious host and fair in his treatment of all who seek him out. More often, though, such duties are passed off to celestial minions, who throng the House and fill all manner of roles within the labyrinth of its many chambers.

The House serves two other important (and related) functions. First, it is a training ground for the honored dead. The Champion demands that the souls who come to him continue their training in martial skills, lest the day come when the forces of good are caught unprepared. Second, it is a great foundry where celestial weapons and armor are forged under the eyes of Corean's greatest smiths. At all hours, the House resounds with the strangely mellifluous sound of hammer on anvil, as spirit smiths craft the arms that may one day be used by the armies of light.

There are no known portals from the Scarred Lands to the House of Corean, although rumors persist of there being at least one located in the city of Mithril.

## Dwarven Destiny

The dwarven demigod Goran dwells within the Mithril Heaven in a realm that non-dwarves call Goran's Delve, but which is known to dwarves as Burok Torn — a fact that causes no end of confusion among those unfamiliar with

dwarven history or language. The pronunciation of Goran's Burok Torn is slightly different, owing to a lengthening of the vowels, which is a traditional dwarven way of indicating a concept or an idea as opposed to its earthly manifestation. There is even a special diacritical mark used when writing the name to indicate the same thing. Thus, Goran's realm is the ideal Burok Torn, what the dwarven city would have — and should have — been had it not suffered under the predations of the dark elves.

Goran's Burok Torn looks exactly as Scarn's did during its glory days, during the reign of King Noraim, right down to features long ago destroyed in the Divine War. It is here that the souls of the dwarven dead come after their final journey. Even more so than the House of Corean, Goran's Delve is a military camp. Indeed, it is almost without any other purpose, particularly in the years since the conclusion of the Titanswar. Goran has become obsessed with destroying the dark elves and has made every effort to prepare his faithful departed as foot soldiers in some future showdown between himself and Nalthalos. This attitude has raised some concern for Corean, who, while he shares Goran's desire to see evil defeated and good victorious, worries that dwelling upon the violent means to do so to the exclusion of all else cannot be good for the mind of anyone — even a god. Consequently, there is increasing friction between Goran and his divine patron, although it has not yet reached the point where Corean has decided to evict Goran from the Mithril Heaven; how long this will remain the case, however, is impossible to say.

There are several portals to Goran's Burok Torn within the earthly dwarven city of the same name. Their locations are secrets of Goran's priesthood and are unknown to even the city's king.

## The Great Hearth

Located not far from the House of Corean, the Great Hearth is the abode of Katashama, the demigod charged with overseeing luck, prosperity and large, healthy families. Though not widely worshipped in Ghelspad and unknown in Termiana, he was once an important deity in Asherak, where he maintains a small cult to this day. In his heyday, he was an important ally of Corean, providing the Crusader with access to the fires of the Great Inferno with which to stoke his forges. Corean never forgot this vital role and granted Katashama a place of honor in the Mithril Heaven — which he has occupied ever since, despite the downturn in his own fortunes over the centuries.



### Fate of the Departed

Souls who end their journey before the majestic throne of Corean are met with great fanfare and celebration by the myriad celestials arrayed there to greet them. Few are the mortals with the strength of honor and character that earns the rewards of the Mithril Heaven, so each soul who finds its way here is deserving of this salute. After their arrival, these souls are given whatever training they wish by the finest craftsmen ever known in all the planes. If a mortal has ever idly wondered what it might be like to craft pottery or mighty weapons, they are given the entirety of an afterlife to pursue that interest.

Most of the souls who come to this realm understand the importance of being willing to fight the good fight. As such, they are also often trained to take up arms in the name of Corean and the Mithril Heaven, joining with the great hosts of this realm when the call to arms is sounded.

The Hearth is a stone structure made from the hardest materials available on the plane; Corean himself assisted in its construction. This structure covers a conduit to the Plane of Fire, where raging flames are kept at bay because of the sturdiness of the Hearth. Katashama dwells within the Great Hearth, although he frequently leaves the flames to travel elsewhere in the Mithril Heaven. The Champion regularly consults him and is always available to hear the demigod's requests, which are few and rarely onerous. Katashama has few servants of his own, but does not seem to mind. True to his nature, he is content to tend to his own affairs and does not require a large coterie of celestial or spiritual servants.

There are many portals to the Great Hearth, scattered throughout Ghelspad and Asherak, as well as a smaller number in Termana. In Ghelspad, the largest percentage of these portals can be found in Dunahnae and Calastia, where they are carefully guarded by his beleaguered priesthood.

### Entities

The Mithril Heaven, despite its metallic cast, is by no means devoid of living beings. Certainly, mountains and stony hills predominate in Corean's realm, but there are also paradisiacal forests, fields and plains where a traveler can find many forms of life. In addition to the archons and angels, there are dragons, lammasu and couatl; and of course, roaming freely can be found great numbers of magnificent steeds and well-bred hounds. Likewise, there

can be encountered the souls of the dead, many of whom have been trained as warriors to defend the House of Corean against all invaders. In short, the Mithril Heaven is a lively realm, filled with many remarkable entities.

### Corean

The shining visage of Corean can oft be seen gazing out over the Mithril Heaven. At least once a day, Corean stands upon a balcony high in the wall of the House of Corean and looks out over his grandest creation. Sometimes he speaks to the people of his domain; more often, he simply gazes upon them, the slight smile of a proud patriarch playing over his normally stern countenance. When in times of great need, Corean himself will ride out astride Permenthes to do battle with those foes who dare to assail the Mithril Heavens. Most often, however, his arrayed forces are more than capable of accomplishing the task at hand.

Corean is described fully in *The Divine and the Defeated*.

### Goran

Goran travels about the Mithril Heaven, seeking out allies and weaponry in his people's war against the dark elves. He is most often found in his Burok Torn, of course, but he also frequents the foundries and forges of the House of Corean and surrounding areas. There, he bargains with the Shining One's servants for access to magical weapons, armor and even materials that he can grant to his mortal servants in the Scarred Lands. When they refuse, as they typically do, Goran's reaction is one of quiet resignation rather than burning anger. Over the years since the Divine War, the dwarven demigod has come to expect that no one, not even Corean, will provide what he considers sufficient assistance to his people. Should he encounter mortals in the Mithril Heaven, Goran may well ask them to join his great crusade, hoping that those of the material realm will be more easily swayed than his divine host.

Goran is described fully in *The Divine and the Defeated*.

### Tamul

Always moving from place to place, the nomadic demigod Tamul appears as an old man dressed in the traditional garb of the Ukrudan tribesmen of Ghelspad. Corean has offered him shelter in the Mithril Heaven, but Tamul is still not comfortable in this celestial dwelling. The Mithril Heaven is too lush and well provided for to meet his unusual needs. He would much rather travel the burning sands of earthly deserts like

his worshippers than exist amidst such supernatural perfection and plenty. He is nevertheless grateful to Corean for offering him sanctuary during the Divine War and treats visitors with kindness and generosity. He is always pleased to meet mortals who have visited his people on the material plane and sometimes grants boons in exchange for stories of them.

Tamul is further described in **The Divine and the Defeated**.

### Acaleus

The solar Acaleus is the Commandant of the Gates, the leader of the celestial host whose duty it is to guard the gates of the Mithril Heaven. Like many of his kind, he fought beside Corean during the Divine War, slaying many unholy minions of the titans, as well as protecting mortal beings from harm. Indeed, it was Acaleus's skill as a defender of mortals that won him his current post. Corean wanted a celestial capable not merely of dealing damage to evil but also of protecting those most in need of it. In this role, Acaleus has excelled. He regularly interacts with the souls of the faithful dead who enter the Mithril Heaven, as well as with those few mortals who make the same journey. He is strict and businesslike but not unfriendly. In fact, some claim he is one of the most affable celestials in the Mithril Heaven's garrison.

## The Golden Paradise

Madriel's realm — called Aolib, the Realm of the Ever-Shining Sun and the Golden Paradise — is a land of rolling hills, pastoral fields and open woodland. The spirits who dwell here can be found tilling fields, brewing ale, and doing the many simple tasks of a worthwhile life. Aolib is the picture of an ideal existence devoted to peaceful harmony, unfettered by the travails of the darker natures that afflict the Scarred Lands.

### History

Madriel created Aolib to represent all that she was striving for in the Material Plane. To her most cherished priests on Scarn she granted visions or even visits to Madriel's blessed citadel. These experiences would serve to bolster the faith of her devoted and to give direction to her followers on how to transform the material world to more resemble Aolib.

Madriel's purpose changed subtly with the aftermath of the Divine War. As Scarn slipped further from the ideal, that is Aolib, to become the Scarred Lands, Madriel's blessed realm became less of a goal to strive for and more of a reward for those who led a good life. Aolib currently serves as a sanctuary for the faithful of the First Angel, so that they might have in death the life they should have lived on the Material Plane.



This sanctuary, however, isn't as secure as Madriel would hope. Shortly after the culmination of the Divine War, Madriel created a fortress in the Material Plane and placed it above the sun. Here, her most powerful angels keep a vigil over the prison of the titan Thulkas. But unlike what many in the Scarred Lands believe, the titan has been far from inactive. Using the same powers of creation he had upon Scarn, the Iron Lord has created new creatures made of the stuff of the sun. These beings have declared war on Madriel's citadel, and though the angels have held strong, the cost has been severe.

Even more dire, some of these creations of Thulkas have learned to traverse the planes. Specifically, the race known as the fierien is making use of nearby portals to travel throughout the planes. One such portal exists connecting the Citadel of the Sun to Aolib, and this portal is being used more and more frequently by the fierien to enter Madriel's blessed realm. All that is required is close proximity to the gate and the fierien may vanish from the Material Plane, appearing somewhere randomly within the realm of Aolib. Since their destination is unpredictable, they don't seem able to mount a concerted attack on Madriel's realm. Still, their presence is enough to cause previously unheard of turmoil and destruction in the paradise that is Aolib.

## Planar Traits

The Golden Paradise possesses the following traits.

### Physical

- *Gravity*: Normal gravity. The Golden Paradise possesses normal gravity.
- *Time*: Normal time. Time passes normally in the Golden Paradise.
- *Shape and Size*: Infinite. The Golden Paradise is without end, extending infinitely.
- *Morphic Traits*: Divinely morphic. The Golden Paradise is morphic to entities of at least demigod power. It is alterable in the normal way for more ordinary creatures.

### Elemental

- *Minor Positive-Dominant*: The Golden Paradise is minorly attuned to the Highest Brilliance. On Aolib, the sun shines brighter, the music is merrier and the food and drink richer. Energy suffuses all things in Madriel's realm, making everything seem more vibrant and whole. All sentient creatures gain fast healing 2.

## Alignment

- *Strongly Good-Aligned*: Evil creatures in the Golden Paradise suffer a -2 penalty on checks based on Intelligence, Wisdom or Charisma.

## Magic

- *Enhanced Magic*: All spells found on Madriel's domain spell lists, cast in the Golden Paradise, are considered to be maximized and empowered (as if the Empower spell and Maximize spell metamagic feats had been used on them, but the spells do not require higher level slots).
- *Impeded Magic*: All spells that draw upon negative energy or with the [Darkness], [Death] or [Evil] descriptors are impeded in the Golden Paradise.

## Locales

In many ways, the Golden Paradise is a picture of the world free of hardship and turmoil. Existence is simple and the spirits and creatures who dwell here are generally free to pursue their mundane interests in peace. Though the land stretches out in all directions, the center of the realm is dominated by Madriel's Citadel of the Sun, a fortress that reaches into the sky and can see (and be seen from) every other location in Aolib. The base of this citadel is circular, and seven spires rise from it to varying heights. The center spire is the tallest of all, lost in the clouds that make up the heavenly realm of Madriel's daughter, Syhana.

Surrounding Madriel's citadel is the city of Lioban. This metropolis serves as an administrative center for Madriel's angelic court and as a trade nexus for the entirety of her realm. Farther out, Lioban fades gracefully into fertile fields crisscrossed by slowly moving brooks teeming with fish. From these fields, farmers lovingly pull food from the ground to be traded and sold in the city. Farther still, the land rises into lightly wooded hills where foresters and miners ply their trade. However, in Aolib, all roads lead to the Citadel of the Sun. As travelers continue on, they invariably find themselves leaving the hills and climbing back down into the valley that houses the metropolis of Lioban.

## The Citadel of the Sun

Madriel's Citadel of the Sun is the most prominent feature in Aolib. No place can be found in her realm that cannot see this towering fortress. The main base forms a perfect circle, and is more than three thousand feet in diameter. Six lesser towers, all circular, jut from this center structure and rise to heights between one hundred and several thousand feet into the sky. A seventh spire, the tallest, and most breathtaking of the minarets, is the central tower that houses the most esteemed servants of



the First Angel. This central tower does not itself touch the ground; instead it is buttressed by the surrounding wall and is suspended over the citadel's central courtyard. Even though the central tower hangs a hundred feet overhead, there is no shade to be found in the citadel's resplendent courtyard. Within Madriel's court the sun is always shining.

The central courtyard is usually the first sight to greet a visitor in Aolib. The primary gate to the material realm lies in the central pool of the courtyard and leads to Madriel's citadel that rests high above the sun. Creatures who wade into this pool and peer up will find themselves looking at the sun in the material world. Madriel's citadel in the material plane is built along similar lines as her palace in Aolib, and wading into the courtyard pool there will bring the traveler directly to Aolib. The only other entrances to Madriel's realm are the paths of the departed (see sidebar) and the rainbow pathways to Syhana's realm above.

The central base serves as both the tower's foundation and as a bustling reception area. Within can be found feathalls, guest quarters, administrative offices, libraries and meditation rooms. This area also serves as access to the smaller towers, each of which houses one of Madriel's closest advisors and angels. These beings, nearly divine in their own right, oversee particular necessities of the realm or specific aspect of Madriel's divine providence. Some ministers oversee the safety of the realm, some ensure the happiness of the souls who reside in Aolib, and still others organize affairs among the living faithful. The towers of these ministers span numerous levels and can house hundreds of angels and souls.

The central tower can be reached from the uppermost levels of the outside wall or from arching bridges connected to the side towers. This spire houses Madriel's audience chamber and is where most of the true power of the Citadel lies. From here, it is said, Madriel can see anywhere in her realm. The rare, but esteemed guests, who are invited to Madriel's inner sanctum, are housed in palatial suites built out of a cream and blue marble that is found nowhere but in the hills of Aolib. Wandering peacocks roam freely through the numerous parlors, and immense windows ensure that there is no dark recess that the light may not reach. However, somewhere within the labyrinthine spire, there are known to be meeting rooms secreted away — where Madriel can discuss and mediate between the other deities, who often see Aolib as a secure and neutral territory.

Madriel's citadel is a palace on a grand scale. In fact, each of the lesser towers could be compared to the largest of earthly palaces. Individual encounter maps made of the Citadel of the Sun should focus

on only a specific area, such as one of the six side towers, which typically have five to twenty stories each and are usually no more than one hundred feet in diameter. Visitors typically only come to Madriel's home for a specific purpose — for instance, to seek the minister of defense in order to protect souls against attacks. These areas are usually pretty open as long as visitors aren't hostile, but are effective at defending themselves when needed.

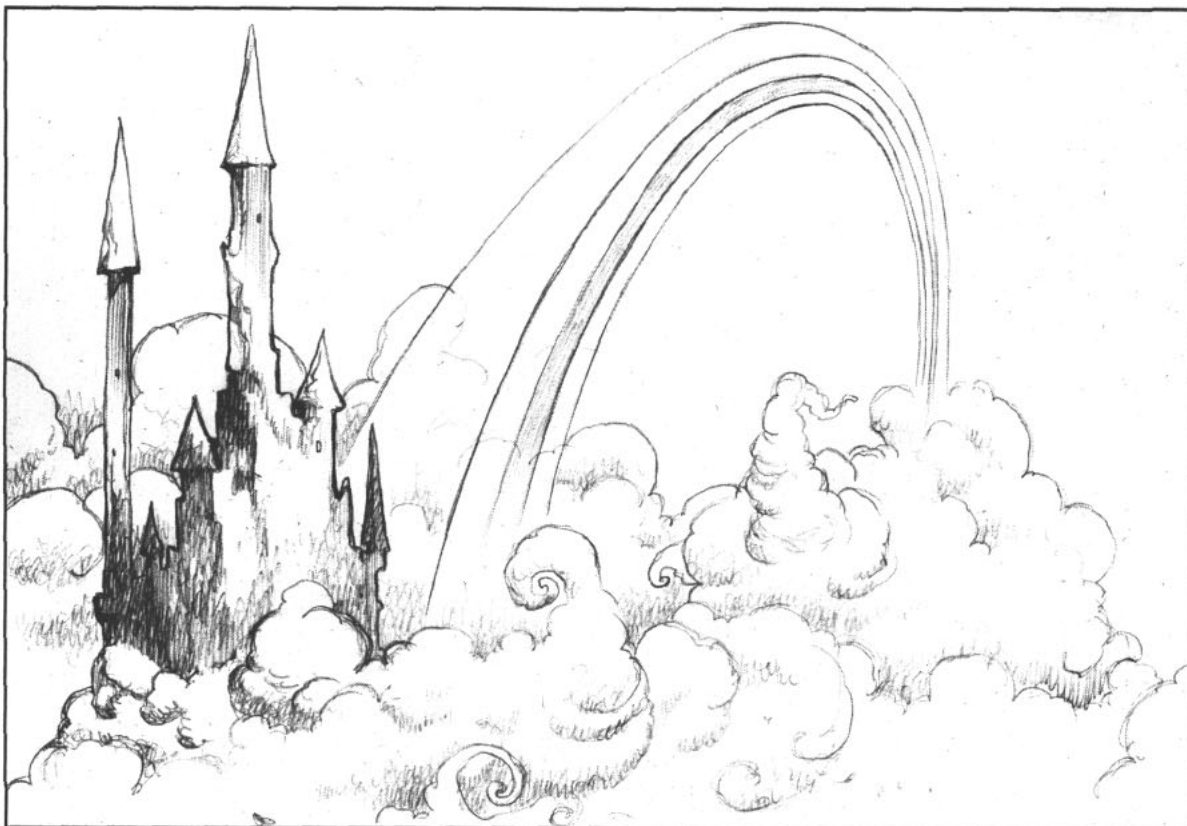
## Lioban

Lioban is the blessed city, where those who have lived peaceful lives in the urban areas of the Scarred Lands may comfortably reside after death. The city of Lioban encircles the Citadel of the Sun and houses a sizeable percentage of the souls in Aolib. On the streets of Lioban, one can find merchants, craftsmen and rural farmers all enjoying the fruits of their labors — free from the ails that normally afflict urban life. Merchants pay fair prices for the work of craftsmen and give fair value for the goods they sell; there are no inflated taxes, tariffs and guild dues, nor are there petty thieves and swindlers to interfere with daily business. Craftsmen can spend the time to craft quality merchandise because they no longer are undercut by other craftsmen who quickly make cheap and shoddy goods. The rural farmers enjoy bountiful and consistent harvests that fetch a good price in the marketplaces of Lioban. And when the day is done, people go to the taverns and alehouses to enjoy a good brew, a game and a story, with no fear of cutthroats and cutpurses. Since all here died striving for a good and wholesome existence, the First Angel supplies the environment to enjoy that life.

The city is laid out in an almost perfect circle. Some avenues lead inward toward the citadel, much as spokes in a wheel, while the rest of the streets form concentric circles that loop the city. The metropolis feels spacious, without the cramped living conditions that typically plague mundane urban areas. There is no outer wall to Lioban, however, nor are there any internal guards in the usual fashion. Souls who formally plied their trade as city guardsmen are instead offered service in the "Golden Guard." Comprised entirely of deceased sentries who have earned their place in Madriel's realm, the Golden Guard traditionally keeps the city peace by helping new souls find a place and acclimate to their afterlife. Recently however, more and more of the martial souls are being pressed into service to fight the encroaching minions of Thulkas.

## Palace of Clouds

Syhana's palace is an extension of Madriel's citadel, and can be reached by traveling up through the central spire to the place where the tower



thrusts through the clouds. In fact, to the traveler it seems that the topmost minaret of Madriel's citadel is the Palace of Clouds. However, while the citadel itself is static and always forms the center of Lioban, Syhana's palace actually floats and moves through the skies about Aolib. Also, while Madriel's tower is mainly comprised of white marble, Syhana's palace is made of an iridescent and delicate stone that shines with all colors.

Fittingly, the Palace of Clouds is also known as Rainbow's End. All the rainbows in the earthly realm can find their terminus at Syhana's palace. From this tower, Syhana and her court orchestrate the renewal of the Scarred Lands. Due to the sheer volume of work she has in this regard, Syhana personally spends little time in her strikingly lovely home. Also, though much of her court is made up of natives to Aolib, Syhana includes a sizable number of fey from the material realm.

### Herian Manor

Herian is one of Madriel's most trusted advisors. He is a powerful solar and serves in the First Angel's court as minister of defense. In days past, his position was relatively worry free and he built this manor as a place away from the city to enjoy the beautiful countryside that is ubiquitous throughout Aolib. From Herian Manor he watched over the welfare of the farmers working

around his home and the nearby town of Hera, which was named in his honor.

Several years ago, however, Hera was the site of the most vicious fierien attack to date. A force of these creatures fell upon the village, burning fields and tormenting the souls of the farmers who were unprepared for such a ferocious attack. The manor itself was burned to the ground. Angels flew to the site, and under the direction of Herian the creatures were eventually destroyed; but the damage had been done.

Herian rebuilt the manor, but his new sanctuary resembles more of a barracks and keep than the summer home it once was. Now, Herian spends much of his time there, organizing cohorts of angels and souls to ensure the defense of the realm. Herian manor is usually the first stop for members of the Golden Guard and angels of Madriel to be organized, prior to engaging in battle against another insurgence of fieriens.

## Entities

### Madriel

Once, Madriel freely wandered her realm, shedding her light upon the souls of her faithful and rejoicing in the peace and joy of her realm. With recent problems however, she now spends much of her time in the citadel — trying to find a solution to the conflict that threatens Aolib.

Madriel is described fully in *The Divine and the Defeated*.

### Fate of the Departed

Souls who return to Madriel's realm find themselves in their peak form. Retired adventurers might arrive in Aolib physically the same as during the best of their adventuring days; while a village elder might appear as a robust but elderly wise-woman. A child or adolescent, who dies and is transported to Madriel's realm, would most likely first appear as the age of their death. However, as the physical appearance of each of these souls is determined by that individual's state of mind, the young soul could age as time passes or an elder who tires of the role of "wise seer" could find herself gradually appearing younger in order to take up another profession. While all things are possible regarding the appearance of a Madrielite soul, the one constant is the unrestrained vigor and health apparent in all the residents of Aolib.

### Syhana

Syhana spends practically every waking moment trying to restore the Scarred Lands — in essence this is changing the land of the material realm to more reflect Aolib. Her task is no small one, and because of this she spends most of her time in the material plane.

Syhana is described fully in *The Divine and the Defeated*.

### Aspharal

The demi-god of flowers was once a priest of Madriel during the Divine War. The minions of Chern somehow afflicted the earnest priest with a number of ailments during the war. While these plagues didn't kill him, they certainly made life miserable for the young Madrielite. After the war, Aspharal traveled his homeland of Venir, trying to restore the damage caused by the passing of the titans. Though he was scorned by many and treated like a leper, Aspharal personally journeyed throughout southeast Ghelspad, replanting trees and plants in lands that were once scoured and bare.

His service to Madriel did not go unnoticed. Aspharal was found dead in the land that is now known as the Heteronomy of Virduk. He lay slumped over a hand dug hole. A sapling grew out of this crevice, entwined around the diseased flesh of the dead priest. The tree grew unnaturally fast and became a spectacular oak; this oak now stands as a living monument, the

robes of the priest still hanging from its uppermost branches.

In Aolib, Aspharal was asked to continue his work by serving Syhana. Because of his sacrifice, Aspharal was given divine status and is one of Syhana's closest advisors. Aspharal still travels, however, and is rarely seen in Aolib. Most of his time is spent in the material plane, as he continues trying to heal the Scarred Lands and rebuild both its landscape and populace to more resemble the blessed land of Aolib.

Aspharal is further described in *The Divine and the Defeated*.

### Imal W heatsheaf

The farm-god Imal does not have a domain proper in the Golden Heavens of Madriel. Instead, any place in Aolib that is home to cultivated fields has a chance of being the current home of Imal. Imal wanders into fields as the work day begins, a tool appropriate to the season's labor over one shoulder. Without saying a word, he sets to work in a field that no one else is working in — those who know Imal recognize that he prefers to work in peace, so most folks avoid those fields that he is focused on. By the end of the work day Imal has completed whatever task he has set to, despite the fact that his labors would normally have taken an industrious soul many days of work to complete. Then, with a nod to the other workers, he departs into the distance.

Imal W heatsheaf is further described in *The Divine and the Defeated*.

### Herian

Herian is a powerful solar in charge of the defense of Aolib. Ever since the attack launched on the city of Hera by the fierien, he has increasingly organized a resistance force to handle the appearance of this unexpected threat to his peaceful realm. Herian's plans include the creation of a standing army consisting of angels and the souls of martially inclined mortals, fortifications throughout the countryside, a wall surrounding Lioban, and organized patrols. This vision strays from the perfect ideal of a world without hardship envisioned by Madriel and many in her court.

The ideas espoused by Herian have caused conflict within Madriel's court. He has been allowed to organize a military force consisting of angels and those souls who volunteer. He has also been allowed to rebuild his manor as he wishes. But little effort is being made to build other fortifications or wall the city. Herian has become more and more frustrated with the lack of cooperation within the council and is work-



ing at an individual level with allies to help create more defenses throughout the realm.

## Ruma

Ruma is perhaps the most powerful and influential angel in Madriel's court. Hers is the all important charge of ensuring the welfare and harmony of the residents of the realm. Because of her responsibility, she is the closest of the angels to the First Angel herself, and she is privy to many of the thoughts of the Angel of Mercy.

The current situation, with the marauding creations of Thulkas, is causing Ruma much anxiety — it is obviously difficult to ensure the happiness of the souls in her care when at any moment they could be harassed and tortured by invaders. Ruma understands that these creatures are coming through the gate from the material plane. She feels that the gate should therefore be closed, that more damage is caused by having the gate open than is prevented by its presence. She has made her opinion known to the First Angel, but so far hasn't pressed the matter.

Even with her concern, she is uncomfortable with the sweeping changes Herian is suggesting. She sees no harm in having angels willing to protect the well-being of the souls of the faithful, but feels that the ideal vision that is Aolib does not include fortifications and defensive structures. Aolib was created and designed to serve as moral guidance for the faithful in the Scarred Lands. Aolib's purpose is to provide hope for a life without conflict, and as long as conflict exists on Aolib there can be no hope for the faithful. To wall Lioban and create a system of keeps is to accept that conflict is ever-present. Ruma firmly believes this acceptance would destroy the dream that Aolib is based on.

## The Eternal Glade

Myrtana — called the Sacred Bower and the Eternal Glade — is a large primeval wilderness, beyond the scope of anything that exists or has ever existed in the material plane. All possible terrains are found there, untrammelled and pristine. Myrtana houses dense jungles, rocky ocean shores, harsh deserts, frozen tundra, and everything in between. Access to the Eternal Glade is ever-changing, however. Portals that once led to a dense forest might now deposit travelers to a mountain precipice or into the depths of a fetid swamp. Furthermore, a map of the area would be impossible to create, as a rocky trail could lead to an oceanic vista one day and fade into a sandy desert the day after.

## History

Myrtana was designed as a representation of the natural beauty of Scarn, without the depredations of any of the sentient races. While Madriel's realm could

be considered symbolic of the achievements and greatness of the sentient races — free from the titans' destructive influence — Tanil's plane is representative of the potential pristine beauty of the titans, made manifest. Thus, Myrtana appears as Tanil envisions Scarn might have been, if the titans had not squandered their capabilities on internal fighting and allowed their creations to run rampant across the world.

When Tanil founded the realm, her planar home was in an eternal spring. All the life in Myrtana was young and vibrant, and growth could be seen from the littlest flower to the most towering tree. Tanil, the beautiful Huntress, would prowl this land, tending to the herds and sharing her feast with the wolf and falcon. The sky was perpetually clear and crisp, even when rain lightly showered over the forest leaves.

Then the father took the daughter in an act of unspeakable violence. Tanil was shattered, and her plane changed to reflect its patron's loss of innocence. She returned to where Hrinruuk couldn't find her, into the safety of her own hidden realm, and bore a child. Tanil's youth waned, her beauty given to this child born of incest. Tanil raised Idra with love, however, and the two ruled the realm as mother and daughter. Thus it was that within the land of Myrtana spring faded into summer and the weather grew balmy. The flowers that once graced the trees fell and the branches bore ripe fruit. Day began to outshine night. And the two goddesses shared this new land of seemingly eternal summer.

The Divine War occurred as Idra reached maturity. Though the young goddess was supportive of the war, Tanil's act of vengeance on Hrinruuk drove a wedge between mother and daughter. Idra realized her heart was not in Myrtana, but elsewhere. Tanil knew and accepted what was to be, and as the Divine War culminated Idra departed the land of her birth. With her departure though, the land has changed yet again. Fruit once ripe has dropped and began to rot. The leaves have changed to vibrant hues of red and gold, and are beginning to fall. A chill is in the air and the morning dew has now been replaced with frost. The warmth of summer seems a distance memory to those currently residing in Myrtana, as now only the chill rains and fogs of autumn grace the land.

## Planar Traits

The Eternal Glade possesses the following traits.

### Physical

- *Gravity:* Normal gravity. The Eternal Glade possesses normal gravity.
- *Time:* Normal time. Time passes normally in the Eternal Glade.
- *Shape and Size:* Infinite. The Eternal Glade is without end, extending infinitely.

- *Morphic Traits*: Divinely morphic. The Eternal Glade is morphic to entities of at least demigod power. It is alterable in the normal way for more ordinary creatures.

## Elemental

- *None*: The Eternal Glade is attuned to no element.

## Alignment

- *Strongly Good-Aligned & Strongly Chaos-Aligned*: Evil or lawful creatures in the Eternal Glade suffer a -2 penalty on checks based on Intelligence, Wisdom or Charisma. Lawful evil creatures suffer a -4 penalty.

## Magic

- *Enhanced Magic*: All spells found on Tanil's domain spell lists, cast in the Eternal Glade, are considered to be maximized and empowered (as if the Empower spell and Maximize spell metamagic feats had been used on them, but the spells do not require higher level slots).

- *Impeded Magic*: All spells that draw upon negative energy or with the [Mind-affecting], [Evil], or [Lawful] descriptors are impeded in the Eternal Glade.

- *Altered Magic*: Teleportation magic goes awry in Myrtana. Casters using Conjunction (Teleportation) magic to navigate the fluctuating lands of Tanil's realm appear in a random location instead of their desired destination.

## Locales

Because of the fluidity of the terrain, no good maps of Myrtana exist. Mountain ranges and rivers, forests and plains, all seem to change position. While paths criss-cross Myrtana, these trails can change from deer-tracks, to streambeds to archipelagos — and any specific route never seems to lead to the same place twice. Travelers somehow manage to find what they need to see, however, and experience what they were meant to. This is the one never changing truth about Myrtana; the land and everything in it is a manifestation of the goddesses will, and as such every curve of hill and swaying tree branch can transform to better accomplish Tanil's desires.

## Tanil's Glade

All paths in the realm will eventually and inevitably find their terminus here. How long this passage takes seems determinant on the attitudes of those who seek Tanil and, in the end, is up to the whim of the goddess. The terrain directly surrounding this glade is strikingly similar to that of the greatest forests that

were once to be found on Scarn. The glade itself is a small clearing, with the boughs of the surrounding trees arching high overhead. The floor of the sanctuary is covered with a mosaic of multi-colored fallen leaves, comprising the foliage of every known tree of the Scarred Lands. A minute, but crystalline stream bisects this glade, and perched upon the surrounding boulders the Huntress typically holds her court.

Though Tanil wanders constantly throughout her land, she is always aware of the presence of visitors to her glade; thus, entering this sacred place is the surest way of finding the roving goddess. Unless the visitors seek to bring harm to the Huntress or her land, Tanil is usually amenable to granting favors or advice to those who successfully journey to her glade.

In recent years, the Huntress has withdrawn from contact with the other spirits of the realm. The journey to Tanil's glade has grown more convoluted and treacherous, and fewer and fewer visitors ever find the goddesses' hidden sanctum. Tanil rarely holds court anymore, letting the other spirits of the realm have more autonomy in their duties. Perhaps because the goddess herself has been gone for longer periods of time, those who do successfully venture to the glade often find the area empty, the stream frozen over and frost limning the leaves on the glade's floor.

## Isle of Joy

The Isle of Joy is a moderately sized island, lightly forested with deciduous trees and adorned with several gently flowing streams that bring water from the inland to the sea. In times past this island was a place of brightly colored flowers and lush vegetation, and was often visited as a relaxing and colorful retreat. The migrations of the myriad flying creatures of Myrtana would often cross the island, and this place was one of the most frequented and praised locations in all of Tanil's realm.

When summer came to the land, Idra herself was often found here, enjoying the natural beauty that the Huntress had given to the place. But the war, and its aftermath, changed Myrtana — and the resplendent island was not immune from this effect. It was from the Isle of Joy that Idra sailed to her new home in Enkili's realm, and many of the creatures of Tanil's plane came to the isle to see her departure. After her exodus, however, the island quickly stopped seeing its customary flow of visitors. With Idra, beauty had left the place, seemingly never to return. Now the trees are barren, with their leaves lying rotting on the ground or drifting out to sea.

Storms, the likes of which have never been experienced before, now frequently sweep over the Isle of Joy — and woe to the visitor who is unexpectedly caught in one of these squalls. Few come to the island now, and most of the creatures of Myrtana give the entire locale a wide berth. Somehow, the departure of Idra has changed Tanil's realm, and this solitary island seems to most strongly grieve her absence.

### The Cavern of Silver and Jade

Occasionally, travelers will find that the path they are on leads into a dark crevasse or sinkhole. Within these fissures can be heard the moaning of a distant wind, and those who enter one of these caves will find tight and narrow passageways with a ferocious current of air that extinguishes most non-magical flames. Regardless from where an explorer enters one of these earthy openings, the path that is invariably found seems to continue interminably until, abruptly, the pilgrim enters a large cavern. While in the corridors the wind wails and roars, all is quiet and still in this central room. A network of side passages and smaller openings jut off in all directions. Many of these channels lead to veins of precious metals and gemstones. In fact, all materials that are naturally found in the Scarred Lands can be seen in the veins of at least one of these side caverns.

The cavern itself, however, is a place of isolation and reflection. Scattered throughout this immense space can be found all manner of riches and secrets, and for those who seek it, insights and inspiration.

#### Fate of the Departed

The departed who are destined for Tanil's realm typically find themselves in some sort of idealized animal form — therein to spend eternity enjoying their new body with all of their former intelligence (and even character levels if applicable) intact. Thusly, many of the animals in Tanil's realm are actually these spirits of the dead. It is believed that the form a particular soul takes on, is somehow determined by that individual's innate predisposition and the life that person lived. There have even been cases of particularly powerful or talented individuals appearing in their afterlife as the race they were born to. Tanil seems especially predisposed to allow uniquely gifted bards to retain their original form, and at times these wandering minstrels can be heard playing their compositions with the expertise that only centuries of practice can bring.

Tales tell of stacks of ancient tomes, or journals, or even memory stones that can be found sequestered within this sacred cavern. However, there is but one exit. It is an especially narrow, especially treacherous path to return to the surface. Invariably, the departure trail requires leaving visitors to divest themselves of all tangible mementos of their visit to the cavern. The trail might slip through a scant crevice, follow the bottom of an underground river, or require a climb up a scree slope. In the end, all that the visitors get to keep of their experience in the cavern, is the memory — and whatever insights the time there gave them.

### Entities

#### Tanil

With the encroaching autumn, Tanil has become more reclusive and harder to reach. Travelers can wander years before finding Tanil's glade, and even those who reach their destination may still find it empty. This change has been noticed also in the prayers of her faithful. Fortunately, the worship of Tanil breeds a certain self-sufficiency, which has helped her followers weather this period. What has caused this change in Tanil's behavior is unknown and, perhaps, unknowable.

Tanil is described fully in *The Divine and the Defeated*.

#### Erias

Erias spends little time in Myrtana, save for reflection. He occasionally can be found high atop a mountain peak or riding the clouds and staring at the brightly lit stars of Tanil's realm. Generally, he stays out of affairs occurring in Myrtana and seems loathe to interact much with visiting pilgrims.

Erias is described fully in *The Divine and the Defeated*.

#### Trelu

Trelu is the demigod of form and artistry and he can occasionally be found drifting through the many terrains of Tanil's ever-changing plane, seeking inspiration and beauty in all he sees. Trelu has a wooden cabin located somewhere near one of the many stark vista that are so common in Myrtana. Those traveling to this place, to seek insight from the demigod, often find themselves amazed by a beautiful panorama before realizing the deity they seek is there as well.

In recent time, a number of artisans inspired by Trelu have noticed a subtle change in the work they have been creating — testimony to the changing scenery Trelu has been exposed to. Shadows and the stark beauty of barrenness have begun to be more common themes since Idra's departure, while flowery or brightly colored works have all but ceased appearing in these artisans' studios.





### Gjeru, Queen of the Eagles

Gjeru was once the greatest of the eagles, and served Denev by keeping track of the movements of the other titans prior to the Divine War. The druids and the ushadani of Termana venerated her children, and through them, her. She offered invaluable assistance in the Divine War, her offspring making loyal and especially effective scouts. Because of this faithfulness, Tanil offered Gjeru sanctuary in Myrtana.

Like other Beastlords, Gjeru became divine through the faith and belief given to the spirit she was associated with. Where most Beastlords are tied to the material realm, Gjeru has accepted the hospitality of Tanil in exchange for her eternal service to the goddesses' ideals. Gjeru still spends much of her time in the skies of the Scarred Lands, but can occasionally be seen soaring high above Myrtana's landscape.

### The Timeless Vault

The Timeless Vault is the divine plane where Hedrada makes his home and, as such, is a realm of absolute law untempered by considerations of good or evil. Here, everything runs according to a clockwork consistency, one that is utterly evenhanded and without favoritism. All receive their due regardless of extraneous circumstances or mitigating

factors. Anything less than this approach would be to dilute the supremacy of order and send the signal to mortals that it is acceptable to bend or break the law in order to achieve some supposedly greater end. Though he was the god who fomented the Titanswar, Great Hedrada has always been a being who has understood that no action should be considered in isolation — for what a king does may inspire a peasant to do likewise. If it is not righteous for a king, then neither is it just for a peasant. The same principle holds for even the gods, Hedrada believes, which is why the Timeless Vault operates according to the strictest principles of justice in all the cosmos.

More so than many godly planes, the Timeless Vault is a perfect extension of Hedrada's nature. Hedrada expects all beings who dwell within his realm, even demigods, to conform to his vision of law and order. There can be no exemptions made to this principle, even for fellow gods. Furthermore, the Timeless Vault is almost completely taken up by Aureon, Hedrada's divine capital. This vast metropolis spans close to the entirety of the plane, with very little room for any other geographical features. Consequently, there is literally limited room for other beings, even divine ones, to carve out a distinct niche for themselves that does not fall under the ever-watchful gaze of the Judge.

Aureon is a mammoth city built in a circular pattern. All roads there lead inevitably to Hedragos, the Hill of Hedrada, upon which is built the Palace of the Lawgiver wherein the god dwells and dispenses justice. The city is an architectural wonder, beautiful to behold. All of its many buildings are constructed according to an exquisite plan that somehow combines symmetry with diversity in a symphony of sizes and shapes. Each structure is balanced against every other, so that no single type predominates and all are represented. Few mortals can adequately describe the effect Aureon's appearance has on the senses, for there is nothing on the material plane that can compare to it. Those whose own views are in accordance with universal law feel very much at home here, while those who favor chaos find it deeply disturbing.

The Timeless Vault is connected to the astral plane, which is the primary means by which the souls of the dead, as well as mortal visitors, enter Hedrada's realm. There are also connections to the Mithril Heaven and the Iron Hells, since both of these planes are strongly aligned toward law over chaos. The portals to both realms are closely guarded, of course, since Hedrada has little interest in seeing either good or evil spill over into his own perfectly ordered realm.

## History

The Timeless Vault's name refers to its unchanging nature, not to the fact that it has always existed. With that said, there is no question that Hedrada's plane was one of the first to be formed from the astral and certainly it was the first to most completely reflect its master's nature. It did not take the Judge long to determine how to bend the planar realm to his will, and he did so with a gusto that few can imagine. Hedrada is typically depicted as stern and humorless and not without reason. Yet, he is also a god who takes pleasure in bringing order out of chaos. There can be few things in the cosmos that are a more perfect example of this process than what the Lawgiver wrought when he created the Timeless Vault.

After shaping this plane into his home, Hedrada spent many centuries meditating upon the relationship between the titans and Scarn, as well as contemplating the interdependence of the gods and their newfound homes. Even then he did not understand all there was to grasp about these thorny issues, for there were too many unknowns, too many things that not even the titans knew about their own nature. Even so, as he refined his control over the Timeless Vault, Hedrada came to realize that the deep connection that existed between himself and his realm must in some way reflect the relationship the titans had to Scarn. In this way, he

came to realize that, to destroy the titans forever, their connection to Scarn must be severed — permanently.

When the Divine War finally began (at Hedrada's instigation, many claim), the Lawgiver remained above the fray, staying in the Timeless Vault where he continued to ponder the question of how to cut the titans off from the world they had always existed in. He employed many minions, including his own daughter, Miridum, the goddess of magic, as spies and informants, hoping that one or more of them might bring him the last piece of the titanic puzzle. Such was not to be, however. Hrinruuk learned of this plan and slew Miridum, the news of which sent Hedrada into a righteous rage. With the help of his siblings, the Lawgiver slew Hrinruuk and took his still-living head as a prize. The question of how to defeat the titans permanently was pushed to the side, as vengeance became Hedrada's primary concern.

Unfortunately, Hedrada's distraction prevented the gods from ever finding a solution to the problem with which he had wrestled for so long. The titans were defeated, yes, but for how long they would remain so, not even the Judge could guess. He retired to the Timeless Vault to again deliberate the problem, but could not do so with the same zeal as he once had. The destruction wrought by the Divine War had damaged what had once been Scarn and placed mortal civilization in a precarious position. Consequently, Hedrada turned most of his attention to overcoming the difficulties of the Scarred Lands. The Timeless Vault ceased to be a great hall of learning and hummed with more dynamic activities, including the art of commerce — for Hedrada understood its importance in rebuilding the broken mortal societies of the post-war world.

In the time since the Divine War, the Timeless Vault has become one of the better-traveled godly planes. This is mostly due to Hedrada's greater openness to mortal visitors in his realm. His living clerics and faithful are found in larger numbers here than are the faithful of many other divine planes, if only so that the Judge can invest them with greater zeal in rebuilding the Scarred Lands according to his own divine principles. In addition, Hedrada continues to use his mortal servants as his eyes and ears, hoping that one of them may uncover what he has sought for so long — and avenge his daughter's death in the process.

## Planar Traits

The Timeless Vault possesses the following traits.

### Physical

- **Gravity:** Normal gravity. The Timeless Vault possesses normal gravity.

- *Time*: Normal time. Time passes normally in the Timeless Vault.

- *Shape and Size*: Infinite. The Timeless Vault is without end, extending infinitely.

- *Morphic Traits*: Divinely morphic. The Timeless Vault is morphic to entities of at least demigod power. It is alterable in the normal way for more ordinary creatures.

## Elemental

- *None*: The Timeless Vault is attuned to no element.

## Alignment

- *Strongly Law-Aligned*: Chaotic creatures in the Timeless Vault suffer a -2 penalty on checks based on Intelligence, Wisdom or Charisma.

## Magic

- *Enhanced Magic*: All spells found on Hedrada's domain spell lists, cast in the Timeless Vault, are considered to be maximized and empowered (as if the Empower spell and Maximize spell metamagic feats had been used on them, but the spells do not require higher level slots).

- *Impeded Magic*: All spells with the [Chaotic] descriptor are impeded in the Timeless Vault.

- *Ordered Magic*: All rolls associated with spells (including damage rolls) are ignored; the result is considered to be the precise average of the die roll.

## Locales

The Timeless Vault is a reflection of Hedrada's perfectly ordered mind and highest ideals. Those who share a similar outlook find it a utopia almost beyond comprehension. Indeed, the supreme rationality and lawfulness of the plane comes through in everything that exists there, from the layout of the city of Aureon to the bucolic terrain that surrounds it. Everything has its place and there is a place for everything. Those of differing alignments might find this realm "staid" or even "boring," because there certainly are no surprises. The Timeless Vault is a place where nothing changes because change would imply that Great Hedrada's mind had somehow been originally mistaken — and that, as all believers know, is impossible.

Despite this, it is difficult not to be impressed by the Timeless Vault. Aureon itself is a tremendous achievement. Its myriad buildings are beautifully built, as are its innumerable statues, archways and public squares. All serve a useful purpose in addition to being esthetically appealing. Likewise, the orchards and fields that exist outside the city impossibly blend the natural with the planned. That is, they are as well ordered and predictable as nature can be while still looking

natural. This plane is a plane of ideals, and as such all things are at their peak. If a mortal can conceive of a perfect tree or fountain or building, these objects will look at least as faultless in the Timeless Vault, for the Lawgiver's own creations could never fall short of those conceived of by mere mortals.

## Hedragos and the Palace of the Lawgiver

At the center of Aureon, which is itself built upon four great hills, is the highest point in the entire city — a grassy hill known as Hedragos, the Hill of Hedrada. Upon this mound is built the vast Palace of the Lawgiver, wherein dwells the Judge himself. Constructed of black-veined marble and covered in unsurpassed artwork and sculpture, the palace consists of two main parts. The first is a great basilica, an open-air audience hall lined with tall columns, each topped with symbolic carvings from Hedrada's faith. At the far end of this cathedral is a great dais upon which stands a judgment seat. Hedrada frequently sits in this throne and passes judgment on the souls who come before him, in addition to meting out justice against those who have wronged his ideals or followers in the Scarred Lands.

In the second portion of the palace are the attached apartments, in which the god actually lives and works, along with his closest celestial and spiritual servants. These apartments are seemingly without number and defy mortal logic to navigate. Only Hedrada and his intimates have any sense of where anything is located within this portion of the Lawgiver's palace. Anyone else who attempts to find their way will become hopelessly lost, even those who are of keen minds and great devotion to the Judge. More than once invaders and would-be assassins have found themselves so utterly befuddled by the infinite halls of the palace that they could do nothing but wait until Hedrada or his servants found them and cast them out of the Timeless Vault — or worse.

Few mortals ever make their way to the Palace of the Lawgiver, but a handful have done so in the years since the Divine War. In part, this is because Hedrada wishes to take a more active role in the Scarred Lands, helping it to grow and prosper in the aftermath of the war. It's also because the Lawgiver continues to believe it is vital to maintain a close relationship with his worshippers. By being too distant, he fears that devotion might become lax and weaken his power base on the material plane. Consequently, portals to the Palace of the Lawgiver exist in several locales, most notably the cities of Hedrad and Lokil.



## The Great Oracle

Located in another public square not far from Hedragos is the Great Oracle, a temple-like structure that houses several servants of the Judge whose ability to foretell the future is almost as great as that of their divine patron. These servants are, by and large, the spirits of Hedradan priests and other minions, who in life had shown themselves to have great insights into divination. In death, Hedrada has granted them a measure of his own wisdom, so that they might continue their researches into important matters — such as the connection between Scarn and the titans. These seers are therefore Hedrada's "auxiliary minds," which is to say, individuals who can devote themselves fully to thorny questions of the past, present and future while the god busies himself with other matters. They are no substitutes for Hedrada, of course, but they have occasionally provided their master with the germs of insights that he has later used to good effect.

The Great Oracle also has a small but steady trickle of mortal pilgrims who visit it, primarily devotees of the Judge from Ghelspad and Asherak. They seek the wisdom of the seers in return for furthering Hedrada's goals in the Scarred Lands. The seers are usually reluctant to divulge information about the future, but occasionally do so if the Lawgiver gives his permission. Their reticence hasn't stopped the flow of pilgrims, of course, although it has made them much less likely to seek-out these esteemed individuals for trivial or personal matters. The only known portal to the Great Oracle is Hedrad, although there are rumored to be others among the city-states of Asherak.

## The Verdant Vale

Those who look on Hedrada as a god of cold reason and lack of emotion would do well to visit the Verdant Vale, a forested valley outside of Aureon. Here, wildlife of all sorts can be found in a setting that epitomizes the Judge's attitude toward nature, namely that it should be pleasing to both the eye and the mind. Those who spend any time in the vale will find themselves quickly put at ease and refreshed. Not surprisingly, newly arrived souls often relax here as they acclimate themselves to their new existence in the Timeless Vault. Hedrada's servants encourage this, as it also shows just what their god has in mind for the remaking of the Scarred Lands in the aftermath of the Divine War.

Among the many types of beasts who dwell here are herds of horses. These beasts are the most perfect of their kind and are protected by the demigod Volskalka, whom Hedrada has granted dominion over this small portion of his

## Fate of the Departed

Those who find their final rest in the Timeless Vault are granted bodies that reflect those times in their lives when they contributed most to their communities and were at the peak of their wisdom. Hence, a village elder is likely to appear here as a robust councilman. However, not all who reside in this plane are elderly as a result — it is just as common to find the souls of those who served as couriers in their youth arrive as gangly adolescents, and to find those who defended their townsfolk appear as strapping soldiery in the prime of adulthood.

realm. The horses are sometimes used as transportation in Aureon and elsewhere. In addition, they are occasionally sent to the material plane as messengers or even as gifts to those favored by Volskalka or (more rarely) Hedrada. Not surprisingly, there is a portal from this glade to Tanil's divine realm, as well as to several locations in the Kelder Steppes. The horsemen of that region pay respect to Volskalka and, by extension, to Hedrada.

## Entities

The Timeless Vault is home to many creatures, all of whom serve Hedrada in one way or another. Despite the expectations of many, a goodly number of these beings are "natural" in origin — which is to say they are not mere creations of the Judge, but rather are animals he has brought to his realm because they reflect his own character to one degree or another. Of course, many others are supernatural or extraordinary creatures, including some rarely seen in the material plane, such as dragons and sphinxes.

## Hedrada

The sight of the Lawgiver himself is something that many in the Timeless Vault used to take for granted. In recent days, however, his august personage rarely graces the streets of his mighty city. More often, the people of this plane present themselves before him only on matters of some urgency — once a month, there is a great ceremony where all such necessary petitions are brought before the Lawgiver in his mighty court.

Hedrada is described fully in *The Divine and the Defeated*.

## Ptarhenaskes the Taurosphinx

Besides Hedrada himself, the single most significant inhabitant of the Timeless Vault is

## The Howling Limbo

This realm, full of howling seas and winds of chance, is home to Enkili — god of chaos and storms. Very few definite statements can be said about this plane other than it is in a near-total state of flux. Plains become mountains, mountains become swamps, swamps become deserts, and deserts become oceans. One interesting facet of the plane, however, is that the nature of such places remains the same. That is, a relatively safe region will continue to be so. Likewise, the dangerous parts of the plane remain hazardous. Those cities and towns which have cropped up may be underwater, composed of semi-solid bubbles; then next week be a city in the trees; finally settling down to solid ground for four hours' time. Unfortunately, it's not just the terrain that is in flux; it is also the location of every place in relation to the rest of the plane. Two cities could be a day's walk apart one moment, and across four continents the next.

With rare exceptions, the landscape is always something which could naturally be found somewhere in the Scarred Lands, but on an epic scale. Mountains that seem to touch the moon; seas so deep that no light has ever touched the bottom; forests and jungles where the tree-tops graze the clouds — these are the many and varied places of Enkili's mighty realm. The one constant feature of Limbo is the wind. Sometimes it's a slight breeze, carrying the faintest of whispers, too soft to discern the words, directly into a traveler's mind. More often though, these winds are the howling gales of a hurricane, which sound suspiciously like a woman's laughter.

The winds of the Howling Limbo always serve to drive mad any who stay too long in Enkili's home. For the first week, visitors, while distracted by the noise, remain fully functional. Each day thereafter, they must make a DC 10 Will save or suffer one point of temporary Ability score damage to Wisdom. Each day beyond the first, this DC increases by one. Once at zero, the character is declared insane. Those who roll a natural 20 on any of these saves are forever immune to this effect, which is the case with many of the plane's permanent residents. Only those whose minds already embrace the mercurial nature of the plane (that is, who are Chaotic Neutral themselves) are immune to the wind's effect.

Players and GMs are encouraged to pick a particular insanity or two and start roleplaying its effects once the first point has been lost. After the character leaves the plane, however, lost points will automatically be recovered at the rate of one per day.

the god's herald, Ptarhenaskes, known simply as the Taurosphinx. He dwells within the Palace of the Lawgiver, but frequently travels the streets of Aureon on missions for his master. He also visits the Scarred Lands as an emissary, although he does this less often than he once did, in part because Hedrada has begun to use moral servants more frequently than in the past. At the same time, Ptarhenaskes attends to many tasks in the Timeless Vault, including protecting it against incursions by enemies. If encountered, he is likely to be friendly to those who serve Hedrada, but rarely provides outright assistance unless commanded to do so by his god.

The Taurosphinx is described fully in **The Divine and the Defeated**.

### D'Shan

One of the most unusual inhabitants of the Timeless Vault is the demigod D'Shan, known as the Desert Wind to his worshippers in Ghelspad. D'Shan is a reclusive and sometimes violent being, who would seem at first to be at odds with Hedrada's more staid ways. In point of fact, Hedrada very much approves of D'Shan, whose dominion over the winds he does not question. Indeed, D'Shan represents a Hedradan ideal — nature harnessed according to an underlying order. Despite his unpredictable reputation, D'Shan acts according to a plan and does not lash out without reason or direction. He is righteous vengeance personified and that very much appeals to Hedrada, for whom even the most violent of emotions, when properly directed, can be used for a greater purpose.

D'Shan is described fully in **The Divine and the Defeated**.

### Valms Aulis

The being known as Valms Aulis is the spirit of a loremaster from Lokil, who died during the Divine War. Since his demise he has dwelled in the city of Aureon, where he has labored long to create a vast compendium of all the laws ever promulgated in any place on Scarn. He undertook this project of his own accord, although he has the blessing of Hedrada, who finds the prospect of such a complete record of laws pleasing. Aulis sometimes makes use of mortal agents to aid him in this task. He rewards those who help him with useful bits of information he typically possesses — prophecies, bits of history, genealogy, etc. — since his skill as a loremaster was considerable even before he died.

### The Laws of Chaos

It might seem strange that Limbo has a lot of "always," which many don't expect to find in a plane that embodies chaos. The winds are always there, the people are always insane, the places (or at least their natures) stay the same, even when their placement does not. This is simply part of the character of chaos itself.

It can be thought of like this: pick a random number between one and ten. Do this ten times. One person might pick a different number each time, so that each number is represented, and call their choice chaotic. A second person might pick the same number each time, and call that chaotic. Unfortunately, both people would be wrong, because both methods are *predictable*. In the first instance, once the person has chosen the first nine "random" numbers, anyone would be able to predict the tenth. Likewise, the second person's "random" number, the same number each time, is infinitely predictable. True chaos requires a mixture of both techniques—picking either a different number than before, or the same one. This is the process of unpredictability. Yet even so, over the passage of time an average will emerge; and it is this randomly created norm that creates the so called "laws of chaos."

And thus these rules, of a sort, exist in Limbo.

—*part of the teachings of Erinvol the Mad, a guide in the Howling Limbo*

## History

Limbo was discovered by mortal races roughly a hundred years before the Divine War. At that point, tensions were already heating up between the gods and the titans. The divine races largely found the sweeping vistas enticing, and some individuals enjoyed the constantly shifting landscapes as a delightful challenge. After a short time, however, it became evident that most who stayed in Limbo long enough became completely insane. Those who were already mad largely decided to stay as residents of the chaotic plane, but most new travelers were prohibited from venturing to Limbo unless it was an emergency.

Magical colleges found travel to Limbo useful — after all, there were always apprentices to the arts whom magic had driven mad. Limbo was a convenient dropping-off point for those whose families didn't want the burden of looking after them. As a result, a rather large magical community arose on the plane.

The Divine War struck Limbo with unprecedented force. As the conflict began with Enkili being stripped of his powers, Limbo was nearly destroyed. It was maintained in a "stable" state only by the combined efforts of some of its other inhabitants, namely Drendari, Fraelhia, Idra and Manawe. All of them combined their forces to help maintain Enkili's planar home. Later, when the other gods decided to work together to overthrow the titans, Limbo was almost abandoned entirely. The inhabitants, many of them sane for the first time in decades, were left in a featureless dark void, as though they were in a large cavern with a ceiling too high to see and a floor too dark to discern from anything else. The only things visible to these lost souls were each other. Some of those, who could do so, returned to Scarn to help do their part in the war — while others simply sat and waited, not knowing what else to do.

Once the war ended, Enkili re-forged his connection to the Divine realms and the Howling Limbo was born once again. Those who had died serving the god during the war were brought to Enkili's plane; and many of those who had lived in Limbo before, but had departed, returned anew. But now Limbo's residents look over their shoulders, whispering to each other in words that mingle with the ever-present winds. They speak of something else in the plane. They say it is always out there, always waiting. And some day, it may break free.

## Planar Traits

The Howling Limbo possesses the following traits.

### Physical

- **Gravity:** Normal gravity. The Howling Limbo possesses normal gravity.
- **Time:** Normal time. Time passes normally in the Howling Limbo.
- **Shape and Size:** Infinite. The Howling Limbo is without end, extending infinitely.
- **Morphic Traits:** Divinely morphic. The Howling Limbo is morphic to entities of at least demigod power. It is alterable in the normal way for more ordinary creatures.

### Elemental

- **None:** The Howling Limbo is attuned to no element.

### Alignment

- **Strongly Chaos-Aligned:** Lawful creatures in the Howling Limbo suffer a -2 penalty on checks based on Intelligence, Wisdom or Charisma.



## Magic

- *Enhanced Magic*: All spells found on Enkili's domain spell lists, cast in the Timeless Vault, are considered to be maximized and empowered (as if the Empower spell and Maximize spell metamagic feats had been used on them, but the spells do not require higher level slots).

- *Impeded Magic*: All spells with the [Lawful] descriptor are impeded in the Howling Limbo.

- *Wild Magic*: All spells cast in the Howling Limbo are considered to be wild magic.

## Locales

At first glance the Howling Limbo merely looks to be similar to the landscapes of the Scarred Lands, but soon the differences become evident. After all, canyons large enough to swallow worlds and villages of thirty-six houses stacked like building blocks aren't often seen in the material realm.

### The Halls of Enkili

Enkili's abode in the Howling Limbo is a region of constantly shifting realities — a place that mirrors her own ever-changing nature. Here the very ground shifts suddenly and storms that howl across a flashing sky batter the land. Enkili's dwelling itself constantly changes forms. Sitting on a rocky island in the midst of a storming sea, it can be a massive castle of a thousand rooms.

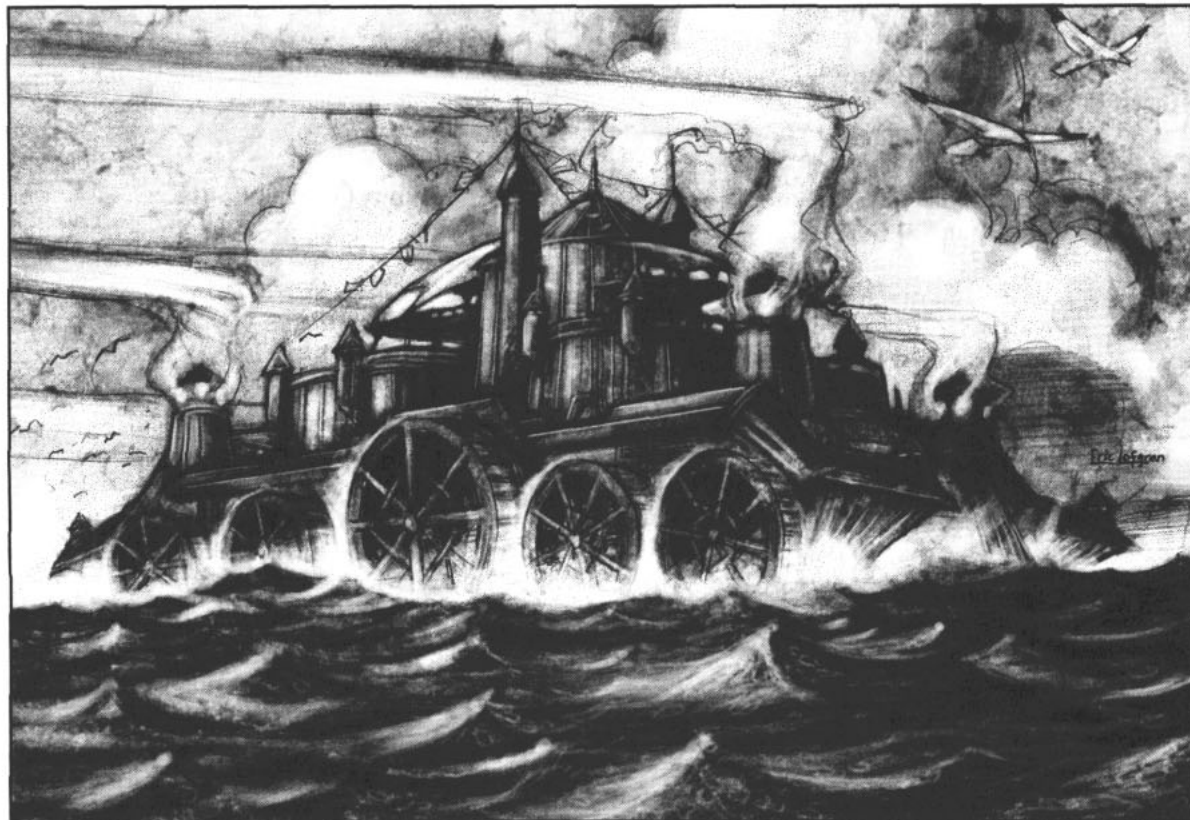
On a lush, tropical island, his abode appears as a graceful palace of marbled columns. Sitting on a sandy atoll, her dwelling might be a twisted spire towering over a white-capped ocean.

Inside Enkili's abode, some say the corridors twist unexpectedly and rooms and hallways shift and disappear — mirroring the god's own nature. The only constant, if it can be called that, is the central gigantic cavern where the winds blow endlessly. A spring fountains at the very heart of this cavern. The spring itself has many guises, depending on Enkili's mood. It may be a gurgling hot spring when she is feeling seductive, or a scalding geyser when he is angry. On yet another occasion, the spring may run cool and deep, like a sweet mountain river. Drinking from the fountain can cause any number of strange changes in the imbiber, some good, some horrific, depending upon Enkili's mood.

Enkili has several names for her dwelling: The Halls of Enkili, the Shifting House, Fortune's Heart, the Storm Palace, the Twisting Manse. Like Enkili, her dwelling is fickle. Enkili's herald, Rhissa (see *The Divine & The Defeated*) also dwells here, a fitting place for a creature of storm.

### Fortune's Wheel

Fortune's Wheel frequently manifests itself as an immense paddlewheel boat, constantly traveling somewhere in the seas of Enkili's erratic realm. Large enough to house a small city,



the boat continuously plies the waves through the harshest of storms the plane has to offer. Most of the ship is taken up by huge gambling rooms, where every form of betting known to the divine races — and some that aren't — are available. As the gamblers try their luck at different tables, the stations change games mid-hand. Crowds emulate the sea below as they flow and ebb through the various rooms of chance. As the storms cause the ocean waves to surge, Fortune's Wheel tips, changing the odds at every game. The House calls it "Enkili's turn." Gamblers never say anything about the King of Fools cheating, because this is the one and only sure route to heavy losses.

Fortune's Wheel also boasts a veritable army of attractive young men and women, who call themselves Enkili's Favored. They ply the trade of the courtesan aspect of their mistress, seeking out those who have the most to lose in the gambling halls and convincing them to be a little more generous. Aside from these companions, the "House" employees rotate randomly with the gamblers. If a game needs running or a table needs handling, someone steps in. Everyone's a winner in Fortune's Wheel — at least for a time.

## Silhouette

This area of the plane shifts less than most. In fact, it's almost stable. This certainly makes Silhouette appealing to those willing to do business. One sure fact is that the area exists in constant twilight, the perfect conditions to bathe the countryside in shadow. This makes it appealing to those whose business is of the less legal sort. It is also the perfect environment for Drendari, Mistress of Shadows.

Drendari inhabits a large manor at the edge of a city, also named Silhouette, in which most of the inhabitants exhibit the same form of insanity: acute paranoia. Silhouettians are constantly on alert, fearful that at any moment something horrible could jump out at them from the ever-present shadows. They're not that mistaken — monsters and mortals alike step from shadow to shadow with alarming frequency. This is because a second city occupies the same space as the first: a city of shadow. The creatures and people who inhabit that city walk from shadow to shadow in the physical metropolis, just as physical beings might normally walk from street to street. Assassins, thieves, crooks and cut-throats ply their trade in the physical version of the city — while spellcasters and other, less savory creatures, mingle in the shadow equivalent.

## Fate of the Departed

Those who inhabit the mercurial Limbo as their afterlife reward are as prone to change as the plane around them. Though their minds are safe from the insanities inflicted by the howling winds of Enkili's demesnes, their bodies still reflect the chaos of their new home. With those who have been in the plane only a short time, the changes are small — eye color, hair length and hue and changing tattoos, scarifications and birthmarks. But as time passes, the alterations become more drastic and more frequent. Those denizens who have been here the longest eventually embrace the full nature of Enkili's realm and enjoy the process of becoming any number of individuals, eschewing gender, age and ethnicity as meaningful to the identity of self.

Supposedly, a mountain cave exists in the Scarred Lands where one can directly enter Silhouette during the new moon. Just where this is located is a matter of some debate, but many travelers insist it lies near Hollowfaust.

## The Vortex

In the sort of logic that can only work on the planes, particularly the plane of chaos, there is a location within the realm that is always far away from everywhere else. Within this place lies a perpetual typhoon, raging over a massive whirlpool. This frightful area is known as the Vortex. It is here that the titan Lethene is held captive, brought by Enkili at the end of the Titanswar to her tempestuous prison. Enkili, being a master of storms, managed to create a weather system which feeds on itself. Since Lethene had little in the way of physical structure, she could not be chained to a rock or tossed in the sun like her siblings. She is the fury of the storm, and thus, only a storm can possibly contain her. The typhoon acts as her prison's bars, the whirlpool as her chains. The more fiercely she tries to escape, the more powerful her bonds become.

Lethene never had many followers in the first place, but a handful of those few who are loyal to the ferocious titan have made their way to Limbo and, after a long journey, have located the Vortex. They know the Dame of Storms is within, but they haven't figured out yet what to do about it.

## Entities

Aside from the living members of the divine races who have made their way here, and the souls of the dead who stand by Enkili's side, myriad other creatures also inhabit Limbo.

## Enkili

None can predict the comings or goings of Enkili. She takes a thousand-thousand forms to meet the travelers of the Howling Limbo. Indeed, those who are savvy to planar travel know that it is best to meet any and all strangers (and even friends) with respect here, for it is practically guaranteed that the beggar you spurn or noblewoman you insult will be Enkili in disguise.

Enkili is described fully in *The Divine and the Defeated*.

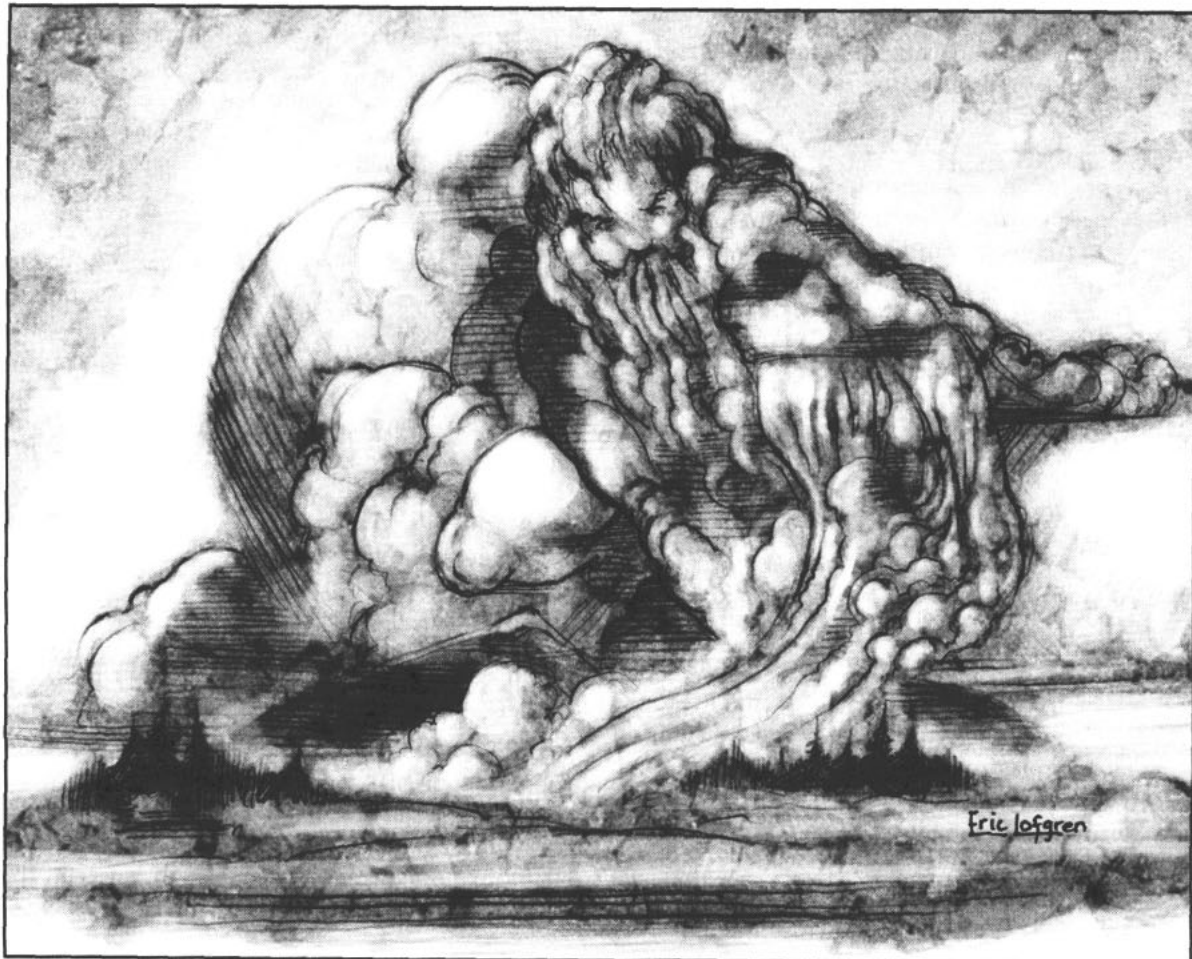
## Random

No one is quite sure just what Random is, although they suspect he originated from a botched magical experiment or summoning. Called at times a "chaos elemental" or a "sentient chaos golem," Random seems to simply be the embodiment of the idea of chaos. His humanoid form ripples with different colors and different elements, roiling with magma, evaporating, shooting up to the sky in a bolt of lightning only to grow up from the ground as a tree. He is always wandering the plane, claiming to be on a mission of some sort for a higher power. He has never mentioned who this higher

power is, but he doesn't seem to be referring to Enkili. Regardless, he has built up a few dozen followers, who accompany him from place to place. Sometimes, he will even ask a few people (not necessarily those in his company) to help him on his mission, and will assign tasks to be completed. These errands could be anything, and rarely seem to be significant, so it is unknown what bearing they may or may not have on Random's supposed mission.

## Legethon

One of Lethene's few worshippers, Legethon, follows Lethene less because he actually idolizes her and more because he desires revenge against Enkili for stripping away his own form — forever transforming him into a celestial (see *Creature Collection Revised*). He leads the handful of followers trying to free Lethene from her imprisonment, although he is as yet unsure of what to do, and unwilling to get too close, lest he get entrapped as well. He has set up camp on a small island which seems to orbit the Vortex, watching the storm system for patterns, waiting for the day when he can release his mistress and get vengeance.





## The Iron Hells History

The Iron Hells (also called Chardun's Hell) is the bleak and dismal abode of the god of tyranny and war. Like all godly planes, it reflects the personality and nature of its master. In this case, it does so in ways that might make one wonder how it could be that any sane being would choose to worship Chardun. The plane is a smoking pit, with vast rocky surfaces, jagged cliffs and immense mountains, all of which are covered by a gray sky illuminated only by flashes of lightning and volcanic eruptions. The air is acrid and burns the insides even of the dead. Any mortals who come here will quickly find it unpleasant and hazardous — much like the presence of Chardun himself.

Upon a central mountaintop is the Slaver's home and citadel, where he oversees everything that transpires in his realm. All around the mountain are fields of war, where armies of devils and damned souls clash — both for the amusement of their master and in preparation for the day when Chardun shall unleash them on his many enemies. The armies fight with incredible ferocity, for the combatants know that any sign of weakness or disloyalty will be punished severely. Moreover, Chardun uses his divine powers to reform the destroyed warriors and eternally set them against each other. Thus, the din of battle never ceases in the Iron Hells, no matter how fiercely the soldiers fight or how much damage they seemingly inflict against each other.

Elsewhere, deep pits, canyons and crevasses mar the terrain. Fire and sulfurous fumes emanate from these places, as do the screams of the tormented souls unfortunate enough to be incarcerated there. The Overlord's faith is a demanding one; anyone who fails to adhere to its dictates stands a good chance of being brutally punished in the afterlife. Like the eternal combatants, tortured souls cannot be truly destroyed, no matter how exquisite the pain inflicted upon them. They reform, even as they suffer destruction, so that they can again be tormented by Chardun's devils. Those who withstand these punishments with some degree of stoicism might find themselves rewarded by transformation into a lesser devil — after some centuries have elapsed, of course. This is the closest to hope that exists within the Iron Hells and it is a path that comparatively few souls ever manage to find.

The Iron Hells are, naturally, connected to the astral plane. The fabled Gates of Hell make it difficult to enter the plane via the astral without the permission of the gate-keeping devils, however. There is likewise a great portal to the Great Inferno, from which the plane draws much of its elemental flames. A portal to the Timeless Vault also exists, although it is rarely used and under heavy guard from both within and without.

The Iron Hells have had a powerful influence on the history of Scarn, even though they have rarely been directly involved in mortal events. From their inception, the Hells have served as Chardun's headquarters and as the ideal to which all of his followers aspire. While this is true of many divine planes, the Overlord has frequently revealed the nature of the Iron Hells to his mightiest followers in dreams and visions — occasionally even bringing them bodily into his realm — so that they might see what the cosmos would look like under his tutelage. Unsurprisingly, his most devout followers have attempted to create their own version of the Hells within the Scarred Lands, sometimes with disturbing success.

During the period between the foundation of the Iron Hells and the Divine War, Chardun spent much of his time perfecting the torture and domination of souls. For the god of tyranny, souls are raw material as well as useful commodities. It was he who learned that from souls greater beings could be made. Many of the devils who serve Chardun were once mortal beings, whose evil allowed them to be warped and molded into new and more treacherous beings. In this, the other gods, especially Vangal, followed suit, a fact that flattered Chardun's ego even as it infuriated him. The Slaver also began a trade in souls, for he realized that he could gain favors from his fellow gods in exchange for mortal souls. Thus it was that the Iron Hells became, among other things, a great marketplace where evil beings bought and sold souls just as mortals might buy and sell vegetables.

Chardun has also spent much effort in perfecting methods of warfare. For countless years he has been able to oversee battles between his minions, each iteration being more brutal and terrifying than the last. Though Chardun knew not how this might occur, he understood that one day he would need a vast army to cast down the titans and claim the cosmos for himself — with or without the assistance of his siblings and cousins. Perhaps because of this, the Iron Hells were even more a battleground than a marketplace. Few who dared visit its blasted terrain could escape the din of war and the stench of death.

When the Titanswar finally came, the Iron Hells became an infinite staging ground from which the gods launched their celestial assaults on the cosmos. The trade in souls likewise became ever more important, as Chardun was willing to trade away even souls devoted to himself in exchange for promises of assistance later, commitments that he later exploited to ensure his rise to power in the war's aftermath. So great was the host assembled in

the Iron Hells that no titan — or god, for that matter — ever succeeded in an attack on this realm during the Divine War. It was unassailable, and has remained so ever since. Indeed, the Hells have seen more internal unrest than external threat, as disgruntled souls (and occasionally devils) attempt to unseat the Great Tyrant from his black throne. These efforts, of course, have proven less than successful.

In the last few decades, the Iron Hells have become more important on the cosmic scale. Chardun's influence in the Scarred Lands is rising, as most of Ghelspad has fallen under his sway. The Overlord sees the chance to claim the whole of the Scarred Lands for himself and is readying himself to seize the opportunity when it comes. Mortal visitors from lands loyal to him are now more common than ever and the battles between his minions grow ever more frequent — and terrible. The day when the full fury of the Iron Hells is unleashed upon the world may soon be at hand.

## Planar Traits

The Iron Hells possess the following traits.

### Physical

- *Gravity:* Normal gravity. The Iron Hells possess normal gravity.
- *Time:* Normal time. Time passes normally in the Iron Hells.
- *Shape and Size:* Infinite. The Iron Hells are without end, extending infinitely.
- *Morphic Traits:* Divinely morphic. The Iron Hells are morphic to entities of at least demigod power. It is alterable in the normal way for more ordinary creatures.

### Elemental

- *None:* The Iron Hells are attuned to no element.

### Alignment

- *Strongly Evil-Aligned & Strongly Law-Aligned:* Good or chaotic creatures in the Iron Hells suffer a -2 penalty on checks based on Intelligence, Wisdom or Charisma. Chaotic good creatures suffer a -4 penalty.

### Magic

- *Enhanced Magic:* All spells found on Chardun's domain spell lists, cast in the Iron Hells, are considered to be maximized and empowered (as if the Empower spell and Maximize spell metamagic feats had been used on them, but the spells do not require higher level slots).
- *Impeded Magic:* All spells that draw upon positive energy or with the [Chaotic] or [Good] descriptors are impeded in the Iron Hells.

## Locales

By any reasonable definition, Chardun's divine home takes pain and suffering to unheard of heights. Everything, from the landscape to the inhabitants, exemplifies a rigid hierarchy where obedience is demanded and free will brings only torment. Indeed, the physical environment seems designed to imbue feelings of weakness and helplessness in those who come to the plane. The mountains loom large, casting dark shadows across the jagged ground, which is in turn illuminated by the red-hot glow of hellfire. The sky is filled with wings of devils, flying in military formation and occasionally swooping down to terrorize — or shred — the damned souls who reside here. The entirety of the plane possesses a wholly unnatural environment, since everything looks more jagged and imposing than its equivalent in the Scarred Lands. With the exception of a single misty jungle (home to Chardun's rakshasa legions), little grows in the Iron Hells; it is as bleak as the Overlord's dark heart.

## The Stronghold

Known simply as the Stronghold, this vast fortress constructed of onyx and obsidian is the home and citadel of the Great General himself. It is here that Chardun holds court and plots the conquest — not only of the Scarred Lands — but of the entire multiverse, for the Overlord is unquestioningly the most ambitious of all the gods. From the looks of the Stronghold, it would appear that Chardun's plans primarily involve military domination. The massive edifice is large enough to hold uncountable legions of warriors, whether living, dead or infernal in nature. Indeed, the walls and parapets of the Stronghold are well manned at all times, lest the Slaver's enemies launch a sneak attack against him, as the titans tried during the Divine War. In truth, Chardun's plans are subtler than mere warfare, but it is not for nothing that he is called the Great General.

As large as the Stronghold is, it is not yet massive enough to suit Chardun. The fortress is constantly under construction and has been for as long as it has existed. One rightly wonders whether it will ever be sufficiently immense to satisfy the god's seemingly unceasing demands. Some of the unfortunate souls of the plane have been pressed into transporting onyx and obsidian blocks and girders of infernal iron to add to the Stronghold's sprawl. Though among the most miserable beings in the Iron Hells, these souls are nevertheless grateful that Chardun has seen fit to employ them profitably. After all, they could instead be consigned to the tender mercies of the Slaver's cruelest devils as punishment for their sins. Those on build-



ing detail are still regularly scourged and abused, but there is a purpose to such actions, which brings the closest to what passes for pleasure among these pitiable souls.

Inside the Stronghold there are countless rooms, each one serving a different purpose. Many have been used, at most, once during the entire existence of the Stronghold, while some have never been utilized at all. The constant construction of the building pretty much ensures that this state of affairs will never cease, leading some to believe that Chardun's self-aggrandizement has crossed over into madness. Among these rooms can be found many portals to the Scarred Lands, since Chardun encourages his more devout mortal followers to visit his realm. Most of these portals connect to locales in Dunahnae, Calastia and Lageni, as one might expect. There are also two portals that no longer operate; the writing around these gateways indicates that they once led to the Charduni Empire.

### The Gorge of Perdition

Dividing the battle plains, on which Chardun's infernal armies stage their mock wars, is an immense canyon called the Gorge of Perdition. The gorge is many miles long and infinitely deep — or so it is said. No one knows precisely how far down it goes, save perhaps the Slaver himself and he has never seen fit to tell anyone. The Gorge spews black smoke and regularly belches forth lava and flaming rocks. Those who study such things know that this is because the canyon is a conduit to the Great Inferno. Its lowest levels are home to many fire elementals who consider this part of the Iron Hells their domain; they will defend their territory with great vigor, especially against devils or other servants of Chardun. This they do with the Overlord's permission, of course. In return, the elementals forge infernal iron into great weapons for the god's armies, weapons with strength far greater than those tempered by ordinary fire.

The Gorge itself consists of three distinct layers, each with its own characteristics. The topmost level is reasonably safe, provided any being who enters it is immune to fire. Here can be found the many souls sent to mine obsidian for Chardun's Stronghold, overseen by devils of one sort or another. The middle layer is more dangerous, since it is home to many refugees of the Iron Hells — beings who've braved the Gorge's heat to escape the torments on the surface. Many of these beings are insane and will attack any who threaten their wretched existence. The bottom layer is home to numerous fire elementals and other creatures of flame. They consider any devil or soul who enters this level to be trespassers and will destroy them

unless given proof that they come on business for Chardun. The only devils who regularly come here are those who transport the weapons made by the elementals.

There are no known portals to the Gorge of Perdition in the Scarred Lands, although there are several on the Plane of Elemental Fire.

### Dier Myrstate

This gloomy city is the former home of the demigod Nalthalos, whose divine body was destroyed by a magical plague unleashed by the titan Chern. His priests transferred his soul into a lead golem, which saved Nalthalos's life but left him unable to return to his beloved city in the Iron Hells. In the time since, Dier Myrstate has retained its original character and independence largely thanks to the wily imp Farazon, who serves as Nalthalos's herald. Chardun has regularly expressed an interest in reclaiming the city and its inhabitants — including the souls of untold dark elves — since their deity can no longer rule his city directly. By the terms of the agreement between Chardun and Nalthalos, it could be argued that the dark elven god's absence is grounds for the Overlord to seize Dier Myrstate and its entire people.

Being a deity of law, however, Chardun has had no choice but to allow Dier Myrstate to remain in Nalthalos's hands. Farazon has mustered many excellent and persuasive arguments that have swayed the Great Tyrant's mind. How long he can do this remains unclear and it is one of the reasons that Nalthalos is increasingly desperate to find the means to return to his divine home. In the meantime, the city goes about its business as usual. Its inhabitants are mostly dark elves and the souls of dark elves, with a smattering of devils and other evil beings devoted to Nalthalos. They all work in some way toward restoring their master to his former vigor, in the process learning many secrets of magic that would no doubt serve Chardun well should he ever acquire them.

There are no known means of entering Dier Myrstate from the Scarred Lands, a paranoid precaution that Nalthalos rues to this day.

### Entities

The Iron Hells are extraordinarily well-populated by all manner of beings. That comes as a surprise to many visitors, who expect it to be sterile and devoid of anything but Chardun's devils and the unfortunate souls of the damned. In point of fact, the Great General's seat is one of the more lively divine realms. Besides the aforementioned devils, souls, and the infernal armies that rage across the plane, there are a wide variety of other unpleasant entities — rang-



### Fate of the Departed

Those whose final reward lies in the Iron Hells of Chardun discover, regardless of their achievements while alive, that they are once more quite low down on the ladder of tyranny. In fact, the liturgy of Chardun teaches that one's life is merely training in overcoming obstacles and bending others to one's will — training that will permit the faithful of Chardun to seize power and prove themselves worthy of the Great Reforging. All creatures in the Iron Hells seek the Great Reforging, wherein their very essences are remade into a new and more powerful creature by the tyrant-smiths of Chardun. The truly wretched, who failed to uphold Chardun's will while alive, arrive as mere larvae; the faithful arrive as themselves, with their appearances made more dreadful and mighty the more power they managed to seize for themselves in the material plane. Regardless of this initial state, however, progress is possible. Those fortunate or malicious enough to subjugate fellow souls have the possibility of drawing the attention of Chardun's lieutenants, who eventually choose to forge the most vicious power-grabbers into mightier devils.

ing from foul wolves to great dragons to pernicious undead. Chardun draws many creatures to himself, finding a role for them in his growing Army of Evil, with which he one day hopes to conquer the cosmos. Little surprise then that the Iron Hells teem with unsavory creatures, all serving the greater glory of the god of tyranny.

### Chardun

Chardun is a source of terror in the Iron Hells, and rightly so. He never goes anywhere idly, and the screams of the agonized follow the tread of his mighty feet. With a plane filled with servants and minions, Chardun's arrival in any area of his realm presages unprecedented horror, as anything that angers or intrigues him enough to force the god to tend to it personally also ensures that he will enact his sadistic whims on everyone involved.

Chardun is described fully in *The Divine and the Defeated*.

### Jerol

The Herald of Chardun is a one-time paladin of Corean named Jerol. Overcome by his own self-righteousness during the Titanswar, Jerol fell from Corean's grace — but was quickly remade by the Overlord to serve as his supreme

minion in the cosmos. While he is often found in the Scarred Lands, inspiring Chardun's worshippers and leading his troops into battle, his true home is the Iron Hells, where he acts as his master's majordomo. Within the Stronghold, only Chardun's word carries greater weight. Likewise, Jerol regularly oversees the armies that do battle on the plane, suggesting new strategies and rewarding those who exceed the Great General's expectations. The only duty the herald never seems to participate in is the punishment of the damned; some whisper that to cause remorse and regret in others might stir such things in Jerol's own breast, an occurrence the Overlord has not intention of risking.

### Linzen

The elder larva, known only as Linzen, believes itself to exist outside the rigid hierarchy of the Iron Hells. During the Titanswar, when larvae were being consumed at a massive rate to power divine magic, Linzen avoided that fate by hiding deep within the recesses of the Gorge of Perdition, where few devils dare go without explicit orders from their superiors. In time, Linzen made his way out of the Gorge but continued to hide himself, evading patrols and generally keeping a low profile. In doing so, he became extraordinarily good not only at hiding but also at learning secrets. Consequently, this diabolical worm is one of the Iron Hells' most knowledgeable informants and guides, although he rarely helps anyone without significant payment in return. What Linzen wants most of all is to escape Chardun's realm, since he knows it's only a matter of time before he is found and used like others of his kind. Whether or not he successfully avoids this fate can only be determined with time.

### Rahab

The pit fiend Rahab is Chardun's chief executioner, slaying those whom his master designates. Because the Iron Hells are inhabited by the souls of the dead as well as various infernal beings, Rahab's job is somewhat more complex than one might think. In Chardun's realm, there are two kinds of death. The first is a temporary one, in which a soul or being reconstitutes itself later in a lesser form. The second is a permanent death, in which a soul or being is utterly erased from existence. Rahab possesses two great flaming swords, Pettyscourage and Everdeath, the first of which only temporarily slays while the second delivers exactly what its name implies. Which one Rahab uses depends on Chardun's explicit commands, which the pit fiend has never been known to disobey.

## The Black Lands

The Black Lands is known by many names. To scholars and priests it is the Cradle of Nightmares. To witches it is known as the Suckling Lands and the Moonlit Demesnes. The Black Lands are the home of Belsameth the Bloody, who is called the Death of Dreams, goddess of death, nightmares, madness, the moon and darkness. This is the realm of eternal midnight, of a starless indigo sky and chill autumn wind; it is a world of endless wilderness, of twisted, shriveled trees and spiraling, coiling thorns, of thick wet earth clotted with blood and decay, and columns of milk-white moonlight pouring down. The Black Lands are a place of madmen and savage beasts, of children's nightmares and parent's fears, of wolves and spiders and all the dark things who feast beneath the cover of night.

### Planar Traits

The Black Lands possess the following traits.

#### Physical

- **Gravity:** Normal gravity. The Black Lands possess normal gravity.
- **Time:** Normal time. Time passes normally in the Black Lands.
- **Shape and Size:** Infinite. The Black Lands are without end, extending infinitely.
- **Morphic Traits:** Divinely morphic. The Black Lands are morphic to entities of at least demigod power. It is alterable in the normal way for more ordinary creatures.

#### Elemental

- **None:** The Black Lands are attuned to no element.

#### Alignment

- **Strongly Evil-Aligned:** Good creatures in the Black Lands suffer a -2 penalty on checks based on Intelligence, Wisdom or Charisma.

#### Magic

- **Enhanced Magic:** All spells found on Belsameth's domain spell lists, cast in the Black Lands, are considered to be maximized and empowered (as if the Empower spell and Maximize spell metamagic feats had been used on them, but the spells do not require higher level slots).
- **Impeded Magic:** All spells that draw upon positive energy or with the [Good] or [Light] descriptors are impeded in the Black Lands.

### Locales

The Black Lands is a wild sylvan expanse, a plane of rolling hills, churning crystalline rivers and thick, verdant forests spread out beneath an

### Dreamers' Tears

When the berries are eaten from the vine, or distilled into wine, they transfer their essence to the imbiber. When consumed by creatures of evil alignment, they function as a *heroism* spell cast by an 8th level cleric; when eaten by those of good alignment they inflict the unfortunate as per the *Tashaa's hideous laughter* spell as cast by an 8th level sorcerer. Belsameth's witches and priests prize these berries for their hallucinogenic properties, and gorge themselves on handfuls of the swollen fruit before conducting their most unholy murder rites.

eternal midnight sky. It is undeniably beautiful, but it's beauty is of the most feral, savage sort, hearkening back to the days of the Epoch of Gormoth, when vegetation grew thick and wild, unhindered by man or beast. The forests of the Black Lands are dark and sinister, choked with thorn bushes and short, sword-sharp tufts of grass; the trees are twisted and ancient, and covered with cracked, black bark which forever leaks sticky red pitch, reeking of blood.

### The Thicket of Precious Sorrows

The Thicket of Precious Sorrows lies at the very heart of the Black Lands, and, by Belsameth's decree, it is where all travelers to her plane arrive when they journey to her realm. The Thicket is roughly circular in shape, a forest glade choked with thick, tenacious weeds and thorn bushes. Rough-hewn stone obelisks are scattered here and there about the Thicket; towering to impossible heights above the forest floor, heavily blood stained and covered with runes sacred to Belsameth, these fat stones serve as altars and gathering places for Belsameth's worshipers — and each has borne witness to unholy rites of unparalleled savagery.

By Belsameth's decree, all who enter the Black Lands arrive in the Thicket of Precious Sorrows and must tread its grim paths to go elsewhere in her realm. Those who enjoy the dark lady's favor need only traverse a distance of a mile or so before reaching the Thicket's edge, but those who do not may walk for weeks without finding an exit.

The thorn bushes that choke the Thicket of Precious Sorrows have been cultivated by great and ancient enchantments. Clusters of enormous indigo berries, pregnant with sticky juices to the point of bursting and guarded by sawtooth thorns, hang low from every vine, or lie split and rotten across the many paths that crisscross the Thicket. These berries, known to Belsameth's worshipers as the Black Queen's jewels and to other folk as



dreamers' tears, are the collected essence of the nightmares of the mortal denizens of the Scarred Lands.

### The Grove of Endless Terror

The Grove of Endless Terror lies somewhere to the far east of Belsameth's lunar palace. A small, quiet stand of trees located at the top of a gently sloping hill, the Grove of Endless Terror appears to be one of, if not the only, truly peaceful and benevolent places in the Black Lands. In nightmares, however, nothing is ever what it seems, and so it is with the Grove. Within the modest woodland are trapped the spirits of all the children who were ever sacrificed on Belsameth's altars, were slain by wild animals or madmen, or died lost and alone in the depths of a forest. Here, their spirits eternally cry out for succor and the comforting arms of their parents, a sorrowful chorus that brings those who hear it uncomfortably close to madness.

The spirits of the dead only manifest when living humanoid beings enter the grove, and only if those traveling through stay within its confines for a minute or more. Should that occur, the spirits manifest first as chill spectral winds that gently rustle branches and leave fingers of frost on cloaks and grass.

Beginning 3 rounds later, and on each consecutive round after that, travelers within the grove are required to attempt a DC 13 Will save. If they succeed, they suffer no adverse effects,

but should they fail they immediately suffer 1d4 points of temporary Wisdom damage. The moment the first victim fails a Will save, the spirits of the children manifest as spectral voices, whispering just at the edge of hearing; those who failed their save are compelled to plunge into the grove's depths, desperate to find and rescue the "lost babes". Once committed to the search, victims will refuse to abandon it, and will react violently to attempts to make them, protesting all the while that they are sure the "poor little babies" are just behind the next tree.

Victims reduced to 0 Wisdom immediately begin to suffer 1d4 points of Constitution damage each round, dying when they reach 0 Con. At the moment of death, the spectral images of children, flickering like paintings seen in candlelight, appear to drag the victim's soul into the ether.

The spirits who haunt the forest are not undead, at least not in the traditional sense; thusly, spells which communicate with or specifically target the undead have no effect on them. They can, however, be turned, albeit only briefly. The lost children are considered to have 16 Hit Dice and function as a single entity. A successful turn or rebuke check drives them away and silences their powers for a number of rounds equal to the turning damage inflicted. The lost children cannot be commanded or destroyed.



## The Cradle of Nightmares

The Cradle of Nightmares is the proper name for Belsameth's monstrous palace, though it is also called the Black Womb, the Nightheart, the Poison Temple, and to the more poetic of Belsameth's witches as the Rose of Midnight's Crown. By any name it is a monstrosity, a ruinous, tortured fortress of basalt and obsidian that rises up like a festering blister. Immense, twisting towers bristle from the palace at every angle, writhing like maggots and held aloft only by thick stands of woven ropes made from the bowels of all who were sacrificed in Belsameth's name; madmen and lay priests scuttle the lengths of the great ropes ceaselessly, repairing tears and twining fresh entrails into new strands.

The Cradle of Nightmares has a near infinite number of rooms, most dedicated to storing and commemorating especially beautiful (in Belsameth's eyes) nightmares experienced and murders committed in the Scarred Lands. Minstrels, most of them witches, roam the pulsing corridors, singing of Belsameth's glory and reenacting the bloodcurdling screams of her most famous and innocent victims.

The throne room lies at the very center of the Cradle; an immense, echoing chamber carved from a single block of obsidian, the room is dominated by Belsameth's ruling seat — a calcified gibbering moulder which still howls and gnashes its teeth. Sumptuous tapestries depicting all manner of atroci-

ties, in gaudy shades of red, blue and moonstone white, are plastered on every wall and drape with suffocating weight from even the ceiling. To reach the cavernous throne room, petitioners must pass through a yawning portal carved in the shape of a shrieking mouth. This doorway is magical; beings who do not worship Belsameth are required to succeed at a Will save against DC 25 or suffer the effects of a *symbol of insanity* spell cast by a 20th level sorcerer.

## Sethris the Spider Queen's Kingdom

The spider queen's domain is secreted away in the quietest, most forsaken corner of the Black Lands. It is a place of quiet tranquility, where the only sound is the soft scuttle of uncounted millions of tiny feet treading on silk. The trees in Sethris's kingdom are forever shrouded in thick blankets of spider's silk draped from every branch, hung between every root and wrapped tightly around every leaf and twig.

Other than Sethris herself, only spiders and the killers known as the smiling spiders dare enter her domain. There are uncounted millions of spiders of all types in her lands, and they are her knights, her ladies-in-waiting, her consorts, her troops and, above all, her adoring worshipers. While they remain within the boundaries of Sethris's domain her spiders do not need to eat or rest, but they still hungrily attack any living beings who are



### Fate of the Departed

The fate of those who find themselves in the afterlife offered by Belsameth varies wildly. The least of her worshippers appear as ghostly beings, composed of little more than memory and madness. Her loyal priests and those noteworthy folk who lived their lives furthering her glory appear as themselves, granted the ability to command their ghostly subordinates. The most powerful of priests, witches and lycanthropes who die with her name on their lips appear here as daemons of various power, granted an afterlife with the authority to continue the glorification of the Moon Goddess.

unfortunate enough to stumble upon their domain of silk and shadow.

By Sethris's decree, fire cannot take purchase in her realm. This means that torches and oil will not light, that spells with the [Fire] descriptor or that otherwise rely on fire will not discharge, and that fire-based extraordinary and supernatural abilities cannot be used.

Normally, the spider queen's kingdom can only be reached by those willing to search the depths of the Black Lands for it, but there is a legend that speaks of a magical word, woven into the center of an ancient spiderweb in the center of the Scrub Forest. If this word is spoken aloud at the precise moment a venomous spider's fang pierces the speaker's throat, then all who hear it are transported to the foot of Sethris herself.

### Entities

The Black Lands is home to all manner of night predators, both natural and monstrous. Belsamaug and wolves are Belsameth's favored children, and immense packs of blood-crazed belsamaug, wolves and dire wolves hunt the length and breadth of her forests. These dangers are often accompanied by troops of werewolves, and worse yet they are far from the only beasts which prowl the Black Lands. Carnivorous trees, dire bears, boar (both normal and dire), leopards, immense bats and owls, spiders of all types and size, dream demons, ghosts and gibbering mouthers all lurk in the great sylvan midnight. Unlike in mortal forests, there are no deer or rabbits or other small herbivores; the countless predators hunt only each other and unlucky planar travelers, in an endless orgy of pain, fear and death.

In addition to these many beasts and monstrosities, madmen, priests and witches stalk the Black Lands as well. These are the chosen of Belsameth; plucked from Scarn without warning

and driven mad by the attentions of the Death of Dreams, they stalk the wilderness, shrieking Belsameth's holy words and tearing at the unwary with swords, spells and their bare hands and teeth.

Finally, the spirits of Belsameth's many worshippers wander the hills and glades of her domain, eternally chanting supplications to her glory and seeking to find a pathway to her castle, the Cradle of Nightmares. These spirits gather near the moonlit pools and thickets in the deepest parts of the forests of the Black Lands, where they engage in tireless orgies of violence and sex, re-enacting nightmare visions sent to them by the Death of Dreams and luxuriating in the indestructible nature of their spirit flesh. Though the living can see and hear these spirits, they cannot touch, speak, or otherwise interact with them; for their part, the spirits think of the living only as particularly vivid dreams, interesting to watch but otherwise unremarkable.

### Belsameth

Belsameth rarely removes herself from her black throne. But when she does, she flies the skies of the Black Lands accompanied by hags, daemons and flying lycanthropes. When her witches gather and perform their rites, sometimes she will come among them — driving their ecstatic rites to bloody excess, fomenting madness, despair and a dependence on her own black power. Woe comes to those who meet Belsameth abroad in the Black Lands, for she is whimsical and wicked on those nights, and demands atrocities as tribute from those she meets.

Belsameth is described fully in *The Divine and the Defeated*.

### Oceans of Midnight

Oceans of Midnight is a powerful moon daemon witch and former consort to Belsameth, now long since fallen from favor. "She" appears at all times as a young woman of exquisite beauty, with milky skin and hair the color of red roses wrapped in black velvet. Oceans of Midnight is bitter and quite thoroughly mad. She no longer even remembers her true nature — instead, she believes herself to be Belsameth's opposite, a divine being created for the sole purpose of slaying the Death of Dreams. This delusion is a source of great amusement to Belsameth, who keeps close tabs on her former lover; one of Belsameth's favorite games is to lead unsuspecting adventurers to Oceans of Midnight, use her own divine powers to convince them of the truth of the daemon's words, and then force her mad consort to assume her true form and gorge herself on her "allies."



## Colaxis, the Lord of Forgiveness

The Lord of Forgiveness is an awakened colossal spider of largest size, and the lord champion of Sethris the Spider Queen. His full title is Colaxis, Lord of Forgiveness, Bringer of Equity, Marshall of Equal Measure and Lord Champion of the Silken Banner, and it is his sworn duty and great pleasure to carry out the will of his queen — wreaking vengeance against those who believe themselves immune to retribution. Colaxis' favored weapon is a strangling cord made of his own webbing, a fact which he will quite cheerfully share with anyone he meets.

Colaxis is a great, bloated monstrosity, with an enormous thorax swollen with poison and heavy with armor plating. His mouth is a gaping maw dominated by glistening fangs, and his many red eyes are the size of buckler shields. Though he is hideous to look upon, Colaxis is polite to a fault. Even in the midst of killing, he is courteous, witty and urbane, very much the storybook ideal of a valiant knight. Despite his chivalry, however, he is thoroughly evil and committed to serving the will of his goddess and liege lord. He kills indiscriminately, giving no more thought to strangling the life from a child than he does killing a demon king.

## The Pestilential Abyss

Much like Tanil's blessed realm of Myrtana, the Pestilential Abyss (also called Khordeth or the Halls of the Fallen among barbarian tribes) also contains all variety of terrain. Craggy and desolate mountain peaks, blighted and diseased forests — these landscapes and all other natural types of terrain are arranged randomly across the planar realm. Every locale is twisted however. Whereas Myrtana is a picture of wilderness in pristine condition, Khordeth is nature mirrored darkly.

Across this misshapen land, hosts of demons struggle and war; each demon lord desperately trying to maintain supremacy over its equally frantic neighbors. Thus, the balance of power in Khordeth changes as rapidly as the landscape. While these petty squabbles serve to winnow the weak among the demons and souls who reside in the Pestilential Abyss, the only security in the realm is the personal might required to exert power.

## History

It is thought that it was Vangal who first discovered the secret of the planes. This certainly makes it likely that Vangal was the first to become trapped away from the material realm. Vangal's departure must have heralded an era of peace on Scarn unlike any the land has seen since. Unable to return to the material plane, Vangal satisfied his

predilections by creating a race formed solely of the malleable stuff of Khordeth. Called the Unborn by the Reaver, these creatures are known as demons when they are seen in the Scarred Lands. Though weak compared to the might of Vangal, these unborn were able to slip the bonds of the plane and could bring war to the other divine realms and even visit the material world of Scarn. In fact, it was through the demonic evangelism of the Unborn that word of the Reaver first came to Scarn.

Through the active worship of Vangal during life, the souls of those faithful to the Reaver found themselves in Khordeth upon death. Unfortunately for these loyal souls, they were all quickly conscripted into the armies of the Unborn, to wage the constant wars that ravage Vangal's plane. The faithful thus filled only the lowest tier of what passes for society on Khordeth. As priests on Scarn became more powerful, however, this subservience to the will of the Unborn became known. A trio of humans, powerful and faithful to the Reaver, traveled to Khordeth to secure their future afterlife. These three rallied the souls of the departed in the city of Gharekkal, and put to death the demon queen Kysykal. The souls who fought against the demon queen fell upon her, devouring her body and the demons she controlled. In this act of cannibalism, these souls became like demons themselves. Thus were created the mortalborn, demons who once were the souls of the faithful of Vangal.

The secret of life in Khordeth is remarkably straightforward. Power is held by the mighty only to be taken when the mighty fall. Khordeth is a proving ground for those who not only have faith in the Reaver, but also faith in their own might. Those who fail the test that is Khordeth are stripped of their power by those more ambitious. Demons who fall beneath the onslaughts of their lessers are cannibalized; those who succumb to their superiors are not, lest the weakness of the foe taint the stronger body of the victor. Instead, such beings (both demons and the souls of mortals) eventually reform and have the opportunity to work their way up yet again.

The plane of Khordeth is also rather unique in that the followers of the other gods can actually end up there. Of course, this possibility is most definitely a threat. Those among the faithful of the other gods who betray the tenets of their faith may find themselves in Khordeth upon death. Here they form the lowest rung of the tormented and the punished. These miserable souls are made slaves and workers to the more powerful demons of the realm. These souls do not belong to the Reaver, however. If they serve their punishment and they sincerely pray for absolution, the other gods may give mercy



and bring them to their rightful afterlife. Most of these traitorous souls, however, merely learn the ways of Khordeth and attempt to fight their way to power, becoming mortalborn demons in the process.

## Planar Traits

The Pestilential Abyss possesses the following traits.

### Physical

- **Gravity:** Normal gravity. The Pestilential Abyss possesses normal gravity.
- **Time:** Normal time. Time passes normally in the Pestilential Abyss.
- **Shape and Size:** Infinite. The Pestilential Abyss is without end, extending infinitely.
- **Morphic Traits:** Divinely morphic. The Pestilential Abyss is morphic to entities of at least demigod power. It is alterable in the normal way for more ordinary creatures.

### Elemental

- **None:** The Pestilential Abyss is attuned to no element.

### Alignment

- **Strongly Evil-Aligned & Strongly Chaos-Aligned:** Good or lawful creatures in the Pestilential Abyss suffer a -2 penalty on checks based on Intelligence, Wisdom or Charisma. Lawful good creatures suffer a -4 penalty on these same checks.

### Magic

- **Enhanced Magic:** All spells found on Vangal's domain spell lists, cast in the Pestilential Abyss, are considered to be maximized and empowered (as if the Empower spell and Maximize spell metamagic feats had been used on them, but the spells do not require higher level slots).
- **Impeded Magic:** All spells that draw upon positive energy or with the [Good] or [Lawful] descriptors are impeded in the Black Lands.

### Locales

Khordeth is a varied land, with desolate precipices overlooking jagged badlands, forests full of twisted trees and fiendish creatures, and brackish dark seas dotted with bleak, storm-ravaged islands. The only constant is that nothing is hospitable in Vangal's realm. The land has the same changeable nature found in Myrtana, making maps all but worthless. The most powerful of demons are able to manipulate some petty features of the landscape, but even these areas tend to be as fluid as the balance of power. Still, a few features within Khordeth are relatively static.

## The Mirovan Henge

Jutting up from an otherwise completely flat volcanic plain is a ring of black basalt pillars. Within this circle of stones is an altar, and strewn about the sacred site are the remains of blood and viscera collected from the fallen Titans (specifically Chern, Gormoth, Mormo and Kadum). This place is always desolate, no demons walk here and no one can approach the area without Vangal's knowledge. It is here that the god will, if petitioned properly, bestow his most powerful gift — divinity.

This divine application process entails three sacrifices on the part of the candidate, and all of these tests take place in the material realm. The first is the trial of destruction, wherein a successful petitioner must perform a true slaughter in the name of Vangal. The destruction of a village or town, the massacre of an opposing god's temple, or even the poisoning of a community through their water supply would suffice. Once this first task is completed, the applicant is ready for the test of corruption, or the perversion of an idea. Examples include twisting an otherwise honorable magistrate to betray his position, using a town's laws in unintended ways to pursue unjust ends, or inciting two friendly communities to go to war with each other.

The third and final test is that of treachery. This is the most personal of all the trials, as it invariably involves the sacrifice of those individuals the petitioner most cherishes. Applicants must knowingly and purposefully betray any and all loved ones or loyalties they had in life, for only when freed of any mortal links will the individual seeking godhood appear in the Mirovan Henge.

After these three sacrifices have been completed to the Reaver's satisfaction, Vangal will appear before the triumphant applicant and give over a bit of the titanic viscera that surrounds the altar. To finalize the ritual, the petitioner must consume what has been given. Finally, Vangal will bestow his blessing and the mortal will be transformed into a chaotic-evil demigod.

However, without worshippers, the newly minted demigod will find it very difficult to return to the material plane. And unfortunately for the suddenly empowered petitioner, there is a reason why Vangal has very few demigods who reside in his realm. Vangal greatly enjoys strong adversaries, and initially established the trial for the sole purpose of creating interesting new challenges. The new demigod can look forward to being hunted throughout what amounts to a planar prison, and being tormented and tortured by his new liege.

## The Sea of Sacrilege

Though the coastline of this sea is always changing, its waters serve to encircle all of Khordeth and provide a common entry point to the realm. This sea is narrow and one can always see land on the far shore; any who try to venture across this waterway, however, inevitably find themselves returning to another part of Khordeth. Wreckage and debris litter the sea, and it is said that these are the remains of every shipwreck in the Scarred Lands. The souls of those who betrayed their faith toward the other gods often find themselves materializing, upon death, into this sea. They can frequently be found clinging to some piece of mast or hull floating in the black water, and are eventually picked up by demons who fish this dismal sea for the souls of the abandoned. Of course, any relief experienced by the rescued souls is short-lived at best.

Small, barren and desolate islands dot the waters of the Sea of Sacrilege. These often form bases for demons seeking to harvest the souls in the water. The islands are often far enough removed that less powerful demons can eke out a domain with less competition from the powerful lords who rule the mainland of Khordeth. Existence isn't easy on these islands, the lack of raw materials makes construction difficult and food is scarce. Dining, though not a necessity, is still a favored pastime especially among the mortalborn and its lack is a constant source of complaint among residents here.

Recently, a band of mortalborn demons have taken several of the islands. They are under the leadership of a demon known only as the Dark Minister. Apparently a glabrezu and perhaps an unborn, this creature has organized a host of demons to engage in piracy upon the sea. This band raids ships that travel between coastal cities and those that ply the waters in search of souls. The souls they capture often serve as deckhands upon the dozen or so ships they currently control.

## The Blistered Plain

This plain of broken basalt lies at the base of the Splintered Peaks, the primary mountain range that runs through Khordeth. The weather here is always incredibly hot, and volcanic vents erupt into the sky every few miles. Because of the topography, clouds of soot and ash fill the air, creating a perpetual gloom lit only by sporadic eruptions.

Because of the volcanism, travel in the Blistered Plain is treacherous at best. Each step might break through the fragile shell of recently

cooled magma, and those who live or venture here often have resistances to the dangerous environment. Within the Blistered Plane, packs of feral prowl the jagged landscape, searching for creatures to vent their rage on. Locust demons drone through the blackened sky, shrouded in the sooty clouds, to descend on the unwary. The occasional city dots the land, perched on one of the sporadic oasis of stability in this harsh territory.

The greatest power in the Blistered Plain is the demon lord Tzzt. Once a powerful servant of the titan Chern, this foul creature allied with the winning side before the culmination of the Titanswar. He was given a place, here in the Blistered Plain, where he watches over his locust demons as they soar over the skies of Khordeth.

## The Citadel of Fallen Tears

Perched upon the highest of the Splintered Peaks is the tower that serves as the home and palace of the god Vangal. The top of this spire is the highest place in Khordeth, and gives a view of the entire realm for those with eyes capable of piercing the ever-present gloom. The tower itself, however, is rather unassuming and blends in with the surrounding stone. The minaret serves mostly as a vista for the Reaver; his audience chamber is kept beneath the tower, dug into the blackened rock of the mountainside.

Vangal enjoys overlooking the ever-changing politics of the rest of Khordeth. He seems hardly concerned with which demon rules which city, and the kings and queens among the demons have little restrictions on their actions from the Reaver. Often the Citadel itself is nearly abandoned, save for those few demons who currently please Vangal.

Every so often a demon prince is summoned to the Citadel. This is an omen of both great promise and much dread. Demons so called are expected to negotiate the labyrinth of shifting passages beneath the citadel, to meet with the Reaver in his audience chamber. What occurs in these meetings is unknown, but a rare few return blessed by Vangal and strong in his power. Many more, however, are never heard of again.

## Entities

### Vangal

Vangal views much of his realm with a casual disinterest, the constant jockeying for power among the demons seeming to be nothing more than an amusement. Occasionally, he will descend upon a city or keep that has grown complacent in its position and destroy many of

### Fate of the Departed

Those who die in the Reaver's service are often gifted demonic forms in Khordeth; most become dretches, though the more powerful and loyal servants are typically given more powerful bodies. Also, even among the dretches, promotion to a higher level form is possible. Those poor souls who have been unfaithful to their deities and are sent to Khordeth are given twisted and misshapen shapes that — while reminiscent of their former selves — underscore the afterlife they should have received had they remained devoted. A Madrielite who betrayed her calling might appear diseased, with injuries that can never heal. A fallen paladin would suffer from eternal weakness, and appear in the afterlife as a naked and emaciated wretch.

These traitorous souls are tormented and eternally tortured by the native inhabitants of the realm, but it is important to note that these punished souls do not technically belong to Vangal. The Reaver enjoys their presence, but can do nothing to prevent others from taking the wayward souls out of his own domain. Because of this fact, the devils of Chardun's realm are known to commonly raid Khordeth — capturing those souls not belonging to Vangal and returning to the Iron Hell with their new slaves. It is a matter of debate whether or not these captured souls actually benefit from their new predicament. Regardless, most members of the Scarred Lands would rather not experience the Gods' punishment in order to find out.

the creatures within. A few are spared, to rebuild and continue on in their struggles. Invariably, those who are left learn from the mistakes of their predecessors.

Vangal is described fully in *The Divine and the Defeated*.

### Laathsaal

Laathsaal, an asaath given divinity in the final days of the divine war, was loyal to Mormo even up to the Serpent Queen's demise. Laathsaal was captured by the gods, however, and imprisoned in Khordeth beneath the Citadel of Fallen Tears. The indignity of his defeat and the fate of his goddess caused the treacherous demigod to rage against the captivity. But Vangal's wards proved to be potent.

Laathsaal's anger cooled and, in time, his presence was all but forgotten among the residents of the Citadel. Occasionally various servitors of Vangal visited him, offering the

demigod freedom for obedience to the Reaver. Pride prevented him from accepting these offers, but the clever serpent thought of another plan. He spoke honeyed words to one of these messengers: the Reaver's herald herself. The herald knew well the capriciousness of her lord, and sympathized with the chafe that imprisonment must hold for the powerful. In time, Laathsaal won the black heart of Vangal's herald, and she secreted him through the passages that wound through the very foundations of the Splintered Peaks. Out they came, and the two fell upon a small city, slaying the demon lord who resided there and taking power themselves. The two ruled this place for many months as king and queen, but Laathsaal still found himself trapped, unable to leave Khordeth — for none yet knew of his existence in the material plane.

While Laathsaal struggled to escape the prison that was Khordeth, Vangal noticed the departure of his errant captive. Vangal pursued Laathsaal, and the two gods fought a battle that destroyed the city. In the end, Vangal's herald, gravid with the seed of the asaath god, showed her treachery by spilling the lifeblood of the demigod upon the black steel of *Fellblade*. The shower of blood caused the herald to reel, and she birthed a swarm of serpents. These creatures, the product of the union of demigod and herald, became the most potent warriors and priests in Vangal's army — the mariliths.

These creatures later came to the material realm to proselytize the worship of their slain father to the scattered creatures of Mormo. Thus, the cult of Laathsaal has risen in the Scarred Lands. However, the priests receive their power through the Reaver, not the deceased demigod. Vangal's reasons for this subterfuge or unknown; perhaps it is for some subtle future manipulation, or perhaps the evil deity merely finds the worship of these titanspawn humorous.

Some among the mariliths, however, maintain that the wily serpent-god managed to escape destruction at the hands of the Reaver. If this was actually the case, then the advent of mortal followers could offer Laathsaal a new opportunity at power.

### The Dark Minister

The Dark Minister once served a powerful demon lord of one of the many coastal cities. Here he witnessed the power that was held in controlling the souls of the abandoned, as those who betrayed their faith are called. Where souls of the faithful had the blessings of the Reaver upon them, and often were powerful creatures in

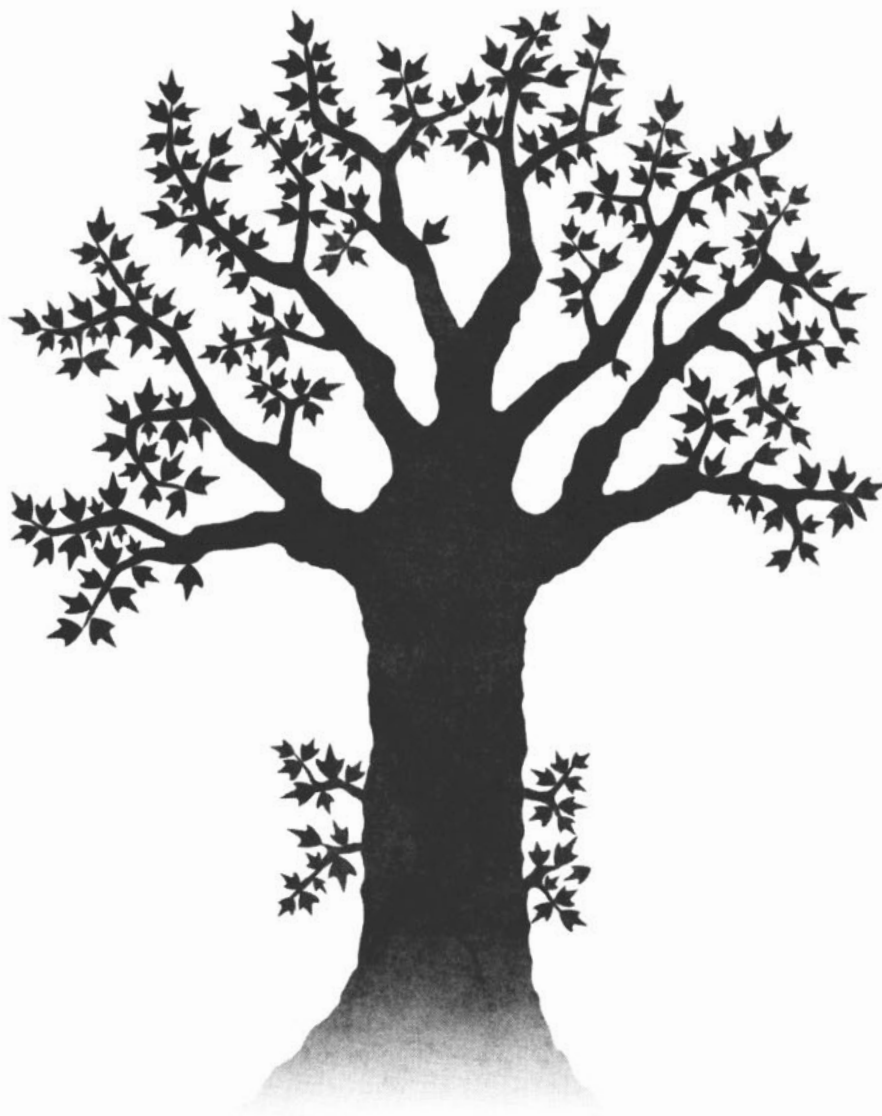


their own right, the abandoned were easily pressed into servitude since no deity sought to protect them. These souls made very loyal slaves in the fact that they could mount no resistance to the more powerful demons. And loyalty is a rare commodity in Khordeth.

In the brisk trade of souls that the minister oversaw, he often kept aside a few personal favorites. These souls were often treated better than those to be sold, and in turn were devoutly loyal to their master. The dark minister soon became the central figure to a growing and devoted cult of these abandoned souls. Irritated, the lord of the city destroyed one of the minister's more cherished servants. This instigated a civil war between the demon lord and the Dark Minister, a war the lesser demon couldn't win. Stealing a ship, he sailed out to sea with his small cult of souls.

The Dark Minister's loyal servants built for him a keep upon an island to serve as his own sanctuary. They plied the waters looking for other souls, and launched strikes in his name against passing ships. Slowly, the fleet of the Dark Minister swelled with stolen vessels, the souls of the abandoned, and the occasional demon harvesters who pledged themselves to the Dark Minister's allegiance.

The Dark Minister has won the loyalty of his minions through kindness rather than the domineering might of the other coastal lords. Even more strange, the minister seems to have a sincere affection for those who follow him; this practically unheard of attitude engenders a devotion in his organization otherwise unseen in Khordeth.



# Chapter Five: The Zodiacal Planes

*The future is writ in the stars, make no mistake. But who do you think writes it there? We are going to take a little trip, you and I, to see a very, very large bat. Yes, I did say "bat." Make sure you mind your manners, though — if you offend her, she may demand you as a gift. And it is always rude to turn down such demands. Ready?*

— Irishinn the High Astrologer of Lokil, to his apprentice Rasha.

As all high astrologers know, the sixteen signs of the zodiac are more than simply stars in the sky. Not only do they form the basis for a type of divination that reveals the fate of both people and nations, but each constellation is also a vividly real physical plane of existence. At the end of the Titanswar, the gods created sixteen separate realms, one for each sign of the zodiac. These planes are both the constellation spirits' homes and places where their influence is unchallenged by any other being or force.

Each of these planes also houses other beings, including the creatures that high astrologers (see **Relics & Rituals 2: Lost Lore**) can summon. Some planes also possess special properties that can make them useful to visit. In addition, while high astrologers can perform a variety of divinations, actually traveling to the plane allows visitors to question the constellation spirit of that realm directly. These spirits are vastly knowledgeable about the past, present and future of their areas of influence and can provide far more information than is available from any form of divination.

Once the gods created these sixteen planes, they allowed each to become a completely independent realm – and the gods do not directly control any of them. Instead, the gods created mysterious beings known as maintainers (see Appendix) to look after these planes and repair any problems that might endanger those realms. However, the maintainers are merely servants — each plane is ruled by the being who the gods originally selected to represent that particular zodiacal house. Game statistics are not provided for these beings because they can never leave their realms, and they cannot be harmed or killed while in those realms. The rulers of the zodiacal planes are all completely immune to damage, spells or other similar effects performed by any being except a god.

Although the easiest way to visit any of these planes is by the use of *planar travel* spells or similar abilities, there are also various gateways to each of the realms that do not require travelers to use spells. In fact, characters can even accidentally stumble into several of these planes. In addition to the various idiosyncratic methods of visiting each zodiac plane, a slarecian gatekeeper (see **Creature Collection 2: Dark Menagerie**) can also transport characters to whichever realm is currently ascendant. There is only one major limit on visiting the zodiac realms: each plane can only

be traveled to when it is ascendant in the sky, which only occurs during the month that it is associated with. At the end of this time period, astrologers and other would-be visitors must wait fifteen months before they can either travel to this specific plane or summon any being from the plane. Those who remain in a plane long enough to allow another sign to become ascendant are trapped in the plane until it is next ascendant in the sky — no force save the direct intercession of a god is able to retrieve a character so trapped.

The other major limit on travel to and from these sixteen planes is that everyone who visits a zodiacal plane always returns to the Scarred Lands at exactly the same spot that they departed from. Characters can never use a visit to these planes as a way to travel from one point in the Scarred Lands to another. While most planes have many entry-points, visitors to the zodiac realms always arrive back in the Scarred Lands at the same location they departed from.

## The Fastness of Turros, the Eternal

The entirety of this plane is Turros the Tower. Visitors and native inhabitants walk around inside his enormous form. Nothing outside of Turros exists on this plane.

### History

During the Titanswar, this tower was the only structure left standing when the Titan Kadum ravaged the once-great city of Tammengarn. The Gods enshrined Turros in the heavens as a symbol of strength and resistance to destruction and as homage to all of the cities that had been destroyed during the war.

### Planar Traits

The Fastness of Turros possesses the following planar traits.

#### Physical

- **Gravity:** Normal gravity. The Fastness of Turros possesses normal gravity.
- **Time:** Normal time. Time passes normally in the Fastness of Turros.
- **Shape and Size:** Finite. Turros is a single, vast tower. The entire plane is bounded by the tower and nothing exists beyond its walls. Although it was an ordinary tower in the mortal world, its movement to a celestial plane completely transformed it. Now, the building



is more than five miles tall and almost a mile in diameter. On almost all levels the ceilings are four yards high, and the tower has room for many millions to live within its walls.

- *Morphic Traits:* Divinely morphic. The features of the Fastness of Turros can be altered by the will of the gods, or by Turros itself. Turros is a sentient being that can affect the structure of its interior, altering the shape and fittings of rooms and other details as it wishes.

## Elemental

- *None:* The Fastness of Turros possesses no elemental traits.

## Alignment

- *Mildly Good-Aligned:* Evil creatures in the Fastness of Turros suffer a -2 penalty on checks based on Charisma.

## Magic

- *Enhanced Magic:* All abjuration spells used for defense or protection are considered to be maximized and empowered (as if the Empower spell and Maximize spell metamagic feats had been used on them, but the spells do not require higher level slots) in the realm of Turros.

## Locales

The interior of the tower appears to be largely made of light gray stone. Even the furniture is typically made from stone, though of varying shades and composition. The interior also contains fittings of brass and iron and an abundance of tapestries and cushions that make the many rooms extremely comfortable and pleasant. The entire interior of the tower is under the control of Turros, who can alter any portion as it sees fit. Being a spirit of earth, Turros is slow to change and rarely does so except in response to a petition from one of the plane's inhabitants. While Turros only answers formal requests made at The Summit (see below), all inhabitants are free to ask for changes to be made in whatever rooms they occupy. Trivial changes, like lighting or temperature, are usually immediate. However, larger effects like altering the shape of walls or furniture requires more of Turros's attention and so often the requests are not answered for some time (generally 2d10 hours). Turros also provides both food and running water to all inhabitants — the food appears whenever those who are hungry place their hands on the special stone pedestals found in each apartment

and in every public area, and water pours forth from the ubiquitous fountains depicting a stylized tower.

## The Stairs

The many floors of Turros are connected by over 100 large spiral staircases. All are free to walk up or down the stairs as they choose. However, to avoid the rather vigorous exercise of traversing these stairs, most residents learn to use one of the transportation services Turros provides. Anyone who grasps the stair's hand rail and vividly imagines the floor they wish to be on (requiring a DC 10 Wisdom check), will find themselves at their desired location. Succeeding in more than five journeys in this fashion, lowers the DC of this roll to 5. Failure on this roll results in the traveler ending up on a random floor. The actual journey is quite rapid — the stairs seemingly propel the traveler along comfortably and without effort. All such journeys, whether they involve moving one floor or one thousand, take approximately three rounds.

## The Summit

The summit of the great tower holds the one remaining trace of the original building. Anyone ascending the many stairs to The Summit walks out onto the top of a tower only 100 ft. in diameter. A high wall obscures the view of the surroundings — which, of course, do not exist. The sky above is always a featureless and shining sapphire blue and is actually an unbreakable dome over the top of the tower. While the tower can hear everything that goes on within it, petitioners must go to The Summit if they wish to speak directly to the spirit of Turros. Supplicants need bring no offerings — the cases are judged solely upon their merit. Selfish or greedy petitioners are ignored or occasionally imprisoned by the resident earth elementals and kept for a year in a comfortable but escape-proof room.

The only limitation on visiting The Summit is that the last 10 floors below it have normal stairs — Turros wishes all petitioners to ascend to the summit under their own power. Unfortunately, gangs of residents regularly guard these staircases and refuse to allow anyone to pass who does not first pay the gang members a substantial fee. Because of the limits Turros places upon violence in this plane, visitors who attempt to fight their way through this human blockade will be imprisoned. Instead, perspective petitioners must either find a way to sneak up a staircase, and so avoid these gangs, or bargain with the residents for



access to the summit. Most gangs charge a magic item or a significant portion of the petitioner's wealth to allow the petitioner to pass. Though gang members won't resort to open violence against travelers, they can and will quite effectively physically blockade the staircase passageways.

### The Grand Hall

The Grand Hall is a single vast room taking up an entire floor of the tower. A mile in diameter, with ceilings twenty-one feet high, this is the primary location for festivals and gatherings of the residents of Turros. It is also where all new visitors arrive. In addition to magicians who cast spells to visit this plane, when the constellation is predominant in the sky, people fleeing from trouble sometimes find shimmering gateways into the Grand Hall in one of the Scarred Lands' many points of power.

Regardless of how they travel to Turros, all visitors appear to walk through one of the many false gateways that decorate the perimeter of the Grand Hall. Normally, these entrances appear to be circular doorways blocked by impenetrable stone, but when a gateway opens it glows blindingly as someone comes through. At noon on every day of the month of Hedrer, anyone inside the tower who touches one of these false doorways causes it

to activate and can thus step through into the Scarred Lands. Once someone has visited Turros, that individual can find a gateway back to the plane by going to a power point at noon the first day of the month of Hedrer and making a DC 15 Concentration check. On a successful roll, a gateway to Turros appears before the person.

### Entities

In addition to being home to many powerful earth elementals, Turros is also the residence of a surprisingly large number of humans and demi-humans. This plane is both a living archetype of a safe and welcoming city and a refuge from the many troubles of the material plane. As a result of the gateways described above, more than a thousand humans and demi-humans now live in Turros. Most are hiding from rivals, enemies, or in some cases the authorities of their places of origin.

In addition to individuals who are simply using the plane to recover, there is also a thriving commerce in both goods and information among residents. Those who seek revenge against their pursuers recruit allies, criminals offer their services and returning travelers sometimes make a moderate living selling various goods to new visitors who escaped with little more than the clothing on their backs.

## Earth Elementals

In addition to assisting in major changes to the structure of rooms, these elementals also intervene to prevent violence. While arguments and minor scuffles are acceptable, if anyone attempts to harm or control someone else with physical force, poison or hostile magic, elementals appear and restrain the attacker or the combatants. The elementals carry individuals, who violate the peace of Turros, to comfortable quarters and there imprison the transgressors for one week.

At the end of this time, Turros frees the prisoner. However, if that same individual violates the peace again, the elementals either immediately eject the person from Turros or (if this is currently impossible) imprison the transgressor until the first day of the month of Hedrer — at which time all those imprisoned are ejected through one of the gateways in the Great Hall. Anyone forcibly removed from Turros can never enter it again — even *planar travel* spells fail to take the character to this plane.

All of the earth elementals found in this plane are made of solid marble. Small earth elementals perform maintenance and help rearrange portions of the tower, while medium-sized and large elementals also work to prevent conflict.

## Turros

Turros never actually appears as an entity, since he is the entire tower. However, at The Summit, petitioners can directly talk to him. He speaks in a slow, booming male voice. When questioned appropriately, Turros provides answers about how best to build, repair or reinforce any building. He is also well-aware of the weak points to any existing structure (+10 circumstance bonus to all Knowledge (architecture and engineering) rolls dealing with buildings). He can also tell those who he deems worthy how best to reach any city, including long lost ruins. However, he will not answer questions from anyone who has ever used violence while in Turros, and will only provide aid if the question in some direct way helps protect a large group of relatively good individuals from harm or provides a non-lethal means to stop individuals who seek to destroy a city or harm a large number of innocents.

## The Deepness of Vespis

This huge cavern complex is the home of Vespis the bat and is the ultimate incarnation of darkness and night. The entirety of the plane is encased within this cavern — there are no exits into an upper world. Indeed, there is no upper world to be found.

## History

To reward the bats who betrayed the location of the titan Mormo, the goddess Belsameth created the vast celestial cavern she named the Deepness of Vespis or the Deepness of Night.

## Planar Traits

The Deepness of Vespis possesses the following planar traits.

### Physical

- **Gravity:** Normal gravity. The Deepness of Vespis possesses normal gravity.
- **Time:** Normal time. Time passes normally in the Deepness of Vespis.
- **Shape and Size:** Finite. The Deepness of Vespis is a great limestone cavern that covers five square miles. All passages are at least 4 yards in diameter and the largest chambers are more than 500 yards across.
- **Morphic Traits:** Divinely morphic. The features of the Deepness of Vespis can be altered by the will of the gods, or by Vespis herself.

### Elemental

- **None:** The Deepness of Vespis possesses no elemental traits.

### Alignment

- **Mildly Neutral-Aligned:** No alignments are penalized in the Deepness of Vespis.

### Magic

- **Enhanced Magic:** All spells with the [Darkness] descriptor are considered to be maximized and empowered (as if the Empower spell and Maximize spell metamagic feats had been used on them, but the spells do not require higher level slots) in the realm of Vespis.
- **Limited Magic:** Inside the palace of Vespis, all spells that produce any type of light automatically fail.

## Locales

The entirety of this realm is one giant interconnected series of large caverns. The caverns wind and twist extensively but the general pattern is radial — many dozen caves and passages coming off of the large





central cavern. While these grottos are quite large, characters able to see clearly rarely become lost.

These caverns are almost completely dark; the only light comes from luminescent patches of lichen on the ceiling that closely mimics the patterns of both existing constellations and the starry skies that existed before the Titanswar. Beings with low-light vision, darkvision or blindsight can see normally. However, humans and other creatures with ordinary vision require some form of artificial light. Unfortunately, the caverns of The Deepness of Night are antithetical to light — all light provides half the illumination it normally would (for example, a *light* spell only illuminates a 10 foot radius while in this plane).

### The Central Cavern

This enormous cave is the home of Vespis the Bat. Vespis actually dwells in a huge onyx palace that lies at the exact center of this cavern. The cavern itself is *roughly* circular and more than a quarter mile in diameter, it is approximately 200 yards high and is always filled with a multitude of flying bats of all sizes and types. All of the other smaller caverns lead into this central grotto.

### Vespis's Palace of Night

This palace is decorated on the outside with intricate relief sculptures of bats of all sorts. The interior of the palace is pitch black. All types of artificial light, including light produced by magic, automatically fail — the interior of the palace is impossible to illuminate, exactly as if it were subject to a high level *darkness* spell. Only creatures with some form of blindsight can see inside Vespis's palace. Vespis is willing to hear requests, but petitioners must find their way through the various hallways and passages in the outer portions of her palace. This is an easy task for any creature with blindsight, but almost impossible for other beings. Characters who do not possess blindsight, or who are not lead by someone who does, must make a DC 30 Search check to find the way through the passage and into Vespis's chamber; rerolls are allowed on this check, though they take place only once every hour (meaning that Taking 20 on this roll takes some twenty hours).

### Cavern Entrances

Each of the smaller caverns and passages that branch off of the central cavern ends in an entrance into the Scarred Lands. Each entrance is located in a power point (see *Relics & Rituals*) that has some

association with darkness. Most are inside caverns, but some portals are located in deep ruins, temples to the powers of night and shadow, crypts, and in three locations, the basements of large palaces. These gateways are extremely ephemeral, and only exist for five minutes on either side of sunrise or sunset during the month of Belsamer.

These gateways are always one-way — characters can only leave The Deepness of Night to go to the Scarred Lands at sunset and can only leave the Scarred Lands to enter The Deepness of Night at sunrise. During the appropriate month, large clouds of bats and occasional members of the Night People leave this plane and enter the Scarred Lands to hunt or explore. In all cases, these gateways are pitch black openings that can be clearly seen with blindsight and felt by touch. However, the portals are invisible to all other senses.

## Entities

Naturally, hundreds of species of bats live in these caverns. Each of the smaller caves holds a large colony of some variety of bat as well as magically created food appropriate for that species. While few mortals from the Scarred Lands wish to dwell here, The Deepness of Night is also home to several hundred shadows and several hundred unusual beings called Night People. The shadows mostly stay in the central cavern and only attack visitors who attempt to assault Vespis or her palace.

## Night People

The Night People are evil-aligned bat creatures (see Appendix) who serve Vespis and live in the Deepness of Night. They serve her and the bats, and also act as her spies in the Scarred Lands.

## Vespis

Vespis is a huge dire bat with a 30 foot wingspan. She possesses vast amounts of knowledge about darkness and events that happen there. Vespis can provide a wealth of information about events that have or will occur in complete or almost complete darkness. If a queen is going to be murdered in her chambers at night with no light present and the curtains drawn, Vespis will know how and when, and who will do it. However, Vespis only possesses knowledge of events that happen in deep darkness; she only knows of actions that occur outside if they will happen on a moonless or heavily clouded night far from a city or town. She can also provide detailed maps of any natural cavern in existence. However, every year, Vespis only answers a single simple query from any individual questioner. Also, while all of the answers she provides are true, her responses can sometimes be both enigmatic and metaphorical.

# The Celestial Factory of Malneus

The Celestial Factory is a giant factory where fire elementals and other magical beings create thousands of magic items for the gods and (on occasion) for brave and daring mortals willing to journey here to acquire them.

## History

At the end of the Titanswar the workshops of the gods were in shambles, both from the attacks of the titans and from massive overwork — after all, the gods' servants were attempting to create sufficient numbers of magic weapons and armor to replace all those destroyed during the war. While the gods maintained their own facilities to create their most impressive artifacts, they built The Celestial Factory to create ordinary magic items like *ever-burning torches* and the various other gifts they often gave to their most valued servants.

## Planar Traits

The Celestial Factory possesses the following planar traits.

### Physical

- **Gravity:** Normal gravity. The Celestial Factory possesses normal gravity.
- **Time:** Normal time. Time passes normally in the Celestial Factory.
- **Shape and Size:** Finite. The Celestial Factory is one of the smallest of the zodiac planes — it is a sixteen story building, with ceilings that are 15 feet high. The entire structure is a square approximately one and a half miles per side. Within this plane, nothing exists outside of the factory.
- **Morphic Traits:** Divinely morphic. The features of the Celestial Factory can be altered by the will of the gods, or by Malneus himself.

### Elemental

- **None:** The Celestial Factory possesses no elemental traits.

### Alignment

- **Mildly Neutral-Aligned:** No alignments are penalized in the Celestial Factory.

### Magic

- **Enhanced Magic:** All conjuration spells are considered to be maximized and empowered (as if the Empower Spell and Maximize Spell metamagic feats had been used on them, but the spells do not require higher level slots) in the realm of Malneus.

## Locales

The Celestial Factory is a huge, loud, clanking factory, where fire elementals, golems, and similar creatures ceaselessly create works of functional art, many of which are then imbued with magic. While not attuned to the element of fire, the Celestial Factory is quite hot — it always remains between 100 and 120 degrees Fahrenheit (see *DMG*, Chapter 8: Glossary, "The Environment," *Heat Dangers* for effects).

### The Celestial Forges

These forges are huge and complex arrays of arcane machinery that are capable of producing any ordinary item, generally of masterwork quality. They are worked by fire elementals, golems and similar beings. The primary reason characters typically come to the Celestial Factory is to visit the Celestial Forges, either to seek advice about creating a magic item or to bargain for one. In either case the character must speak to one of the forge masters of the Celestial Forges or to Malneus himself.

### The Hammer House

The Hammer House is a series of rooms that extend through all of the factory's sixteen levels and sits at the exact center of the Celestial Factory. This is the personal dwelling of Malneus the Hammer. The exterior of the Hammer House is decorated with exquisite metal relief sculptures representing all stages of metalwork. The Hammer House is not guarded, but a special alarm alerts all of the forge-masters if any uninvited visitor enters this structure. Ten forge-masters arrive within 10 rounds and ten more arrive every 10 rounds thereafter until all 200 forge-masters are present and ready to defend Malneus.

## Entities

Only Malneus and his 200 forge-masters are actually intelligent and capable of conversation. Most of the many workers are mindless creations that exist only to serve the wishes of the forge masters and Malneus. Workers do not interact with visitors unless directed to do so by Malneus himself, or by one of the forge-masters. The Celestial Factory is patrolled by iron dragons (see **Creature Collection 2: Dark Menagerie**) who constantly watch for any attempts at theft or vandalism.

### Forge Masters

Forge-masters are huge fire elementals who are in charge of the Celestial Forges. Each elemental controls one of the two hundred forges in the Celestial Factory. Visitors can ask these entities for masterwork items or for advice on how to make specific magic items. However, all forge-masters charge for their services; furthermore, the forge-masters only accept special materials as payment. Dragon scales, demon ichor, or other impressive and useful parts of dragons,

outsiders, or magical beasts (of at least Challenge Rating 4) are all acceptable payments. However, forge-masters prefer to be compensated with the whole or broken remains of artifacts or powerful magic items.

## Malneus

Malneus appears as a 24 Hit Die Iron Golem, who breathes cones of fire instead of clouds of poison gas (which inflict 12d6 fire damage, DC 17 Reflex save for half damage). Although Malneus has dexterous hands capable of working metal with consummate skill, when he clenches his hands into fists, they become powerful hammers that can deliver devastating blows.

Malneus welcomes honorable visitors, because he is always willing to trade for items or information. He regards commerce as sacred and will slay anyone who tries to cheat him. However, he always deals fairly with those who are honest and willing to pay the appropriate prices.

Malneus can create any magic item known, but in return will demand one or more artifacts with a total value of at least equal to that of the desired item.

## The Charnel Fields of Nekheros

While this plane has no direct connection to any afterlife, most visitors agree that it looks like a horrible vision of the land of the dead. Dead bodies lie everywhere, bones protrude from the ground and occasionally zombies and skeletons claw their way out of graves. In every way, the Charnel Fields are the land of carrion and decay.

## History

This plane is a monument to death and rot. However, it also honors the perseverance of the vulture Nekheros, who was the first carrion-bird to descend on the first battlefield of the Titanswar. Unfortunately for most visitors, this plane also serves to display the horrible tenacity of the undead.

## Planar Traits

The Charnel Fields possess the following planar traits.

### Physical

- **Gravity:** Normal gravity. The Charnel Fields possess normal gravity.
- **Time:** Normal time. Time passes normally in the Charnel Fields.
- **Shape and Size:** Finite. The Charnel Fields are a roughly circular valley, approximately four miles in diameter, surrounded on all sides by high mountains. Nothing exists beyond these



mountains and the highest portions of the peaks are completely unscalable. The gray and looming sky visible above and beyond these mountains is actually an impenetrable wall.

- *Morphic Traits:* Divinely morphic. The features of the Charnel Fields can be altered by the will of the gods, or by Nekheros himself.

## Elemental

- *Touch of Death:* Although not actually negative-dominant, this plane has a slight connection to the Eternal Void. No wounds heal naturally on this plane, and no living thing can either grow or reproduce. Also, every living creature here ages twice as rapidly as normal. Even death and undeath operate differently here. Anything that dies in this plane automatically rises as a zombie or skeleton one hour after death. Only completely destroying the deceased body prevents it from rising again. Bodies that are merely partly destroyed reform into skeletons in one hour.

## Alignment

- *Mildly Neutral-Aligned:* No alignments are penalized in the Charnel Fields.

## Magic

- *Enhanced Magic:* All necromancy spells are considered to be maximized and empowered (as if the Empower spell and Maximize spell metamagic feats had been used on them, but the spells do not require higher level slots) in the realm of Nekheros.

## Locales

Except for the Crypt of Nekheros, the entirety of the Charnel Fields is one vast expanse of dead bodies, blighted grass, leafless ebony-barked trees and wandering masses of the undead. The landscape is marked by a series of several hundred small stone crypts. Great vultures circle overhead and the sky is perpetually dark and gray, providing similar light to a typical twilight or evening sky.

## The Crypt of Nekheros

At the exact center of this valley is an immense crypt made completely of human, demihuman, and humanoid skeletons. The crypt itself is shaped vaguely like a human skull 40 yards high and 30 yards across—visitors enter through the “mouth” and great vultures continuously enter and exit through the “eye sockets.” The skeletons that make up the crypt are fully animate and regularly clean themselves and attempt to arrange their neighbors into more secure configurations. While they will not attack, if any living being touches the walls of the crypt with

bare skin, the nearest skeleton attempts to grasp the portion of the person touching it. To get free, the character must either succeed in a DC 15 Strength check or must attack the skeleton and inflict at least one point of damage (use the human warrior skeleton for stats, under “Skeleton” in the MM; it should be treated as flat-footed, however).

Inside, skeletal arms illuminate the interior thanks to the luminescent fungi that grows on their extremities, shining like dim and eerie candles. The entire lower floor of the crypt is one open room. The second floor covers the back half of the vast skull and is only accessible by flight, magic or climbing the skeletons. The DC of the Climb check is only 10, but the skeletons attempt to grab anything that touches them. Anyone who successfully reaches the second floor of this crypt can ask questions of Nekheros.

## The Lesser Crypts

The Charnel Fields of Nekheros can only be entered by walking into one of the several hundred crypts in the Scarred Lands that hold the remains of exceptionally powerful magicians or other similarly impressive beings. Characters who enter one of these crypts at midnight, during the month of Vanger, and step or climb directly over the coffin or sarcophagus of the deceased find themselves in an identical crypt located in the Charnel Fields. The only way to return is to either immediately climb or step back over this same coffin or wait to do this again the next midnight. When visitors walk outside they will find a crypt that looks in all ways like the one they left, but the land surrounding it will be the vile and desecrated carrion fields of the domain of Nekheros. Characters who enter the Charnel Fields using a *planar travel* spell will still appear in one of the Lesser Crypts and can leave either by using the same spell again or by stepping over the body, located in the crypt of their arrival, at midnight.

## Entities

The only native inhabitants of this plane are the various sorts of corporeal undead and the many vultures found circling the skies and dotting the putrid landscape. Most of these creatures will gladly attack any living beings who venture into this hellish plane.

## Nekheros

Nekheros is an enormous black and gray dire vulture with a wingspan of 40 feet. He cares little for mortals or life and is only concerned with carrion and death. He can answer many

questions about death, including the exact cause of death and the precise location of any body, as long as the questioner either knows the person's name or possesses some personal article of the deceased. In addition, he can describe the grave goods of any grave or crypt in existence and can even tell someone where to find a grave that contains a specific item (as long as it is indeed in a tomb of some sort). Nekheros can also tell a petitioner the circumstances of his or her death; although, as with any prophecy, once individuals know their own fate there is always the potential of averting it.

However, Nekheros considers any information regarding the bodies of the dead to be his own personal property and requires payment for his cooperation. Petitioners must either sacrifice one of their party in his name, bring him the head and heart of someone who they sacrificed in his name, or allow him to devour a portion of their body — he is normally satisfied with a couple fingers or an eye. Any body part that he devours can never be regrown except by the direct and personal intervention of a god — no healing spell will restore it, although such spells can easily heal the wounds caused by the part's removal.

## The Sea Castle of Delphos

This realm is a peaceful sea where Delphos and various other non-evil sea creatures live. It is a calm and pleasant realm where such creatures, and even visitors from other planes, come to meditate and relax.

### History

Like many of her kind, Delphos almost instinctively helps others — during the Titanswar she was personally responsible for saving dozens of merfolk and sailors who would otherwise have perished horribly. In return, the gods made her ruler of a realm where her kind could always find shelter. All dolphins intuitively know how to find this plane and during the month of Taner, many come to temporarily relax and dine on the abundant fish.

### Planar Traits

The Sea Castle possesses the following planar traits.

#### Physical

- *Gravity:* Normal gravity. The Sea Castle possesses normal gravity.
- *Time:* Normal time. Time passes normally in the Sea Castle.
- *Shape and Size:* Finite. This plane is a small sea, twenty miles in diameter. The water stretches out to impenetrable mists. Anyone

entering these mists always sails or swims out again on the opposite side of the plane. During the month of Taner, the dolphins can swim in and out of the plane at will and use the mists to do so.

- *Morphic Traits:* Divinely morphic. The features of the Sea Castle can be altered by the will of the gods, or by Delphos herself.

### Elemental

- *None:* The Sea Castle possesses no elemental traits.

### Alignment

- *Mildly Neutral-Aligned:* No alignments are penalized in the Sea Castle.

### Magic

- *Enhanced Magic:* All divination spells are considered to be maximized and empowered (as if the Empower spell and Maximize spell metamagic feats had been used on them, but the spells do not require higher level slots) in the realm of Delphos.

### Locales

This plane is a peaceful small sea. No sharks or other dangerous creatures inhabit its waters. Instead, almost a thousand fully intelligent (Int 11) dolphins and a few hundred sea elves and merfolk live here amidst the unmatched bounty of the tranquil ocean. In the exact center of this sea lies a huge castle that extends both above and below the surface of the water.

### The Sea Castle

This castle is both the home of Delphos and the only land on the plane that extends above the surface of the water. The structure is an elaborate and baroque creation that is exceptionally beautiful and that appears to have been made from huge, highly polished seashells and branches of polished precious coral the size of tree trunks. The castle is not built on an island; rather, it is an island in itself. Although the waters are far deeper in the rest of this plane, in the center the sea floor is only 300 yards below the surface. The castle, therefore, extends all the way to the sea bottom, filled with huge rooms where schools of intelligent dolphins and other good-aligned sea life dwell. The Sea Castle also extends 100 yards above the gentle waves. Here, it is furnished with sea colored tapestries and comfortable furniture. The sea elves who dwell here act as gracious hosts to all visitors, and prepare surprisingly delicious and intricately beautiful dishes of raw seafood and seaweed.

## The Sea Gate

The only way to enter the Sea Castle is to pass through the legendary sea gate. Many sailors tell fabulous tales of this unique portal. Unlike the other entrances to the astrological planes, the sea gates moves — every dawn it appears in a different location, typically far from where it was the day before. The only limit or trend behind these appearances seems to be that the gate only emerges in bodies of water large enough for ships to sail on them. Of course, as the gate never appears on land, only swimmers and those in a boat or small ship can enter the Sea Castle. The sea gate appears as a glowing rainbow-colored ring, 8 yards in diameter; only something or someone small enough to fit through this ring can enter the realm of the Sea Castle. The sea gate always causes visitors to appear at the edge of the misty region of the watery plane. However, the instant someone passes through the gate, it moves to someplace else in the Scarred Lands — and in the plane of Delphos, the gateway instantly moves to the exact opposite side of the planar sea from where the ship entered. Although visitors need only pass back through the sea gate to return home to the Scarred Lands, they must first go through the inevitable travel of getting to the sea gate.

## Entities

All of the residents of this plane are sea creatures. Even if they are otherwise animals, all of those who enter here become fully intelligent and capable of speech. Most are helpful and friendly to visiting mortals. These creatures will bring anyone who falls overboard, or otherwise seems to be in trouble in the water, to the sea castle.

## Delphos

Delphos is a large and magnificent dolphin 20 feet long. She has a precise knowledge of the future, but only for those places on the water or on land that are within three yards of the shore of an ocean, large river, or lake. She can describe the events that will occur on a particular portion of beach anytime in the next century, but has no knowledge of land-locked regions. She freely answers any question about a specific future event that visitors bring to her. However, she does not wish petitioners to become too reliant on her. Therefore, she will only answer a single question every year from each group of petitioners. Also, she will not answer questions designed to help the petitioners harm innocents or defile waterways.

## Eternal Battlefield of Destrios

The Eternal Battlefield is exactly what its name implies — a huge and constant battle where two sides endlessly fight and slay one another. Every dawn, all of the dead get up and begin the battle anew. The combatants fight during the day and once the sun sets, those who are still alive rest in their camps and tell stories about the day's victories and defeats.

## History

In addition to honoring the steadfast warhorse Destrios, the gods created a monument to both the glory and the horror of the Titanswar. This living lesson as to the realities of armed conflict became the plane associated with the month of war, Chardot.

## Planar Traits

The Eternal Battlefield possesses the following planar traits.

### Physical

- *Gravity:* Normal gravity. The Eternal Battlefield possesses normal gravity.
- *Time:* Normal time. Time passes normally in the Eternal Battlefield.
- *Shape and Size:* Finite. The Eternal Battlefield is a relatively flat, grass covered field with a small forest on each side and a river dividing the plane roughly in half. The entire region is a square, five miles on a side with the impenetrable walls of the sky coming down at the edges of the plane.
- *Morphic Traits:* Divinely morphic. The features of the Eternal Battlefield can be altered by the will of the gods, or by Destrios himself.

### Elemental

- *Minor Positive-Dominant:* The Eternal Battlefield is minorly attuned to the Highest Brilliance. Everything is strong and warlike here, bursting with the vigor of health and life. All sentient creatures gain fast healing 2. Additionally, anyone killed on the Eternal Battlefield returns to life the next dawn, without any penalties to character level.

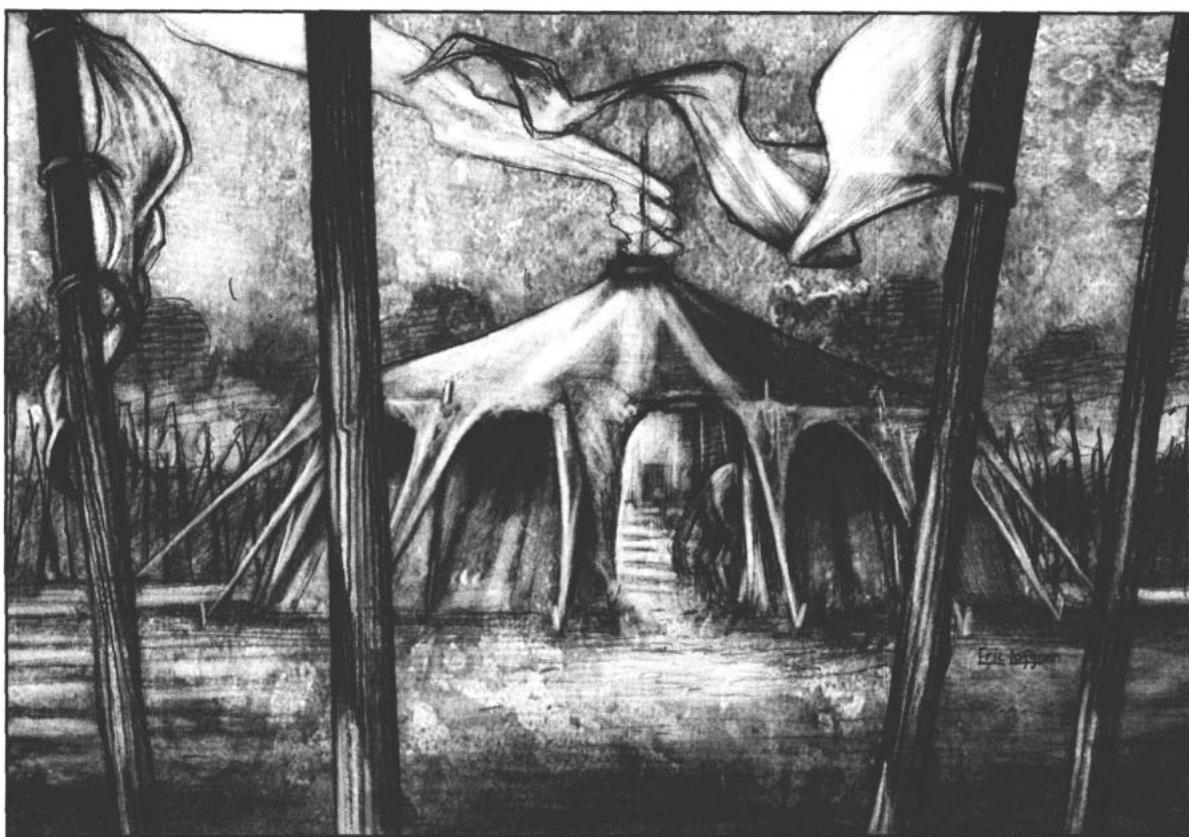
### Alignment

- *Mildly Neutral-Aligned:* No alignments are penalized in the Eternal Battlefield.

### Magic

- *Enhanced Magic:* All evocation spells that inflict damage are considered to be maxi-





mized and empowered (as if the Empower spell and Maximize spell metamagic feats had been used on them, but the spells do not require higher level slots) in the realm of Destrios.

## Locales

Every dawn, the Eternal Battlefield is restored to a pristine field, with its forest unmarred and in the first bloom of spring. During the course of the day, the fierce warfare despoils this lovely wilderness and the stream that runs through the center of the plane turns red with blood.

### Destrios's Tent

Destrios does not fight; instead, she stands in her tent and provides tactical advice to both sides. Her quarters are a simple military tent large enough for a horse to comfortably move around in. It is continually refurnished with grain and water, but it is otherwise exceedingly plain. This tent sits at the exact center of the Eternal Battlefield, in the middle of a field 100 yards wide which contains nothing except Destrios's tent. A perpetual truce operates inside this circle and the perimeter is marked with one hundred pennants flying small white flags.

## The Edge

The Eternal Battlefield ends in a precise edge where the solid, impenetrable dome of the sky comes down and touches the edge of the square battleground. All new arrivals to the plane enter standing with their backs against this edge. Also, visitors can only enter the Eternal Battlefield at dawn; they always arrive just in time to see the dead warriors rise up for a new day of fighting and for the war to once again begin.

### Battle Doors

Entrances to the Eternal Battlefield can only be found at exactly the moment of dawn, on a field or other battleground where blood has been spilled in combat within the last month. Just before the doorway opens, the sounds of battle will be faintly heard and a hazy mist will rise up to obscure most of the area. If the characters enter the most dense portion of the mist, they will emerge at the edge of the Eternal Battlefield. Likewise, exits to this plane only appear at dawn. Those wishing to leave must go to the edge of the battlefield and place their hands against the impenetrable sky as the sun comes up – the moment the sun rises above the horizon, the characters will stumble forward and find themselves once more in the Scarred Lands' battlefield that they departed from.

## Entities

Every being in the Eternal Battlefield is capable of fighting, it is the nature of the plane that pacifists and people incapable of making war cannot enter this plane.

## The Warriors

The warriors in these battles are all spirits of valiant and dutiful soldiers who died during the Titanswar. The gods offered them this existence as a reward for their service and any who grow weary of constant battle are free to go on to their afterlife — they are replaced by other worthy soldiers who also died during this war. Like mortals who visit the Eternal Battlefield, warriors who are killed in battle all come back to life the next sunrise. Most warriors are Fighters between 1st and 12th level. However, not all of these warriors were human, and some who were once human have since been given different bodies. There is now a wide diversity of beings here. While some of the warriors are mounted, most are well-armed infantry. Each army wears a different color, and there are exactly 1,000 warriors on each side.

## Destrios

Destrios is a huge warhorse — she is jet-black, with steel blue hooves and eyes. To question Destrios, petitioners must either survive the battle until sunset or fight their way through the packed mass of warriors to reach Destrios's tent. In either case, those who display cowardice or who are killed before reaching Destrios may not question her until they leave the Eternal Battlefield and return.

Destrios knows more about warfare than any non-divine being. She can answer any question about past battles and can provide excellent advice about strategy and tactics (+2 to all combat rolls for the petitioner's side for the duration of a single short battle, or for one day of a longer battle). Each petitioner can only ask a single question per visit to the Eternal Battlefield; however, visitors can return to the battlefield as often as they desire. The only limitation is that petitioners must fight their way through the battle every time. Visitors who are working together in a group must fight through 1d4+1 encounters with the planar warriors (of a Challenge Rating one or two points less than the average level of the party — GMs discretion).

## The Mazeways of Kylos

This plane consists of a shifting maze of paths floating in the air. Each path hovers in the endless sea of open sky, with nothing near it except the other intersecting pathways.

## History

Kylos is the reformed remnants of the previous zodiac. When the gods remade the heavens, they merged all of the physical and magical remains of the previous era's constellations in this plane. Thus, it contains many traces of the previous age, but due to the destruction wrought by the Titans all of these ancient remnants are fragmentary and partial. Because this plane was created from the wreckage of the previous stars and sky it is more resistant to change by mortals than any of the other zodiac planes.

## Planar Traits

The Mazeways of Kylos possess the following planar traits.

### Physical

- *Gravity*: Objective Directional Gravity. All gravity is directed toward the maze. However, both sides of the maze attract characters and objects equally and the maze is two-sided.

- *Time*: Normal time. Time passes normally in the Mazeways of Kylos.

- *Shape and Size*: Finite. The Mazeways is a set of shifting paths that covers five square miles, forming a roughly spiral shape. Except for the maze, the entire plane is an air-filled sphere four miles in diameter.

- *Morphic Traits*: Divinely morphic. The features of the Mazeways of Kylos can be altered by the will of the gods, or by Kylos itself.

### Elemental

- *None*: The Mazeways of Kylos possess no elemental traits.

### Alignment

- *Mildly Neutral-Aligned*: No alignments are penalized in the Mazeways of Kylos.

### Magic

- *Enhanced Magic*: All enchantment and illusion spells are considered to be maximized and empowered (as if the Empower spell and Maximize spell metamagic feats had been used on them, but the spells do not require higher level slots) in the realm of Kylos.

## Locales

The vast majority of this plane, and practically all useable space, consists of the various paths. Each path is 10 feet wide and is made of a seamless, highly-polished black stone flecked with tiny pieces of brilliant silver. All paths are between 50 and 500 yards long and have solid stone railings that are 3 feet high and 1 foot thick. Most visitors assume that they will fall to their deaths if they leave the path. However, all gravity is directed toward the top and bottom of the paths and not toward any external source. At one point in the maze, travelers must climb over onto the other side of the pathway in order to reach the labyrinth's center.

## Junctions

Junctions are where paths intersect. Most junctions are intersections of between three and five paths. Characters walking the maze can choose any path they desire. Every junction is an octagonal plaza 30 feet across, made of the same stone as the paths and protected by the same railings. While some junctions are barren stretches of stone that provide no hint about the correct path that travelers should take to reach the center, most provide useful information to the clever and deceive or confuse the foolish.

Many junctions also contain one or two beings that the characters must either fight or talk to — some crossroads instead have a puzzle of some sort that travelers must solve. One example is a pair of talking mechanical heads and a sign telling characters that one head always tells the truth and the other always lies, without specifying which head does which. In at least once case, the characters will encounter a dead end and the only way past is to climb over the railing and onto the junction that lies on the opposite side of the junction platform.

## The Entrance

Finding an entrance to the Mazeways is both simpler and more difficult, when compared to the effort of finding any of the other zodiacal realms. The characters must be both completely lost and temporarily unable to see. If this situation happens during the month of Enker, characters sometimes find themselves in the Mazeways of Kylos.

Individuals or groups who are lost in dense fog, white-out blizzards, or wandering lost under a moonless night sky occasionally either find what feels like a doorway or simply stumble and in the next instant are standing on the starting path of the Mazeways. The entrance pathway lies on the very edge of the Mazeways — one end joins the rest of the labyrinth, but the other appears to be a dead-end that stops at a black stone doorway filled with shining silver mist.

To leave the Mazeways, the characters must either immediately turn around and walk back through the doorway or choose to make their way to the center

of the maze. While most first visits to the Mazeways are entirely accidental, anyone who has visited the plane before and then becomes completely lost and unable to see (deliberately or not) during the month of Enker is able to consistently find the entrance on a successful DC 16 Wisdom check. One roll can be made every full hour that the character is in the appropriate disoriented state.

## The Center

At the heart of the maze is a large silver palace that is the only roofed structure in the Mazeways. This edifice is known simply as The Center; it is a shining silver octahedron covered with complex and intricate geometric relief sculptures that confuse the eyes and minds of those who stare closely at them. Anyone who focuses on these sculptures for more than three rounds, and fails a DC 20 Will save, is at  $-3$  to all Wisdom and Intelligence rolls for the next 30 minutes because of the intense confusion and disorientation produced by these images. Unlike the rest of the Mazeways, the interior of the center is surprisingly ordinary. Inside, it looks like a well-appointed but not overly opulent palace. A short hallway leads into the large chamber inhabited by Kylos.

## Entities

With the exception of Kylos itself, who lives at the center of the maze, all of the residents of this plane live on the junctions, never leaving them. These beings were ancient servitors of the gods who died during that Titanswar. Bereft of both intelligence and creativity, they now all serve to challenge anyone who wishes to walk the maze to get to Kylos. Many of these beings are humanoid silver golems that possess an electricity attack instead of a flame attack. The exact form of these golems range from hulking ogres to exquisitely lovely humans dressed in fine silver robes. However, many other sorts of golems are also found in the Mazeways. Most of these creatures can talk, but they can only ask and answer specific questions, they cannot truly converse or be persuaded to aide travelers beyond what they are designed to do.

## Kylos

Kylos is literally indescribable because its appearance temporarily warps and confuses the viewer's senses. No one who sees Kylos can ever fully describe its appearance later, but all agree that it is bright silver and in some way shaped like a vast whirling wheel. Kylos is impossible to attack and will never assault petitioners. However, with a gesture it can send impolite or threatening petitioners to some point in the midst of the Mazeways that is far from both the center and the entrance.

Kylos is a font of information — it can provide directions to any location in the Scarred Lands and even knows ways to get to a wide variety of mythical



locations or other planes without the use of magic. It can also provide advice on how to deceive a specific person about a particular topic (+10 to a single roll to deceive someone or to convince someone of a falsehood) and can provide magicians with a one-time +5 bonus to their level when casting a single illusion or enchantment spell.

Unfortunately, Kylos asks odd and eccentric prices for its services. It requires some petitioners to go on lengthy and difficult quests or safely escort a traveler along a dangerous route, other supplicants are instructed to convince some important person of some falsehood. In all cases, Kylos grants the desired boon the instant the task is completed. The only other way to obtain a service from Kylos is to gamble. The result depends upon a flip of a coin — any attempts to cheat results in the petitioner losing. If the petitioner wins the random toss, Kylos immediately grants the request. If Kylos wins, the petitioner must complete the agreed upon task with no reward. Kylos can easily tell truth from falsehood and will only agree to gambling if the petitioner truthfully plans to perform the desired task.

## The Forest of Lycaeus

This plane is the hunting preserve of the wolf Lycaeus. Here, Lycaeus and his wolf packs endlessly hunt all manner of creatures.

### History

Created to reward the bravery of the wolf Lycaeus, who attacked one of the Titans after it trampled the wolf's beloved forest, this plane also embodies the magical essence of The Hunt. Hunters in primitive cultures throughout the Scarred Lands revere Lycaeus and dedicate their hunting hounds to him, in hopes that these favored beasts will be reborn as one of the celestial wolves in his planar forest.

### Planar Traits

The Forest of Lycaeus possesses the following planar traits.

#### Physical

- **Gravity:** Normal gravity. The Forest of Lycaeus possesses normal gravity.
- **Time:** Normal time. Time passes normally in the Forest of Lycaeus.
- **Shape and Size:** Finite. The Forest of Lycaeus is a large wooded area ten miles in diameter. However, since anyone who attempts to wander beyond its boundaries is instantly transported to the other side of the plane, the forest seems far larger.
- **Morphic Traits:** Divinely morphic. The features of the Forest of Lycaeus can be altered by the will of the gods, or by Lycaeus himself.

### Elemental

- **Minor Positive-Dominant:** The Forest of Lycaeus is minorly attuned to the Highest Brilliance. Everything is of vigorous health and strength here. All sentient creatures gain fast healing 2.

### Alignment

- **Mildly Neutral-Aligned:** No alignments are penalized in the Forest of Lycaeus.

### Magic

- **Enhanced Magic:** All divination spells are considered to be maximized and empowered (as if the Empower spell and Maximize spell metamagic feats had been used on them, but the spells do not require higher level slots) in the realm of Lycaeus.

### Locales

Except for the Hunting Lodge, this entire plane is a single forest of mighty oaks and maples. The density of the woods varies, but some portions of the forest are so thick that riding is impossible and medium-sized humanoids cannot move faster than 10 feet per round. In other places the trees are relatively sparse and characters can both ride and run without hindrance or difficulty.

### The Entrance

Because of the nature of the plane, new arrivals can enter at any point along the periphery. Short of using a *planar travel* spell, visitors can only locate the hunting preserve by walking to the center of one of the several dozen dense forests located on power points — these locals are scattered throughout the Scarred Lands and are documented by a number of scholars. Here, natural gateways formed by pillars of rock or fallen trees shimmer with magical light at noon, every day during the month of Tanot. Anyone walking through one of these gateways enters the Forest of Lycaeus. To leave this plane, visitors need only walk to the edge of the planar forest. For three minutes on either side of noon, the barrier around this plane shimmers with magical light. Those who walk through this light return instantly to the gateway where they entered the plane.

### The Hunting Lodge

The only structure in the entire forest is a large dwelling made of living trees woven together to form a sturdy and naturally beautiful building. The hunting lodge, as it is known, is 90 feet long, 40 feet wide, and 20 feet high, and the interior is a single great open hall. Lycaeus and a dozen of his most favored wolf companions can typically be found lounging inside. The walls are decorated with the magically stuffed and mounted heads of the many dozens of dangerous and fierce creatures that Lycaeus has slain.

### Entities

Almost any type of wild prey imaginable can be found in the hunting grounds. Except for the wolves, these

creatures are all either herbivores or scavengers, but they range from large rats and squirrels to exotic beasts like cockatrices. The only commonalities are that these creatures are all beasts that do not have an Intelligence of more than 3 and that they are all able to survive in a forest.

### The Wolves

The wolves of Lycaeus's forest are all celestial dire wolves who spend their time hunting the abundant prey of this plane. They normally do not interact with travelers, but if visitors harm any of the wolves, attempt to damage or set fire to the forest itself or threaten Lycaeus, the wolves will turn on the offending individuals and hunt them until the intruders are either slain or manage to escape from the plane. Although they rarely speak to visitors, if a character kills an animal and gives the carcass to one of the wolves, this wolf will tell the gift giver both how to earn Lycaeus's favor and how to leave this plane.

### Lycaeus

Lycaeus is an enormous celestial dire wolf (use normal dire wolf stats with the celestial template, with the following changes: 14 Hit Dice, add +4 to all of his Ability Scores). He only aids petitioners who prove their worth as hunters. Any person or group who wishes to ask a favor of Lycaeus must first find and hunt a creature with a Challenge Rating at least one higher than their average level. The only limitation to this task is that the characters are forbidden from hunting wolves. The perspective petitioners can use any form of trickery or ambush that they desire, and are unlikely to be permanently hurt because of the nature of this plane. It is also important to keep in mind, however, that the healing innate to this plane means that slowly wounding a prey animal is unlikely to successfully kill it. Lycaeus ignores anyone who has not completed such a hunt and each new question or petition requires a new prey be chosen.

If the characters successfully hunt and kill an appropriate prey animal, they must carry the animal's heart to Lycaeus and lay it at his feet. In return for such an offering, Lycaeus can provide advice on how to hunt a single specific creature — in all cases, this advice only works on a single individual living thing, which can be specified as anything from "The dragon who lives in Greyrock cavern" to "The next griffin we encounter." This counsel provides the characters who hear it with a +2 insight bonus to all attack rolls made to defeat this target. Lycaeus cannot provide any information on how to hunt humanoids, monstrous humanoids or undead.

Alternately, Lycaeus can either answer a single yes/no question about the past, present or future. He can also provide a single character with a +5 effective caster level for a single casting of one divination spell, but the spell must be cast in his presence and he will be privy to the information thus gained as well.

## The House of Blades

This vast building was created solely from the hundreds of thousands of swords and other weapons used in the Titanswar. It is both a monument to the weapons that cause death, and a place to store the enchanted armaments that harness death's energies for the uses of the gods.

### History

At the end of the Titanswar, the gods attempted to gather together all weapons that had tasted the blood of an avatar; Corean then re-forged these many and diverse items into a single gigantic scythe. This scythe was mounted in the heavens, surrounded by a dense field of stars representing the vast multitude of weapons used in the Titanswar. Today, the House of Blades is both where the gods store their weaponry and is an eternal reminder of the horrors that can occur when these weapons are used.

### Planar Traits

The House of Blades possesses the following planar traits.

#### Physical

- *Gravity:* Normal gravity. The House of Blades possesses normal gravity.
- *Time:* Normal time. Time passes normally in the House of Blades.
- *Shape and Size:* Finite. The House of Blades is a single cubical building one mile on a side. The actual plane forms a cube 50 yards wider in all dimensions than the building itself — visitors can thus stand outside of the House of Blades and gaze at its dark majesty. The actual boundaries of this plane are the stark white glowing walls that limit movement on all five sides. The ground underneath visitors' feet, outside the building, consists of a moat of inky black water set with paths of wide, pale-gray stepping stones that allow visitors to walk completely around the House of Blades.
- *Morphic Traits:* Divinely morphic. The features of the House of Blades can be altered by the will of the gods, or by Sikklos itself.

#### Elemental

- *Touch of Death:* Although not actually negative-dominant, this plane has a slight connection to the Eternal Void. Natural healing occurs at half the normal rate, and new life cannot come into existence on this plane — seeds won't sprout and all people and animals are completely sterile.

## Alignment

- *Mildly Neutral-Aligned:* No alignments are penalized in the House of Blades.

## Magic

- *Enhanced Magic:* All necromancy spells are considered to be maximized and empowered (as if the Empower spell and Maximize spell metamagic feats had been used on them, but the spells do not require higher level slots) in the realm of Sikklos.
- *Limited Magic:* All spells that heal damage of any kind are only half as effective as normal (round down to determine damage healed).

## Locales

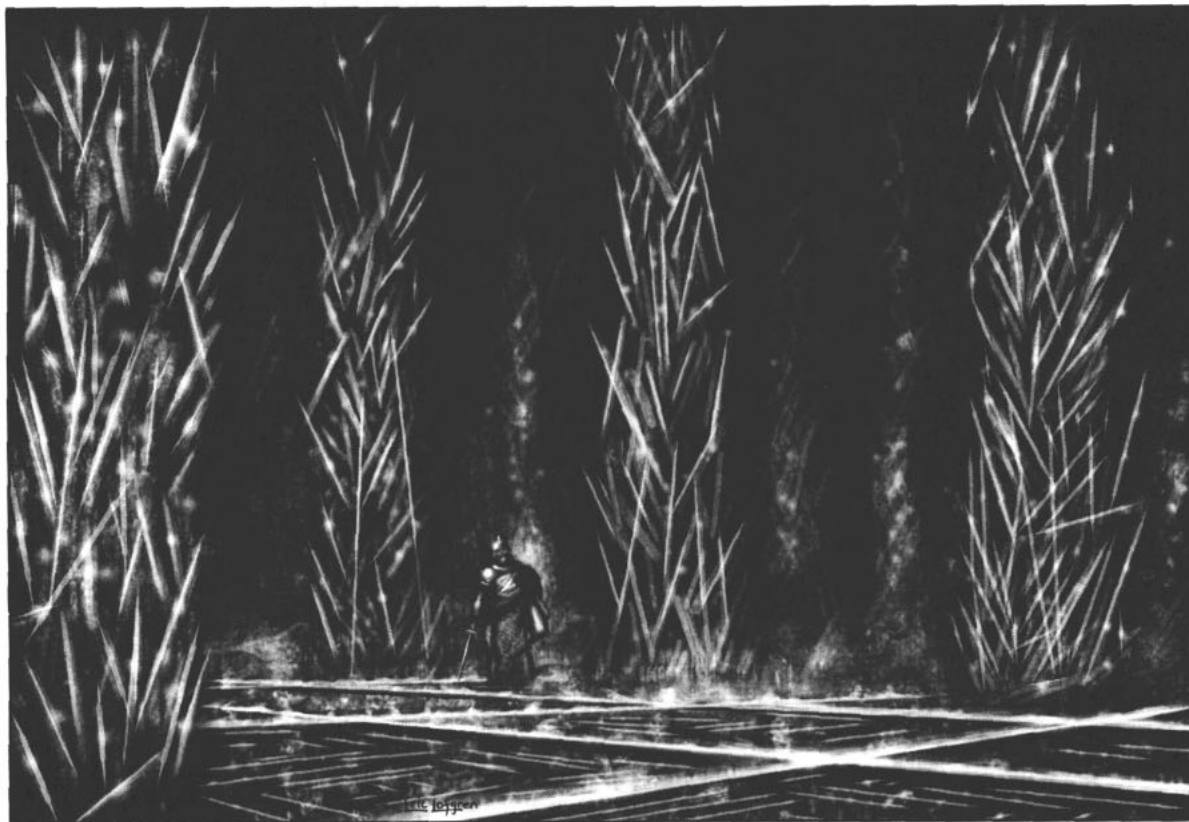
The House of Blades is a fell and terrible place. On the first level, channels filled with the water of death (see below) flow across the floor in several places. Fortunately, these channels are only 6 inches wide and deep enough that the water lies 6 inches below the level of the floor. The floor, walls and ceiling are composed entirely of weapons. Although it is safe to walk through this building while wearing sturdy shoes or boots, any character going barefoot must make a DC 15 Reflex save every 15 minutes or take 1d3 slashing damage from minor cuts and blood loss from the many blades in the floor. Everything in the House of Blades is massive and imposing and all ceilings are 40 feet high.

## The Black Moat

The ebony water surrounding the House of Blades is the water of death from the rivers of the underworld. It is minorly negatively aligned. Anyone who touches this liquid with even the tip of a finger loses 1d6 hit points per round. Anyone reduced to 0 hit points by this damage crumbles to dust. No one knows if the moat has a bottom — characters who have attempted to explore its depths while protected by magic have never returned. Even the splash caused by throwing something into this water harms those who the water touches. However, Sikklos and all of the weapon guardians are completely immune to the effects of the water.

## The Weapons

This structure contains every magic and mundane weapon imaginable. However, they can typically only be removed at the behest of Sikklos; even the gods must petition to remove a weapon, although in the case of the gods, such petitions are mostly simple formalities. Without Sikklos's permission, removing a weapon requires a DC 25 Disable Device check to pry it out of the many surrounding weapons that hold it fast. attempting to remove a weapon must also make a DC 20 Reflex save or take 1d6 damage from minor cuts from the many surrounding blades.





## The Throne Room

The throne room of Sikklos sits at the exact center of the building. This immense chamber is 400 feet on a side and has the same 40 foot ceiling as the rest of the dread structure. Sikklos and its shrouded wielder are always located in the center of this room. Various artifact weapons and major magic weaponry form the walls, floor and ceiling of this room. Those who are barefoot, wearing flimsy shoes or anyone unarmored who falls on the floor takes 1d4 of damage every minute they are touching the floor.

## Entities

Being the realm of death and weaponry, this plane is quite sparsely inhabited and contains only the various weapon guardians (see below) and Sikklos itself. Most rooms in the House of Blades are empty. However, any noise or disturbance alerts the weapon guardians – 1d4+1 of them arrive within one minute of any loud commotion.

## The Weapon Guardians

A collection of large and deadly fiendish creatures — including harpies, ogres, and dire apes — guard these weapons. The only commonality that these creatures have is that they are all at least medium-sized and all have hands capable of wielding a typical weapon. The weapon guardians attempt to slay anyone who tries to steal any of the weapons contained in the House of Blades. Otherwise, most completely ignore travelers. Visitors can ask these guardians questions about various weapons and, if the visitor is polite, some guardians will answer. However, prolonged questioning is eventually ignored. The guardians spend the vast majority of their time wandering the halls, polishing and sometimes talking to their favorite weapons. Inside the House of Blades, all weapon guardians are armed with a magic weapon (see the DMG, Chapter 7: Specific Weapons and roll on either the Medium or Major column of the table). One-use weapons like Javelin's of Lightning are rerolled. These creatures know immediately when someone has stolen one of the blades of the House of Blades and will respond with violence.

## Sword Golems

If anyone threatens the House of Blades, Sikklos or any of the weapon guardians can call forth one or more sword golems (**Creature Collection 2: Dark Menagerie**) from the House of Blades' walls. If any of the weapon guardians are attacked or if they notice someone attempting to steal one of the weapons, they let out a special call. Within

1d4 rounds, 1d3 sword golems detach themselves from the weapon-filled walls of the House of Blades. These beings only obey commands from Sikklos or from one of the weapon guardians. In the absence of commands, they attack anyone who attempts to remove one of the weapons from the structure of the House of Blades.

## Sikklos

Sikklos is the embodiment of death. Though many of those who come before it make the mistake of thinking that the ten foot tall shrouded form who wields the blade is Sikklos, this is not the case — Sikklos is a massive, fifteen foot long jet-black scythe. The body that wields it is simply the voice and hands of Sikklos; indeed, it is unknown if there is actually a form beneath the shrouds. Those who displease Sikklos are not attacked, however. The form simply gestures with Sikklos at an offender, who is then forced to make a DC 28 Fortitude save or die, their bodies suddenly afflicted with hundreds of dreadful cuts. This is a death effect.

Anyone can come and petition Sikklos for aide, however it asks a stiff price for any requests. Individuals who petition it must first agree to fight one of the weapon guardians in single combat. Sikklos then summons a weapon guardian of the appropriate challenge level for the character. Sikklos grants the request if the character(s) win. The character can choose to give up at any point during the battle, and will then be allowed to leave unharmed — though empty handed.

Characters may ask for the use of a weapon from the House of Blades for a full year. However, to do this, the character must first fight and slay a weapon guardian armed with the desired weapon. Once the year is up, the weapon vanishes and reappears in the House of Blades. Only a *wish* or *miracle* spell can prevent this from occurring and anyone who uses such a spell will immediately be attacked by at least two weapon guardians who are each of an equal Challenge Rating to the holder of the illicit weapon.

In addition to loaning weapons, Sikklos can answer any question about any magical or mundane weapon in the Scarred Lands, give advice about casting death spells (this allows the petitioner to cast a single spell with the [Death] descriptor at +2 caster level), or advice on how to create a magic weapon (which grants a 15% percent XP reduction on creating that magic item).

## The Woods of Ursos

This primeval woodland is the domain of Ursos, the astrological patron of strength and healing. Healers come to this plane to improve their craft and the desperate come seeking the healing mud found in the heart of the forest.

### History

After the druids slew Ursos because he chose to use his powers to heal rather than destroy, the gods placed him in charge of the month of strength. While many think of strength as brute force or raw power, the true strength of Ursos was the intensity of his convictions and of his compassion. As a result, the woods of Ursos have become a magical sanctuary of healing.

### Planar Traits

The Woods of Ursos possess the following planar traits.

#### Physical

- **Gravity:** Normal gravity. The Woods of Ursos possess normal gravity.
- **Time:** Normal time. Time passes normally in the Woods of Ursos.
- **Shape and Size:** Finite. The Woods of Ursos are actually located in a great cavern 5 miles in diameter and two miles high. To anyone more than 100 yards away from one of the walls, the cavern appears to be a sunlit valley. However, closer examination allows visitors to notice that the sun, stars, and sky are actually simply patterns that appear on the walls and ceiling of the cavern.
- **Morphic Traits:** Divinely morphic. The features of the Woods of Ursos can be altered by the will of the gods, or by Ursos himself.

#### Elemental

- **Minor Positive-Dominant:** The Woods of Ursos are minorly attuned to the Highest Brilliance. All life grows with lushness and strength here. All sentient creatures gain fast healing 2.

#### Alignment

- **Mildly Neutral-Aligned:** No alignments are penalized in the Woods of Ursos.

#### Magic

- **Enhanced Magic:** All spells that heal damage and repair inanimate objects are

considered to be maximized and empowered (as if the Empower spell and Maximize spell metamagic feats had been used on them, but the spells do not require higher level slots) in the realm of Ursos.

### Locales

The majority of this plane consists of a beautiful and tranquil forest, where bears and many other animals live peaceful and happy lives. All of the larger trees in this forest contain dryads who help tend both the woodland and the numerous patients who come seeking treatment.

#### Ursos' Cave

At the center of this woods is a large shallow cave. Like most bears, Ursos sleeps most of the time and only rouses herself if her forest is threatened or if someone comes with a worthy question. The cave is set into a hill and is 10 feet tall, 15 feet wide and 30 feet deep. The interior of the cave is dark but characters with low-light vision, or some sort of light source, can see normally. To speak to Ursos, visitors must actually enter her cave.



## The Mud Pools

Ursos's cave is surrounded by a large expanse of warm mud pools. Here, hot springs feed water imbued with potent healing properties into the earth, producing a series of mud pools capable of healing any injury or illness. Anyone who lies in these mud pools for more than 10 minutes will fall soundly asleep and will awaken four hours later, fully healed and refreshed. This mud even cures injuries or illnesses that have defied all other forms of healing. Time spent in one of these healing pools not only heals all hit points and cures all diseases, but it also restores all Ability losses (either permanent or temporary) and all negative energy levels. The mud pools form a 20 yard wide ring around the cave Ursos slumbers in, leaving only a road in front and behind to access the cave directly. Unlike ordinary mud pools, the fumes are pleasant and refreshing to all who breathe them.

## Entities

This realm is filled with large, harmonious and healthy forest animals. The dryads and celestial bears both serve as Ursos' willing servants. In addition, this realm frequently contains patients who have come seeking healing at the restorative mud. Anyone, from chaotic evil blackguards to holy paladins and devout druids are equally accepted for healing. Ursos and her celestial bears throw anyone who attempts to harm another patient out of this realm and do not permit that character to ever return again.

## Ursos

In addition to being a bear the size of a rhinoceros, Ursos is also a supernaturally skilled healer — he can answer any question about medicine or disease, including information about what diseases any specific person will suffer from in the future and how they will catch these diseases. However, he only speaks to clerics of healing deities and to characters with 4 or more ranks in the Healing skill.

Anyone who asks Ursos for advice on how to treat a specific poison or disease gains a +5 bonus to any roll to treat this specific problem. However, Ursos also believes in self-reliance and will only answer one question per year from any person. Also, he only answers questions that he is certain will be used to heal rather than harm. He refuses to answer any query with information that could easily be used to cause any sort of damage. In addition, he will personally chase anyone out of the forest who asks him how to infect someone with a disease or create deadly poison.

## The Island of Song

The Island of Song is ruled by and dedicated to Charys the Siren. Visitors can hear her inhumanly enchanting voice throughout the entirety of the plane. Within 100 yards of the island that lies at the center of this plane her call is irresistible, and anyone who can hear her will ignore everything else in an effort to get closer to her exquisite music.

## History

Both to honor her voice and to protect the Scarred Lands from it, the gods placed Charys the Siren in the zodiac and gave her a celestial island to rule. Here, she constantly sings music beyond all mortal comprehension. Even for those who know how to reach her island it is a place of both wonder and danger — some who go there never return, or only wander back after years or even decades have passed.

## Planar Traits

The Island of Song possesses the following planar traits.

### Physical

- *Gravity*: Normal gravity. The Island of Song possesses normal gravity.
- *Time*: Normal time. Time passes normally in the Island of Song.
- *Shape and Size*: Finite. The Island of Song is only two miles across and it is located in a sea that appears endless but is actually bounded and self-contained. Anyone who sails more than one mile from the island comes out on the other side of the island, still one mile from its enticing shore.

- *Morphic Traits*: Divinely morphic. The features of the Island of Song can be altered by the will of the gods, or by Charys herself.

### Elemental

- *None*: The Island of Song possesses no elemental traits.

### Alignment

- *Mildly Neutral-Aligned*: No alignments are penalized in the Island of Song.

### Magic

- *Enhanced Magic*: All enchantment spells that rely on speech, sound, music or conversation are considered to be maximized and empowered (as if the Empower spell and Maximize spell metamagic feats had been used on them, but the spells do not require higher level slots) in the realm of Charys.

### Locales

This plane is four miles across. The central island is two miles in diameter and is surrounded by a one



mile wide ring of ocean. The single most important feature of this plane is the sound of Charys singing. She never ceases her songs and everyone in the plane can hear her music. However, its effects only become overwhelming within 100 yards of the island that makes up the majority of this plane. Characters in the surrounding ocean do not fall under her spell unless they approach the island. Except for the music, this plane is exceptionally barren.

## The Sea

The only way to enter or leave the Island of Song is by sea. To journey to this plane travelers must be in the open ocean, beyond the sight of land. Then, at sunset, just as the constellation of Charys rises above the horizon, a bard must use the Inspire Confidence bardic music ability to help the ship's captain steer a course to the Island of Song. To leave this plane, the bard must play the same song as the captain attempts to sail more than a mile away from the island.

The sea is the only relatively safe portion of this plane. Everyone who is more than 100 yards from shore can hear Charys's songs, but while they sound beautiful and fascinating they are not compelling. As the ship sails within 100 yards, however, the effects of the music grow stronger and everyone who can hear must make a DC 15 Will save once per minute to avoid becoming ensnared by the melody. The DC of this save rises to 20 once the ship is within 10 yards of shore and saves must be made once per round. Typically, in short order everyone who is not deaf or who have not stuffed their ears with wax fall under Charys's musical spell.

## The Island of Song

The island itself consists largely of barren rock, beautiful glistening black sand, moss, lichen and several streams carrying fresh water. To anyone who cannot hear, the island appears lovely, but also bleak, desolate and almost lifeless. However, it is also inhabited. In addition to Charys, who lives in a lake at the center of the island, the isle also contains all those who came seeking Charys's music and found themselves unable to break away from her spell. Everyone who understands the truth about this plane (those

with four or more ranks in Knowledge: Astrology or six or more ranks in Knowledge: The Planes), knows that the only way to remain safe is to block off all hearing by stopping up the ears with wax. Sensible visitors temporarily deafen themselves in this fashion before they ever set foot anywhere in this plane. Unfortunately, every so often visitors come to the plane who are less than prudent — thus, Charys never seems to want for company.

## Charys's House of Water and Music

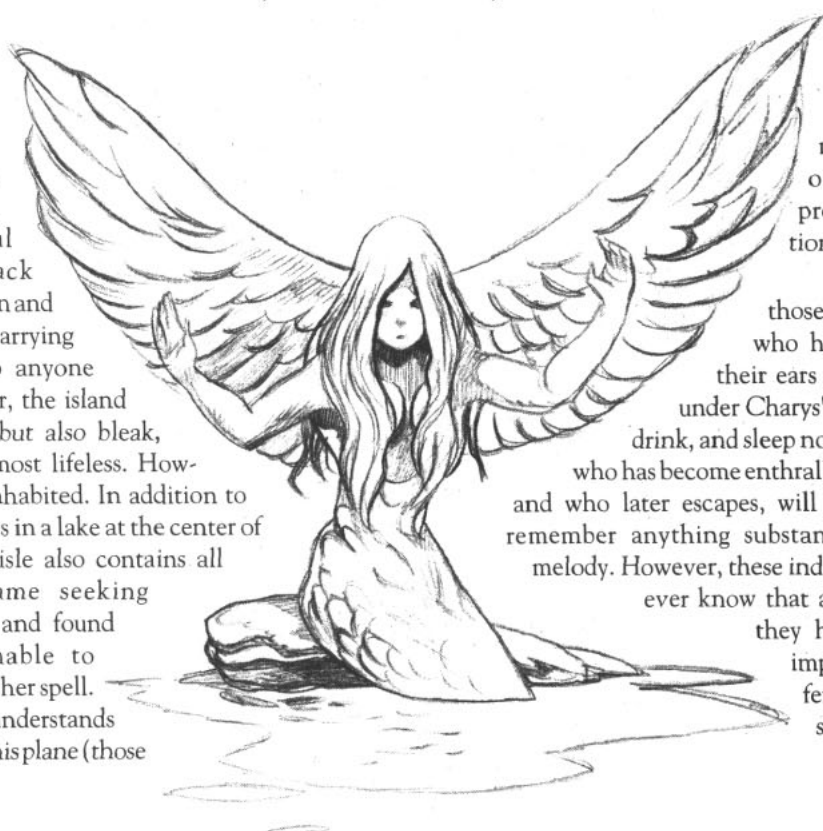
In the center of this low rocky island Charys lives in an unusual structure built in and around the lake that forms the heart of the Island of Song. This unusual building has no roof; instead, the entire lake, which is 50 yards across, is part of a large building made of lapis lazuli, mother of pearl, silver, and platinum. Within 100 yards of the House of Water and Music the difficulty of resisting Charys's song rises to DC 25 — characters must make a new roll every round.

## Entities

Many water spirits live in the ocean and in Charys's lake. However, the island that makes up the majority of this plane is completely barren of any native creatures. Nevertheless, it is inhabited — the many visitors who were unable to escape Charys's music remain on the plane year after year. As long as a character is entranced by the beautiful melody, the individual never suffers from hunger or thirst, never needs to sleep and does not age for as long as the person can hear Charys's music. Instead, listeners stand in thoughtless

wonder, absorbing the overwhelming beauty of the music and oblivious to any previous motivation.

In contrast, those who are deaf or who have stopped up their ears to avoid falling under Charys's spell must eat, drink, and sleep normally. Anyone who has become enthralled by her music, and who later escapes, will not be able to remember anything substantial about the melody. However, these individuals will forever know that any other music they hear is in some important way inferior to Charys's songs.



## Visitors

Everyone who listens to the music of Charys gathers around her pristine lake. However, they shuffle in a slow and unthinking fashion and anyone who is not affected by her music can easily move these trapped individuals around or plug their ears. The only limitation is that those who are suddenly deprived of Charys's music, either by leaving the island or by having their ears plugged, must make a DC 20 Fortitude save or fall unconscious for 1d4 x 5 minutes.

The vast majority of the residents of this plane are spellbound visitors who stand agelessly and unthinkingly as they listen to Charys's music. Some arrived in the plane by accident, others thought that they had the strength of will to listen for a short time and leave, while a few unfortunate souls simply used faulty or insufficient ear plugs. Their only hope, without outside help, is that occasionally one of the listeners temporarily goes deaf — as the mind and ears of mortals eventually can no longer absorb more of Charys's music. This deafness lasts 1d4+2 hours and often provides sufficient time for the visitor to gather up companions and depart. There is certainly no shortage of boats on the shore of the island, since people continually arrive there and are trapped. However, finding a bard who can help an escaping group depart the plane can prove more difficult.

## Charys

Charys is an exceptionally beautiful mermaid with the wings of a bird in addition to her graceful arms. She knows everything there is to know about music, musicians, diplomats and orators. In addition, she can relate everything that has ever been said out loud to another person. As befits her status as the incarnation of the month of servitude, she willingly answers any question put to her.

However, while asking a question might be a relatively simple matter, receiving the answer is more difficult. One petitioner must ask the question and then immediately remove the protective wax to hear the answer. Typically, a second individual should be on hand to immediately replug the listener's ears and help the person regain control. All but the strongest-willed people will fall under Charys's thrall the instant they listen to her musical answer. As a result, the listener can only remember the response to a short and relatively simple question.

Also, Charys is exceptionally vain — she will not answer subsequent questions from those who listen to her music and then plug their ears or have their ears plugged by companions. She ignores such characters until her month is again ascendant.

## The Skylands of Rukha

This plane consists of a series of floating mountains, suspended in a great sea of air. Rocs and other large magical birds fly between these mountains and hunt the many animals that inhabit them.

## History

Unlike most other zodiac realms, the Skylands have no connection to the Titanswar. Instead, they were created simply to honor rocs as the greatest of the sky creatures. The gods then choose Rukha, the greatest of the rocs, to rule this realm.

## Planar Traits

The Skylands of Rukha possess the following planar traits.

## Physical

- **Gravity:** Objective Directional Gravity. Everything falls toward the various floating mountains. However, gravity only extends 50 yards from the suspended landscape. Beyond this range, the entire plane has no gravity at all.
- **Time:** Normal time. Time passes normally in the Skylands of Rukha.
- **Shape and Size:** Finite. The Skylands are a sphere of air twenty miles in diameter.
- **Morphic Traits:** Divinely morphic. The features of the Skylands of Rukha can be altered by the will of the gods, or by Rukha himself.

## Elemental

- **Air-Dominant:** The Skylands of Rukha is entirely an airy abyss, with only a few mountainous islands of solid ground.

## Alignment

- **Mildly Neutral-Aligned:** No alignments are penalized in the Skylands of Rukha.

## Magic

- **Enhanced Magic:** All evocation spells are considered to be maximized and empowered (as if the Empower spell and Maximize spell metamagic feats had been used on them, but the spells do not require higher level slots) in the realm of Rukha.

## Locales

In the Skylands, thirty-two great mountains float in a sea of air. The space between these islands of land is often filled with powerful winds and the many mountains move ceaselessly. Occasionally, the land-masses come so close that creatures can jump from one to another, and on very rare occasions they even collide.

## The Flying Mountains

Each mountain is an irregular, often vaguely cubical or spherical piece of rock, between a quarter of a cubic mile and two cubic miles in size. Each mountain contains fresh water, soil, and on each the gravity is directed downwards toward the land's center — standing on one of the flying mountains feels exactly like being on the ground of the Scarred Lands. However, anyone who jumps or flies more than 50 yards above the surface is suddenly completely outside of the influence of the mountain's gravity and in the zero-gravity that encompasses the vast majority of the Skylands. On average, there is at least several miles between each flying mountain. Each land-mass is a tiny self-contained world where temperate and subtropical animals and plants like elk, horse and cattle happily live out their lives — that is, until they become food for the rocs or other large aerial predators. There are no carnivores larger than house cats or foxes living on any of the flying mountains, so nothing else can steal one of the rocs' mobile dinners.

## Gateway Mountain

One of the flying mountains, which always floats near the edge of this plane, forms the entrance to the Skylands. This mountain has no name other than Gateway Mountain. It is exceptionally jagged, with a number of rocky hills. On top of each hill is a pair of huge, roughly carved stone pillars made of black basalt and inlaid with large pieces of bloodstone. These pillars are 150 feet apart, with each pillar being 30 feet tall and having a 10 foot diameter. They are all set up so that a roc can easily fly between them. Similar pairs of pillars also exist at various points in the Scarred Lands, typically on the few dozen mountaintops and mesas that are located at power points. These pillars instantly transport anyone who walks or flies between them at dawn, during the month of Enkilot, to the Skylands. Similarly, anyone on Gateway Mountain who walks between a pair of pillars at dawn is instantly transported back to the gate that they originally walked through to enter the Skylands.

## Entities

Several hundred rocs and a multitude of smaller aerial creatures inhabit the Skylands of Rukha. In addition, each of the flying mountains is home to many hundreds of deer, horses and other prey animals.

## The Air Walkers

The gods created a race of winged humanoids known as the air walkers to help care for the food animals and provide other forms of assistance for

the rocs. Since this time, the air walkers have also spread into the Scarred Lands. Some trade for goods useful to the rocs, while others have turned their back on their duty and have formed small independent aeries.

## The Winged Allies

The Skylands are also home to a multitude of rocs, giant eagles, giant owls, arrowhawks, and similar creatures. All of the ones who live in the Skylands have Intelligence 10 or higher and many can speak several languages. However, most completely ignore travelers. Some, however, are friendlier, and a few can usually be convinced to allow visitors to ride them to see Rukha. However, in return these creatures will request that the characters either give them a magic item that they can use (such as a ring to wear upon a claw) or that the group kill a high quality war horse or some other large and valuable animal and give the carcass to them.

## Rukha

Although Rukha comes to the flying mountains to eat, he only acknowledges petitioners who meet him in the sky, far from any of the flying mountains. Thus, any characters who wish to meet him must be able to fly, ride flying mounts or use a magic item that allows flight. Rukha will happily tell any visitors what the weather will be like at any time or place in the past, present or future.

In addition, he can provide a wealth of information about anyone or anything that flies, but he only knows about their life when they are flying. Alternately, he can provide the locations and even detailed interior plans for flying structures such as wizards' towers built on clouds. However, Rukha demands recompense for any information other than talking about the weather. He requires that the characters provide significant aid for large creatures of the air. This can consist of anything from setting out several dozen corpses on high platforms so that vultures can feed, to healing an injured dragon or giving some large carcass, like that of an elephant, to a roc.

If the characters have recently provided some such service before they arrived in the Skylands, Rukha will simply give them the desired information. Otherwise, Rukha will ask for a specific service and the characters must return to the Scarred Lands and perform it. As soon as the agreed upon task is completed, a large eagle will swoop down carrying the information written on a slip of parchment.



## The Sun Field of Khepira

This realm is the most barren and uniform of any of the zodiac planes. Here, the great solar scarab Khepira eternally spends her days rolling a ball of golden sun-stuff across a long and narrow plane of blue earth, only to bury the glowing mass every evening.

### History

During the Titanswar, several Titans attempted to hurl the sun from the sky. After the war was over, the goddess Madriel created the solar scarabs as part of a vast and powerful enchantment to protect the sun from the possibility of future harm. Every day these small golden creatures roll their balls of dung across the earth and bury them in the evening — this action helps reinforce and strengthen the sun's similar passage across the sky. Khepira is the greatest of the scarabs, and so her daily journey with her mighty sun-ball is the center of this protective enchantment.

### Planar Traits

The Sun Field of Khepira possesses the following planar traits.

#### Physical

- **Gravity:** Normal gravity. The Sun Field of Khepira possesses normal gravity.
- **Time:** Normal time. Time passes normally in the Sun Field of Khepira.

- **Shape and Size:** Finite. The Sun Field is a rectangle three miles wide and twelve miles long.

- **Morphic Traits:** Divinely morphic. The features of the Sun Field can be altered by the will of the gods, or by Khepira herself.

### Elemental

- **None:** The Sun Field of Khepira possesses no elemental traits.

### Alignment

- **Mildly Neutral-Aligned:** No alignments are penalized in the Sun Field of Khepira.

### Magic

- **Enhanced Magic:** All illusion spells and spells that create light are considered to be maximized and empowered (as if the Empower spell and Maximize spell metamagic feats had been used on them, but the spells do not require higher level slots) in the realm of Khepira.

- **Limited Magic:** All spells that produce any type of darkness or shadows automatically fail in the Sun Field of Khepira.

### Locales

This plane is entirely uniform. The earth is colored sky-blue and the sky is a faintly glowing gold. At night, the Sun Field is lit only by the light from the sky and is as bright as a normal twilight.

However, every morning, in the eastern-most portion of the



Sun Field, a ball of glowing gold 20 yards in diameter rises from the ground. Although quite solid, it passes up through the earth as if it were completely intangible. Khepira then grabs this sun-ball and rolls it slowly across the blue ground until it is almost at the western-most edge of this plane as evening approaches. Then, Khepira gradually buries the sphere in the ground, excavating the blue earth until she has created a hole large enough to place the sun-ball inside. Finally, Khepira covers the sun-ball with the blue earth and sleeps for the entirety of the night. Although it is not painful or dazzling to look at, this sun-ball is the source of the majority of the illumination in the plane. As long as it is fully visible, the sun field is as bright as a cloudless summer day and this realm becomes increasingly dim as Khepira gradually buries the sun-ball in the evening.

Khepira's journey is paralleled by those of twenty-four giant golden stag beetles, each pushing 20 foot balls of solid gold. All the beetles move exactly in time, each pushing its golden ball across the ground and burying it in the west. This plane is warm and pleasant, much like a spring day. However, it is devoid of all food and water other than what visitors bring with them. Also, it is completely lifeless except for the beetles and several hundred solar scarabs that wander aimlessly.

### The Dawn Gate

The edges of this plane are impenetrable, softly glowing golden walls. The eastern-most wall forms the entrance to the plane. Although few go here, it is easy to enter. Visitors need only find a solar scarab, care for it for three days, and then go to a power point (see **Relics & Rituals**) carrying it and wait for the Dawn. The moment the sun starts to rise above the horizon, the character will be suddenly transported just inside the eastern-most wall of the Sun Field. To leave, the individual must merely let the solar scarab go and then walk out the eastern-wall at dawn or the western-wall at sunset.

### Entities

The only entities in this realm are the twenty-five huge beetles, and several hundred solar scarabs; nothing else lives here. The solar scarabs and the celestial stag beetles that accompany Khepira on her journey are all mindless creatures only intent on their task. They ignore all visitors. However, Khepira is both exceedingly intelligent and capable of speech.

### Khepira

Khepira is a giant celestial stag beetle some 30 feet long. She has 16 Hit Dice, an Intelligence of 20 and a +8 added to her natural armor AC bonus. Khepira possesses great knowledge of light as well as a host of information. She will answer a single question asked by any group of characters who agree to avoid harming

solar scarabs and to forswear casting any spells that produce darkness for the next year.

Khepira can provide knowledge that will allow a spell caster to cast their next spell with the [Light] descriptor at a +5 effective caster level. This is a one-time bonus. In addition, while Khepira does not know all ancient knowledge, her understanding of light and the truth allows her to know where every book in existence is located. If the characters wish to locate a tome on a specific topic, Khepira can tell them where it is located. Unfortunately, she does not know how well any of these books are guarded. Khepira never lies and she can always tell if a character is being deceitful.

## The Golden Palace of Imperatus

The Golden Palace is a dream of overwhelming opulence and avarice. Even its smallest fittings are more perfectly made than anything in the Scarred Lands and everything in this plane is made from precious materials.

### History

In reward for the way he valiantly and selflessly sought to protect the celestial firmament from the Titans, the gods restored Imperatus and created a huge and extraordinarily opulent palace for him to inhabit and rule.

### Planar Traits

The Golden Palace of Imperatus possesses the following planar traits.

#### Physical

- **Gravity:** Normal gravity. The Golden Palace of Imperatus possesses normal gravity.
- **Time:** Normal time. Time passes normally in the Golden Palace of Imperatus.
- **Shape and Size:** Finite. The Golden Palace is a single vast building two miles on a side and fifty stories tall.
- **Morphic Traits:** Divinely morphic. The features of the Golden Palace of Imperatus can be altered by the will of the gods, or by Imperatus himself.

#### Elemental

- **None:** The Golden Palace of Imperatus possesses no elemental traits.

#### Alignment

- **Mildly Neutral-Aligned:** No alignments are penalized in the Golden Palace of Imperatus.

#### Magic

- **Enhanced Magic:** All illusion spells and spells that affect metal or stone are considered to be maximized and empowered (as if the Empower spell and Maximize spell



metamagic feats had been used on them, but the spells do not require higher level slots) in the realm of Imperatus.

## Locales

The entire palace is not only made exclusively of precious materials, it is also exquisitely made and inhumanly lovely. Some of the materials used in its construction are found nowhere in the Scarred Lands, like the naturally glowing sunstone, brilliant azure gold alloys or deep maroon star diamonds. Even the inhabitants appear to be living beings made from jewels and precious metals. All of these creatures are extremely friendly and charismatic and are more than happy to talk to visitors and aid them in any reasonable fashion.

However, the residents here are also all fiercely protective of the Golden Palace. Anyone who attempts to harm or steal from this building will be dealt with extremely harshly. Here, the penalty for theft is death, unless the thief or the individual's friends can convince Imperatus to commute the sentence. However, law-abiding visitors are free to wander the palace for as long as they wish, feasting on succulent treats that servants carry on golden trays. Any of the residents of the Golden Palace will freely direct travelers to Imperatus's throne room.

## The Gateway

At a few dozen power points (see **Relics & Rituals**) throughout the Scarred Lands, there are indestructible stone archways 10 feet high and 8 feet wide. During the

month of Hedrot, golden runes shine on the surface of the mirror-polished stone. During this month anyone who places an offering of 1,000 gp for one person or 2,500 gp for 2-10 people in the gateway, and then steps over the offering will instantly appear inside the doorway to the Golden Palace — the offering vanishes into the structure of the building. Characters who wish to leave the Golden Palace simply walk out of this doorway and into the Scarred Lands.

## The Throne Room

The throne room is opulent beyond all mortal description. This ornate chamber is cubical, a hundred feet on a side. Attended by dozens of servants and guarded by 16 celestial griffins, Imperatus sits on a throne carved from a solid cube of gold 5 feet on a side. Scenes of the time before the Titanswar, depicted with patterns of precious stones, cover its every surface. The walls, floor and ceiling of this huge room are similarly elaborate and impressive and all of the other furnishings of this room are carved whole from giant rubies, emeralds, sapphires and diamonds.

## Entities

All of the residents of the Golden Palace are jovial and outgoing, though a bit haughty, and all appear to have skin and hair made from various precious materials. They do not look like animated statues; instead, their skin is made from soft, flexible living gold, silver or copper. Most are servants who do the bidding of Imperatus,



counting his wealth or polishing the various bejeweled wonders here. The rest of the inhabitants are guardians who help keep this realm safe from thieves and vandals.

### The Palace Guardians

The palace guardians are all exceptionally diligent and loyal beings who attack and attempt to kill or capture anyone who harms or steals any of the Golden Palace's wealth. Many of the guardians who patrol the palace are hound archons with silver skin and brilliant golden hair, while the guardians in Imperatus's throne room are celestial griffins with golden fur and feathers that appear to be made from living jewels.

Guardians always accept surrender, but otherwise fight to the death and attempt to prevent thieves from fleeing. They always travel in pairs and any loud commotion summons 1d3 additional pairs of guards in 1d4+1 rounds. The guardians are aided by golems and constructs who appear to be ordinary statuary until a servant or guardian calls for their help. The copper golems in the Golden Palace are all made from a special gold alloy, so they appear to be made from solid gold.

### Imperatus

The ruler of the Golden Palace fits perfectly in his bejeweled realm. He is as dazzlingly opulent as his throne room. Imperatus stands 10 feet tall, with skin of polished gold, brilliant diamond eyes and hair that looks like it was spun from the finest rubies ever mined. Imperatus is friendly and exceptionally charismatic and he is always willing to sell information to visitors. He knows all of the secrets of every valuable item in the Scarred Lands. He can describe in detail the exact location, properties, and value of the possessions of any person, living or dead. He can also tell the characters the exact location of any item that is worth at least 500 gp.

Unfortunately, there are two important limitations on his knowledge. He only knows about the valuables themselves. He can provide absolutely no information about the magics, guards or other protections someone may have placed upon their valuables. Also, he never gives away information for free. As the living avatar of the month of wealth, Imperatus always asks for 5% of the value of any item or items that he is asked about. Poor characters need only pay him 1% of the value up front, but he then asks for an additional 6% of the item's value, with a third to be paid every year on the last day of his month. Characters need only set out goods and verbally offer them to him. However, any who attempt to cheat Imperatus of the monies due him, find themselves under a curse that results in every valuable thing they possess turning to dust in their hands. This curse will naturally dispel when the swindlers have lost items with a value equal to three times what they still owe Imperatus.

## The Fields of Astarra

In this plane, Astarra the druid-mother presides over a peaceful and pleasant populace. This is the most serene of the zodiac realms and some visitors choose to remain here and lead lives of simple contentment.

### History

In addition to providing a place for the gods to honor the heroic druid Astarra, this plane also provides an example of what a truly perfect community looks like.

### Planar Traits

The Fields of Astarra possess the following planar traits.

#### Physical

- **Gravity:** Normal gravity. The Fields of Astarra possess normal gravity.
- **Time:** Normal time. Time passes normally in the Fields of Astarra.
- **Shape and Size:** Finite. The Fields of Astarra is a circular area twelve miles across. Anyone who wanders too far into the woods surrounding the town emerges from the forest on the other side of the settlement.
- **Morphic Traits:** Divinely morphic. The features of the Fields of Astarra can be altered by the will of the gods, or by Astarra herself.

#### Elemental

- **Minor Positive-Dominant:** The Fields of Astarra are minorly attuned to the Highest Brilliance. All life grows strongly and lushly here. All sentient creatures gain fast healing 2.

#### Alignment

- **Mildly Neutral-Aligned:** No alignments are penalized in the Fields of Astarra.

#### Magic

- **Enhanced Magic:** All spells that heal or transform living things are considered to be maximized and empowered (as if the Empower spell and Maximize spell metamagic feats had been used on them, but the spells do not require higher level slots) in the realm of Astarra.

#### Locales

The entirety of this realm is exceptionally idyllic; this is a place without injury, illness or even unhappiness. The woods outside the settled area are filled with contented animals and the fields grow crops that are supernaturally abundant and healthy. The central portion of this plane consists of verdant fields surrounding the small pastoral community of Day's Rest. A slow winding river, 30 yards wide, roughly bisects this plane and flows by the edge of the town. The outermost portion of the Fields of Astarra consists of a ring of forest that surrounds Day's Rest.

## The Forest

The forest that forms the edge of the Fields of Astarra is between two and three miles wide, but because of the nature of this plane it seems much larger. Those who wander too far into the woods find themselves on the opposite side of the plane. In addition to being an incredibly vibrant and lovely woodland, this forest is also the path into and out of the realm.

Anyone who wishes to enter the Fields of Astarra must make an offering of grain and fruit — these food items must have been personally harvested by the individual planning to enter the plane. At noon during the month of Madrer, the character must dedicate this offering to Astarra and to the powers of the natural world and make the offering at a power point located in a forest. Those who have performed this task correctly can then walk through the forest and in a few minutes will find themselves in the idyllic woods of the Fields of Astarra.

If multiple characters wish to enter this plane, they must each make an offering that they personally harvested. Since Astarra governs the month of harvest, acquiring the appropriate offering is rarely difficult. To leave this plane, the characters must make a similar offering and set off into the woods at noon. In a few minutes, they will find themselves walking through the forest they were previously in.

## The Village of Day's Rest

Day's Rest is a small village of 800 people, surrounded by well-tended fields and forests. It looks like any extremely prosperous and happy village in the Scarred Lands, except that the entire town and all of its inhabitants seem both too perfect and too happy. These people are all filled with celestial contentment and many ordinary mortals often find Day's Rest to be somewhat disturbing.

All of the houses are one-story wooden structures arranged along the town's three roads: two roads, approximately 40 yards apart, run north to south, while a single wider road runs east to west. Where the north-south roads intersect the east-west road there is a large town square paved with roughly polished marble slabs. The houses of the village's most important inhabitants (including Astarra herself) are all arranged around this square. Other than those used for hunting, there are no weapons of any kind in this village.

## Astarra's House

Astarra lives in a simple wooden house like all of the others in the town. Her home is painted with scenes of farm life, especially those of harvest time. Although everything in her dwelling is exceptionally well-made, it is all simple and not that different from what could be found in any prosperous farm house in the Scarred Lands.

## Entities

Every person and animal who lives in the Fields of Astarra is happy and in the peak of health. Although both people and animals hunt, no creature is ever maimed or sick and all prey that is killed dies a quick and painless death.

## The People of Day's Rest

This realm is home to nearly two hundred humans, half-elves, and halflings who all live in Day's Rest and farm the surrounding fields. All of these residents are beings with the abilities of druids between 1st and 7th level. They spend their days living simple lives in touch with the natural world. All of these people are extremely friendly and talkative. They ask visitors many polite and interested questions and will insist on giving visitors food and drink. Characters who are overly brusque, arrogant, or who are in a hurry will obviously make the villagers feel both sad and sorry for them. These characters will be encouraged to slow down and take time to enjoy life.

## Astarra

The zodiacal spirit of this realm is a 20th level druid with a Wisdom of 24. She is a tall, attractive middle-aged woman who appears about 45 years old, with hair the color of the finest fresh hay. She is always happy to see visitors and will serve them tea, talk to them about the weather and entertain them with many enjoyable stories. Anyone who has behaved in a consistently pushy, arrogant, or rude fashion to her or to any of the villagers will also receive a kind but stern lecture on the importance of politeness, kindness and taking time to enjoy life. She then dismisses these disrespectful characters and will not answer any of their questions until her constellation is next ascendant in the sky. Anyone in the company of such a person may come back sooner, but they must first leave the plane and return without any party members who have offended Astarra's sensibilities.

Characters who behave graciously and politely can each ask Astarra one question, which she will gladly answer as she serves the travelers lunch or dinner. Astarra can inform visitors of an auspicious time to perform a single spell relating to healing or non-harmful transformational magic or any skill check that has Intelligence, Wisdom or Charisma as a key ability. Astarra can tell characters the soonest time this can be done, or can provide a time near any date of the character's choosing.

In all cases, the time she provides will be within two days of the time desired by the character and at least one full day after the characters ask Astarra for the prediction. This auspicious time allows characters to automatically add +10 on any affected skill roll. Also, any spell cast with this bonus is cast as if the caster were 5 levels higher. Each character can only gain this one-time bonus for casting a single spell or making one skill roll and Astarra will not provide another auspicious time for the character until her constellation is again ascendant.

## The Duality of Drachys

The most exotic of the zodiac realms is the Duality of Drachys. The two halves of the realm are identical in all ways and all visitors must enter in pairs. These two travelers are then joined together into a single composite being for the duration of their visit.

### History

Drachys was born as a pair of gold dragons who fought on different sides of the Titanswar. Eventually, they resolved their differences and both fought for the gods. In return for this service, the gods created a realm that would allow visitors to attempt to understand and resolve similar conflicts.

### Planar Traits

The Duality of Drachys possesses the following planar traits.

#### Physical

- **Gravity:** Normal gravity. The Duality of Drachys possesses normal gravity.

- **Time:** Normal time. Time passes normally in the Duality of Drachys.

- **Shape and Size:** Finite. This realm is a flat oval five miles wide and three miles long. It consists of two halves that are separated by a river 200 yards wide, which widens out at the center of the realm to encircle a small island.

- **Morphic Traits:** Divinely morphic. The features of the Duality of Drachys can be altered by the will of the gods, or by Drachys itself. It should be noted that everything in the Duality (with the exception of the island in the center itself) weighs twice as much, as lifting or moving an item on one side also lifts or moves its twin on the other.

#### Elemental

- **None:** The Duality of Drachys possesses no elemental traits.

#### Alignment

- **Mildly Neutral-Aligned:** No alignments are penalized in the Duality of Drachys.

#### Magic

- **Enhanced Magic:** All abjuration spells are considered to be maximized and empowered (as if the Empower spell and Maximize spell metamagic feats had been used on them, but the spells do not require higher level slots) in the realm of Drachys.

### Locales

This realm consists of two halves, each of which is the exact mirror image of the other. Locally, they are called the left-land and the right-land. Not only are all of the features of the terrain identical, but the exact

arrangement of all of the plants, rocks, animals, and people are the same. If a deer in the left-land lies down, its identical counterpart on the right-land also does.

In addition, if a visitor moves a rock on the right-land, the identical rock on the left-land also moves in an exactly mirror image of this change. As a result, every object that is local to this plane weighs twice as much as normal and is twice as difficult to move. The Duality of Drachys is surrounded on all sides by an impenetrable blue barrier that looks and feels like a waterfall made of crystalline blue glass.

### The River

The river is the only way to enter or leave the Duality of Drachys. At both ends of the river, the waterway is only 2 feet deep, however, within a quarter of a mile of leaving the plane's border it becomes more than 50 feet deep. To enter or leave this plane, a pair of characters must stand in the middle of any river or stream at twilight or dawn, during the month of Vangalot. Characters can only enter the realm of Drachys if they are in pairs. Each pair must consist of two individuals who are enemies or rivals (GMs discretion as to the required extent of this animosity); these two must clasp hands and stand on either side of the exact center of the river or stream. The characters will then appear at one edge of the Duality, in the middle of the plane's dividing river. To leave the Duality of Drachys, the characters must both agree to leave, stand in the middle of the river at dawn or twilight, and place their hands on the plane's bordering waterfall.

### The Island

The island in the center of the river is a perfectly circular and totally flat piece of land 200 yards in diameter. The only features on this island are a series of large game boards where Drachys plays chess or similar games with itself. None of the locals ever crosses the river, so no boats are to be found on this plane. To reach the island visitors must either make their own boats, use magic, or swim (DC 15 Swim roll) the 100 yards from either of the two surrounding lands. If the two characters who have been joined together cannot work together peacefully, both swimming and boat building are effectively impossible.

### Entities

The local inhabitants of this plane seem perfectly ordinary. The Duality of Drachys appears to be a pastoral land of farmers, sheep, deer, birds, crops and trees. The only unusual feature is that each creature or person has an exact counterpart on the other side of the central river. If someone talks to a farmer on one side of the river, the farmer's double on the other side will speak and act the same way, even though no one is talking to that individual.





### Visitors

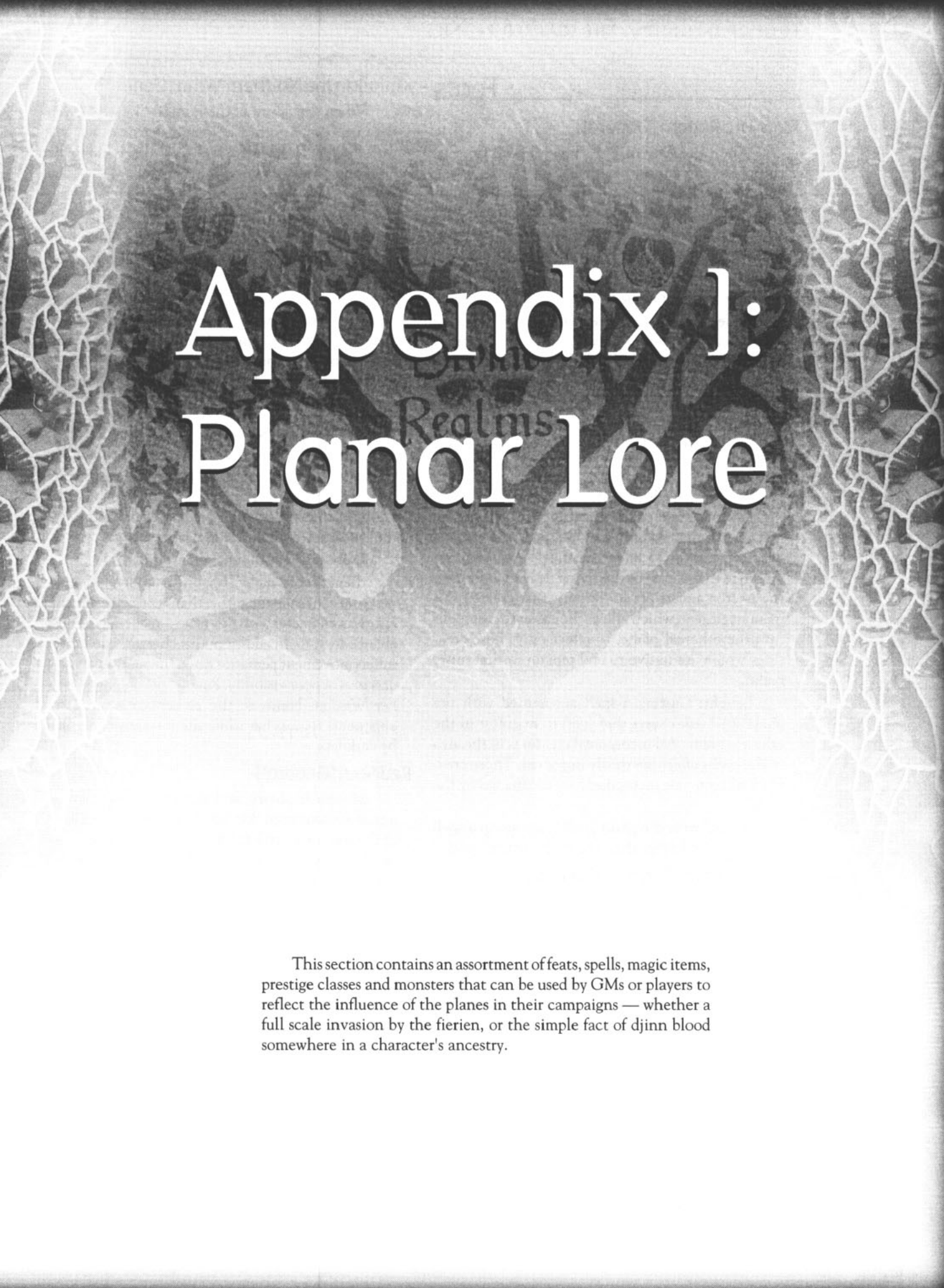
The strangest inhabitants of this realm are the visiting characters. When a pair of characters enters this plane, they are inseparably joined together for the duration of their visit. The two people who went into the river and clasped hands become a single being whose body is an average of their combined height. The left side of this being's body is identical to that of one of the two original people and its right side is identical to the other. In addition, this composite being had two heads. Each individual controls one arm and one leg.

However, both heads must either work together to walk or make contested Wisdom checks every round. Whoever wins the roll can control the body's legs for one turn. Each head retains its own Intelligence, Wisdom, Charisma, Skills, Feats, Spells and Levels. However, the being's Strength, Dexterity and Constitution are the average of the two original characters' abilities, and the composite creature's hit points equal the sum of the two characters' hit points. The instant this amalgamated being leaves this realm for anyplace else, it is restored to normal.

### Drachys

Drachys is a two-headed ancient gold dragon who sits on the central island and observes each of the two halves of its realm with one of its two heads. It only talks to visitors who have managed to resolve all problems with their temporary state. If the two halves of the composite characters cannot work together in harmony, Drachys will give them advice about how to resolve their differences and then ignore them until they have found a harmonious resolution.

If these two beings, who have become one, can approach Drachys in agreement with one another, the dragon will answer a single question about some great disaster in the past or present. It can tell visitors the names of those who were killed or injured in any disaster or if some place or item was destroyed. It can also reveal the exact cause of any disaster. All of its answers are quite short and come in two halves, one spoken by each head. Drachys can also make predictions of future disasters, but its predictions are often vague and self-contradictory. Drachys considers any event that destroys several acres of farmland or more than one entire block of a city, wipes out the majority of a small town, or kills more than 100 people in less than a week, to be a disaster. It only answers a single question a year for any pair of characters.



# Appendix I: Planar Lore

This section contains an assortment of feats, spells, magic items, prestige classes and monsters that can be used by GMs or players to reflect the influence of the planes in their campaigns — whether a full scale invasion by the fierien, or the simple fact of djinn blood somewhere in a character's ancestry.

## Feats

### From Fire Reborn [General]

When the City of Brass was released from its centuries long imprisonment, so too was the power of fire renewed across the planes — and in the hearts of those who are worthy of its kiss. A character with this feat is one who has been so blessed; flame burns in his veins, quickening his spirit, as he is kin to the creatures of heat and fire.

**Prerequisite:** Charisma 15

**Benefits:** The character with this feat gains a +2 bonus to initiative checks, and a +2 inherent bonus to all Charisma-based skill checks made against creatures of the fire subtype or creatures who are composed of flame, such as fire elementals. Finally, he can detect beings of the fire subtype at will, as per the spell *detect undead* cast by a sorcerer of his character level.

### Ghost Spell [Metamagic]

From the Isle of the Dead in Termana to the frozen Albadian wastes in Ghelspad, the ghostly dead are known to haunt mortals — seeking the vibrance that is part of the living. It is thought that the necromancers of Hollowfaust first created this metamagic feat, which allows the caster to cast spells into the ethereal plane, to affect only those creatures which are native to and remain in that misty realm.

**Benefit:** Casting a spell augmented with the ghost spell feat causes that spell to manifest in the ethereal plane. All incorporeal creatures in the area of the spell's effect are thusly impacted. Those creatures who are not incorporeal are unaffected by the spell.

A spell with the ghost spell feat uses up a spell slot one level higher than the spell's actual level.

### Inheritor of the Waves [General]

When the Castle of Currents broke free of its divine prison, the power of elemental water washed over the Scarred Lands like a rising tide — and the spirit of any character with this feat was drowned and reborn anew, beneath its waves. Now the character is kin to the marid, and his essence yearns for the caress of deep waters.

**Prerequisite:** Charisma 15

**Benefits:** A character with this feat can hold his breath for 4 x Charisma in rounds, before beginning to drown. In addition, he gains a +2 inherent bonus to all Charisma-based skill checks made against aquatic creatures. Finally, the character is so at home in the water that armor check penalties to Swim checks are halved, and with a successful Swim check the character can move his normal speed as a full round action in the water.

### Kinfolk to the Northern Wind [General]

When the djinni of the Endless Sky were given their freedom, a portion of the essence of a character with this feat took wing as well. Now she is kin to the birds and djinni, exulting in the beauty of the open sky.

**Prerequisite:** Charisma 15

**Benefits:** A character with this feat suffers only half her normal armor check or weight check penalties when making Jump checks. In addition, she gains a +2 inherent bonus to all Charisma-based skill checks involving birds, other winged creatures, and beings of pure air, such as the djinni. Finally, the range penalties for bows and thrown weapons are reduced to -1, but only within the first two penalized range increments.

### Night Predator [General]

Belsameth, or perhaps Tanil the Huntress, has blessed the character with this feat with a portion of her own savage essence. Such characters have the killing instincts of a stalking predator, moving through the landscape swift and silent as the night.

**Prerequisites:** Blind Fight, Wisdom 13

**Benefits:** In melee, opponents hidden in darkness gain concealment, rather than total concealment, against a character with this feat — reducing the miss chance to 20%. In addition, this character no longer suffers movement penalties when traveling in areas of darkness or poor visibility. Finally, the character adds her Wisdom bonus to the percentage chance for opponents to miss her while she is totally concealed by darkness.

### Red Soul [General]

Murder is an art, and those with this feat are artists without peer. Blessed of Belsameth, the Death of Dreams, or Sethris the Spider Queen, these assassins have an inborn mastery of the killing stroke and a hunger to demonstrate their prowess.

**Prerequisites:** Sneak attack +2d6, Weapon Finesse

**Benefits:** The character with this feat gains a +1 bonus to initiative checks. In addition, during the first sneak attack this character attempts in any given round, both the critical threat range of his weapon and its critical multiplier are increased by 1.

### Servant of a Bone-White Moon [General]

Belsameth, the Suckling Mother, favors a selected few with her blood-red smile. Beneath the light of her pale moon, such folk are the very incarnation of the goddess, a dark sword cleaving the tapestry of dreams.

**Prerequisites:** Charisma 15, Wisdom 15

**Benefits:** During the night hours, when Belsameth's moon makes its voyage across the sea



of stars, characters with this feat add a +1 profane bonus to the Difficulty Class of the saving throws for all spells they cast, and a +2 profane bonus to caster level checks to overcome a creature's spell resistance.

### Vengeance Born [General]

Some souls are caressed by Sethris the Spider Queen and kissed by Belsameth the Mother of Murder as they enter the world. Such folk are consumed by the need for vengeance against those who wrong them and let nothing stand in their way when achieving it.

**Prerequisites:** Diehard, Endurance

**Benefits:** When reduced to negative hit points, a character with this feat enters a blood frenzy. This character gains a profane bonus to his damage rolls and Will saves equal to the number of points he is below 0; also, he does not suffer the normal 1 point of damage when performing strenuous actions. If raised above negative hit points, the profane bonus disappears.

### Voice of Midnight [Tradition]

The sound of the character's voice is like a chill midnight wind, capable of quailing even the strongest of hearts. This feat is common among those bardic witches dedicated to Belsameth's service.

**Prerequisites:** Perform (singing) 3 ranks, Bardic Music Ability, Charisma 15

**Benefits:** The character gains the ability to inspire terror with her bardic music, causing enemies to succumb to fear and weakening their resolve. To be affected, an enemy must be able to hear the character sing. The effect lasts as long as the enemy can hear the singer, and for 5 rounds after that.

Enemies are permitted a Will save (DC 10 + 1/2 the character's bard class level + Charisma bonus) to resist the effect; those who fail suffer a -1 morale penalty to saving throws against fear effects and a -1 morale penalty to attack and weapon damage rolls. At 8th level, and every six bard levels thereafter, this penalty increases by 1 (-2 at 8th, -3 at 14th, and so on). Inspire terror is a mind-affecting, supernatural ability.

## Magic Items

The planes are soaked in magic — indeed, some sages have noted that most magics are simply the introduction of planar energies into the material world. As such, it is only natural that there is a profusion of magic items associated with practically all of the planes.

### Magic Weapons

#### Crystal Scimitars of the Ragged Dervish

**Description:** The deadly djinni warriors of the Ragged Dervish charge into battle wielding large, wickedly curved and razor-edged scimitars made of crystal and pearl. These vicious blades are capable of shearing through bone with a single blow, and are much feared throughout the planes.

**Powers:** These weapons are +2 *keen great scimitars* (see sidebar for details on great scimitars). Once per day, as a full round action and after spinning the blade around his body in a complex series of movements, the wielder can send the weapon flying; the spinning scimitar will fly in a straight line 50 ft. long x 5 ft. wide, in whatever direction the wielder chooses, striking all who stand in its way. Potential targets are allowed a DC 15 Reflex save to avoid the blow, with all who fail to save suffering damage as the blade slices through and beyond them. At the end of its flight, the scimitar instantly reappears in the wielder's hands.

Strong evocation; CL 10th; Craft Magic Arms and Armor, fly; Price 50,000 gp; Weight 6lbs.

### Wondrous Items

#### Amulet of Star Blessing

**Description:** This amulet is a small silver sphere the size of a large grape, with the 16 signs of the zodiac inlaid in gold around its equator.

**Powers:** Anyone who wears this amulet gains different skill bonuses every month, depending upon the dominant zodiac sign (see Table A1-1 on the following page). The wearer can only receive one set of bonuses at a time. The amulet normally provides a +2 luck bonus to all appropriate skill rolls; but if the wearer actually journeys to the zodiac plane, these luck bonuses increase to +5 for as long as the amulet's bearer is on that plane and for the next three days after the individual returns from it.

#### Great Scimitar

Martial Weapon	Cost	Dmg(S)	Dmg(M)	Critical	Range	Weight	Type
Two Handed Melee Weapon							
Great Scimitar	70 gp	1d6	2d4	18–20/x2	—	6 lbs.	Slashing

These mighty blades are favored in the southern reaches of the Ukruan and in Zathiske. Legend has it that the genie-summoners of old Zathiske first gained the knowledge of crafting scimitars from the genie-kind.

Table A1-1: Amulet of Star Blessing Zodiac

Zodiac Sign	Luck Bonus
Ursos, the Bear	Heal, Profession (herbalist); Wisdom checks
Lycaeus, the Wolf	Intuit Direction, Wilderness Lore; Wisdom checks
Rukha, the Roc	Diplomacy, Gather Information, Wilderness Lore
Sikklos, the Scythe	Concentration, Knowledge (anatomy); Intelligence checks
Destrios, the Warhorse	Handle Animal; Strength checks
Khepira, the Scarab	Diplomacy, Knowledge (choose any one); Wisdom checks
Imperatus, the Emperor	Diplomacy, Knowledge (arcana, religion); Charisma checks
Drachys, the Dragon	Intimidate, Spot
Charys, the Siren	Gather Information, Perform; Charisma checks
Astarra, the Mother	Heal, Wilderness Lore; Constitution checks
Kylos, the Wheel	Craft (any artistic), Intuit Direction; Intelligence checks
Malneus, the Hammer	Craft (any) and Profession (any)
Delphos, the Dolphin	Profession (sailor), Sense Motive, Swim; Wisdom checks
Vespis, the Bat	Listen, Search; Intelligence checks
Turros, the Tower	Any Craft or Knowledge pertaining to building; Charisma checks
Nekheros, the Vulture	Bluff, Pick Pocket, Profession (miner)

Strong transmutation; CL 13th; Craft Wondrous Item, *limited wish*; Price 20,000 gp.

### Golden Astrolabe

**Description:** This enchanted astronomical instrument is a disk the size of a small dinner plate. Made of gold, it is a star map depicting the 16 constellations, where each star is marked with a gemstone. It is overlaid with a silver mesh that can be turned to help astrologers calculate their location within the Scarred Lands.

**Powers:** This item grants the user +5 effective caster levels to perform any feat of Horoscope Casting (**Relics and Rituals 2: Lost Lore**) and the user can cast the spell *find the astrological doorway* once per day, as if the user knew this spell. In addition, once every month this item can be used to cast a *plane shift* spell to the zodiac plane that is currently ascendant. Once the user is on this zodiac plane, he can use the golden astrolabe a second time to cast this spell again — to return him and his companions to the Scarred Lands. The user must perform calculations, that require at least 1 minute immediately before using the astrolabe, to *plane shift*.

Strong divination and conjuration; CL 13th; Craft Wondrous Item, *find the astrological doorway*; Price 30,000 gp; Weight 1/2 lb.

### Healing Mud

**Description:** The mud pools of the Woods of Ursos have extremely powerful healing properties. Ursos allows every group of visitors that she aids to carry away a single pot of healing mud. This mud becomes nothing more than ordinary dirt if it dries out. However, as long as it remains in a sealed watertight container it can retain its healing properties indefinitely.

**Powers:** If spread over the injuries of one character, the mud will heal all wounds, cure all diseases, cure blindness or deafness, and also acts as a *greater restoration* spell. Once applied, the character becomes *fatigued* and needs to sleep within the next half hour. The injured individual will sleep for the next two hours and upon awakening will be completely healed. A pot of healing mud can also be divided up and used to heal multiple characters. If separated into six equal portions, each dose acts as both a *cure serious wounds* spell cast by a 5th-level cleric and a *restoration* spell. When applied in this fashion, the injured character only needs to rest for 15 minutes — at the end of this time the mud will have finished working.

Strong healing; Must be acquired from the Woods of Ursos, cannot be created; Price 2,500 gp.

### Pendant of the Zodiac

**Description:** This coin-shaped pendant is 3 inches across and inlaid with all 16 zodiac symbols. The pendant is made of silver and each symbol is inlaid with the stone associated with that house of the zodiac. In addition, a single small diamond is mounted on the rim of the jewelry so that it can slide all the way around the circumference of the pendant.

**Powers:** As long as the pendant is worn, the symbol associated with the month that is currently ascendant glows softly. Also, if the wearer holds the pendant level, the diamond will rotate to the direction of the nearest gateway to the ascendant zodiac's realm. This diamond also glows faintly, with the brighter the glow indicating closer proximity to the gateway. Although this item does not specify how to open these gateways, it does alert the wearer to the time when various gateways naturally open. The glow from the diamond becomes red for the quarter hour before each gateway is about to unlock.

Faint divination; CL 5th; Craft Wondrous Item, *find the astrological doorway*; Price 5,000 gp.

## Water of Death

**Description:** While this inky fluid is death to touch, a few brave souls attempt to take some of the black water of death, from the moat around the House of Blades, back to the Scarred Lands.

**Powers:** This deadly liquid is safe as long as it is in a sealed glass, metal or ceramic container. However, its touch causes metal to tarnish and if the container is plugged with a cork or any other once-living material, the water of death will dissolve it in 1d6 rounds. If thrown as a missile at a target, a flask of the water of death does 1d6 points of damage for 1d6 rounds — or until the victim washes the water of death off with some other liquid or neutralizes it by casting any healing spell. This healing spell will not heal the target at all, but it completely neutralizes the water of death. Additional healing spells cast on the target work normally.

Anyone reduced to 0 or fewer hit points by the water of death instantly crumbles to dust and cannot be brought back to life by any means. However, few choose to use this deadly liquid; if the container accidentally breaks, it similarly affects the person carrying it. Also, anyone who carries more than one container of this negatively-aligned liquid gains one negative level until he ceases carrying the extra flasks. This negative level never results in permanent level loss, but it cannot be overcome in any way (including *restoration* spells) as long as the character carries more than one flask.

Strong necromancy; Must be acquired from the House of Blades, cannot be created; Price 1,500 gp.

## Zodiac Talisman

**Description:** This talisman is formed in the shape of one of the 16 zodiac signs. It is also made out of a material linked to this sign.

**Powers:** Only characters born in the month that the sign represents can wear that zodiacal talisman safely. Any one who was not born in the appropriate month gains one negative level until removing the talisman. This negative level never results in permanent level loss, but it cannot be overcome in any way (including *restoration* spells) as long as the character wears the talisman. In addition to granting the powers detailed below, zodiac talismans all glow faintly during the month they are attuned to. Also, one time only during the month of their design, they allow the character to travel to that zodiac realm and return.

The abilities listed on Table A1-2: Zodiac Talisman are cast as if by a 10th level sorcerer or cleric, where appropriate. Each amulet has a power that may always be accessed, as well as a power that may only be used during the month in which that astrological sign is ascendant.

Strong conjuration (plus the appropriate schools, based on spells granted by amulet); CL 12th; Craft Wondrous Item, *plane shift*, + the individual spells used in any particular amulet; Price 20,000 gp.

## Artifacts

There are many artifacts to be found about the planes. Indeed, many of the possessions of the gods are considered artifacts, and those who come to implore the deities for their aid or favor may be given one of them as a means of accomplishing a particular goal.

### The Bloody Cauldron (minor artifact)

**Description:** Belsameth, blood-soaked goddess of murder, demands constant sacrifices in her name. One of the best ways for a follower to please her, and perhaps draw her attention, is to send living sacrifices to the Black Lands — where blood and gristle can soak into the dark soil and feed the trees, but only after Belsameth's

Table A1-2: Zodiac Talisman

Zodiac Pendant	Standard Power	Ascendant Power
Ursos	<i>Cure moderate wounds</i> 1/day	<i>Cure moderate wounds</i> 3/day
Lycaeus	<i>Augury</i> 1/day	<i>Clairvoyance/Clairaudience</i> 1/day
Rukha	<i>Wind wall</i> 1/day	<i>Fly</i> 1/day
Sikklos	<i>Spiritual weapon</i> 1/day	<i>Slay living</i> 1/month
Destrios	<i>Battlecry</i> 1/day	<i>Bloodied blade</i> 1/day
Khepira	<i>Glitterdust</i> 1/day	<i>Searing light</i> 1/day
Imperatus	<i>Eagle's splendor</i> 1/day	<i>Meld into stone</i> 1/day
Drachys	<i>Enkili's prank</i> 1/day	<i>Malicious Image</i> 1/day
Charys	<i>Enthrall</i> 1/day	<i>Siren song</i> 1/day
Astarra	<i>Speak with animals</i> 1/day	<i>Protection from elements</i> 1/day
Kylos	<i>Hypnotic pattern</i> 1/day	<i>Illusory wall</i> 1/day
Malneus	<i>Make whole</i> 1/day	<i>Minor creation</i> 1/day
Delphos	<i>Swift water</i> 1/day	<i>Divination</i> 1/day
Vespi	<i>Shadow strike</i> 1/day	<i>Shadow form of Lyrand</i> 1/day
Turros	<i>Protection from arrows</i> 1/day	<i>Stoneskin</i> 1/day
Nekheros	<i>Ghoul touch</i> 1/day	<i>Animate dead</i> 1/day



menagerie of wolves, demons, madmen and other, darker, worshipers have had their fill.

Created by a coven of witches and hags who still conduct rituals within the Haggard Hills, the *Bloody Cauldron*, a minor artifact of loathsome aspect, is designed to send living sacrifices directly to the Black Lands. The *cauldron* appears as a pitted and rusted iron cooking pot, stained with thick clots of blood and reeking of rotted meat. The cauldron is large enough for a hulking man to squat inside, and supported by four legs, each of which is carved in the shape of a harpy's claw.

The *Bloody Cauldron* is currently lost, having been stolen from the Haggard Hills by a Hollowfaust necromancer, in vengeance for the coven's sacrifice of his brother. The mage now seeks to unlock the power of the *cauldron*, to reverse its flow and somehow bring his brother's corpse home for proper interment.

**Powers:** The *Bloody Cauldron* has only one power; the ability to instantly send a single living being to the Black Lands. Awakening the powers of the *Bloody Cauldron* requires the performance of a great ritual in honor of Belsameth. This rite, which can only be performed under the light of a full moon, requires a blood sacrifice of one innocent per hit die of the being to be sent. The ritual must be presided over by a sorcerer (witch) or cleric of Belsameth of at least 10th level, who must channel arcane or divine energy (in the form of a 5th level spell slot) into the *cauldron*. When this is done, the victim is hurled, screaming, into and through the *cauldron*. The unfortunate will then be left to wander, at least for the short time it takes to be discovered, in the endless forests of the Black Lands. When they appear, victims of the *Bloody Cauldron* are permanently marked with Belsameth's holy symbol, a silver circle on a black field; this circle appears on the palms of both hands, and upon the victim's pupils, and clearly delineates them as a sacrifice to the many nightmares who wander Belsameth's plane.

Strong conjuration [evil]; CL 20th.

### Dabab (minor artifact)

**Description:** The djinni of the Endless Sky are weavers without peer, and great workers of magic besides. In the centuries before their divine imprisonment, djinni sultans often bribed or gifted powerful or influential mortals with their marvelous creations—shimmering cloaks made of strands of sunlight, gossamer vests of woven cloud, or enchanted turbans which could transform themselves into magnificent pavilions of purest alabaster.

The greatest of these wonders was *Dabab*, or Thin Cloud, a magnificent cloak woven from gusts of cool autumn air and stitched with strands of summer zephyr. The cloak was presented as a gift to the Golden Pasha Antar Al Mahmoud of Elz, as a sign of admiration from Gameel the djinni. Antar and Gameel were perhaps the finest warriors of their people; both well respected, witty

and charming to a fault, the two shared a friendly rivalry for decades—which began after the Golden Pasha freed Gameel from his centuries long service to the Mahmoud family. When the divine armies warred against the djinni, Antar and Gameel crossed scimitars one final time. Antar, by then an old man, was struck down by Gameel, who then sent *Dabab* to the furthest corner of the Endless Sky, lest it be claimed by “mortal jackals unfit to lick Antar Al Mahmoud's boots.”

*Dabab*, sometimes referred to as Antar's Shroud, is a bright gray, silk cloak stitched with threads the color of the sky at sunset. It feels cool to the touch at all times, snaps constantly as though stirred by an unseen wind, and smells vaguely of autumn leaves and summer blossoms.

**Powers:** *Dabab* functions as both a *cloak of resistance* +3, and a *cloak of dexterity* +2. While wearing *Dabab*, the owner benefits from a +5 competence bonus to Jump checks, and a +2 competence bonus to AC, but only against ranged attacks. Three times per day, *Dabab's* owner can enhance his speed with a sudden burst of wind, as though by the *expeditious retreat* spell cast by a 15th level sorcerer. Once a day the wearer can, by swirling the cloak about himself, create a *wind wall*, as per the spell cast by a 15th level cleric. Finally, once a week, the owner can *air walk*, as per the spell cast by a 15th level cleric.

Strong transmutation [Air] and abjuration; CL 15th.

### Sethris's Judgment (minor artifact)

**Description:** The brooding spider does not sit idly by while the powerful do as they will. When need be, she will send one of her divine agents, or even smite down the offending party herself, but few things give Sethris greater pleasure than empowering the weak to deliver their own well deserved vengeance.

Thus *Sethris's Judgment*, an enchanted spear of great power and magnificent corruption, came to be. Made from the straightened and magically preserved leg of a colossal spider, and tipped with a spider's fang constantly oozing poison thick and yellow as pus, *Judgment* is one of the most feared instruments of divine justice in the Scarred Lands.

The spear wanders from place to place, appearing to those who most hunger for vengeance and then disappearing again when its duty is finished. It never appears to those who otherwise have the means to extract vengeance, and only comes to those with legitimate cause for revenge.

The first recorded appearance of *Sethris's Judgment* was shortly after the end of the divine war, when the young druid Walmer, a worshiper of Mormo, struck down Cyris, first among the paladins of Corean's Order of Silver, for the crime of shattering his circle and slaying his fellows. Though Walmer was slain before he could do more than scratch Cyris, it was enough; Cyris died in agony, his flesh smoking and his spirit bubbling up like gorge between his clenched teeth.



**Powers:** *Sethris's Judgment* is a +5 spear of seeking, distance and returning. When wielded against a target marked for vengeance, the spear is also considered to have the *bane* enhancement. The first time a vengeance marked target is struck by *Sethris's Judgment*, he or she is injected with a virulent poison and must succeed at a DC 25 Fortitude save or suffer 3d6 points of initial and secondary Constitution damage. Those reduced to 0 Constitution are instantly and irrevocably slain, their spirits disfigured to the point where they cannot be resurrected by any means short of divine intervention.

In order to use *Judgment's* remarkably potent *bane* ability, the wielder must invoke Sethris and promise his or her soul to the mistress of vengeance. The ritual required to invoke Sethris in this manner is directly transmitted to the vengeance seeker's mind the instant the individual lays hands upon *Sethris's Judgment*. Invoking Sethris's blessing requires a full day of constant worship, during which time an invoker must prick his or her palms with the tip of the spear, allowing the seeping poison to mingle with blood. At the end of a day of proper worship, Sethris's holy mark appears on both the invoker's palms and the victim's forehead; the mark on the victim is invisible, and can only be seen by *Judgment's* wielder. Once sworn and accepted, the invoker has 30 days to complete the desired vengeance, or die trying; those who fail to strike within 30 days automatically fall prey to the spear's poison themselves.

Strong transmutation and necromancy; CL 20th.

## Spells

### Find the Astrological Doorway

Divination

Level: Clr 2, Sor/Wiz 2

Components: S, M

Casting Time: 1 minute

Range: Unlimited

Target: The nearest gateway to the ascendant zodiac realm

Duration: 1 full day

Saving Throw: None

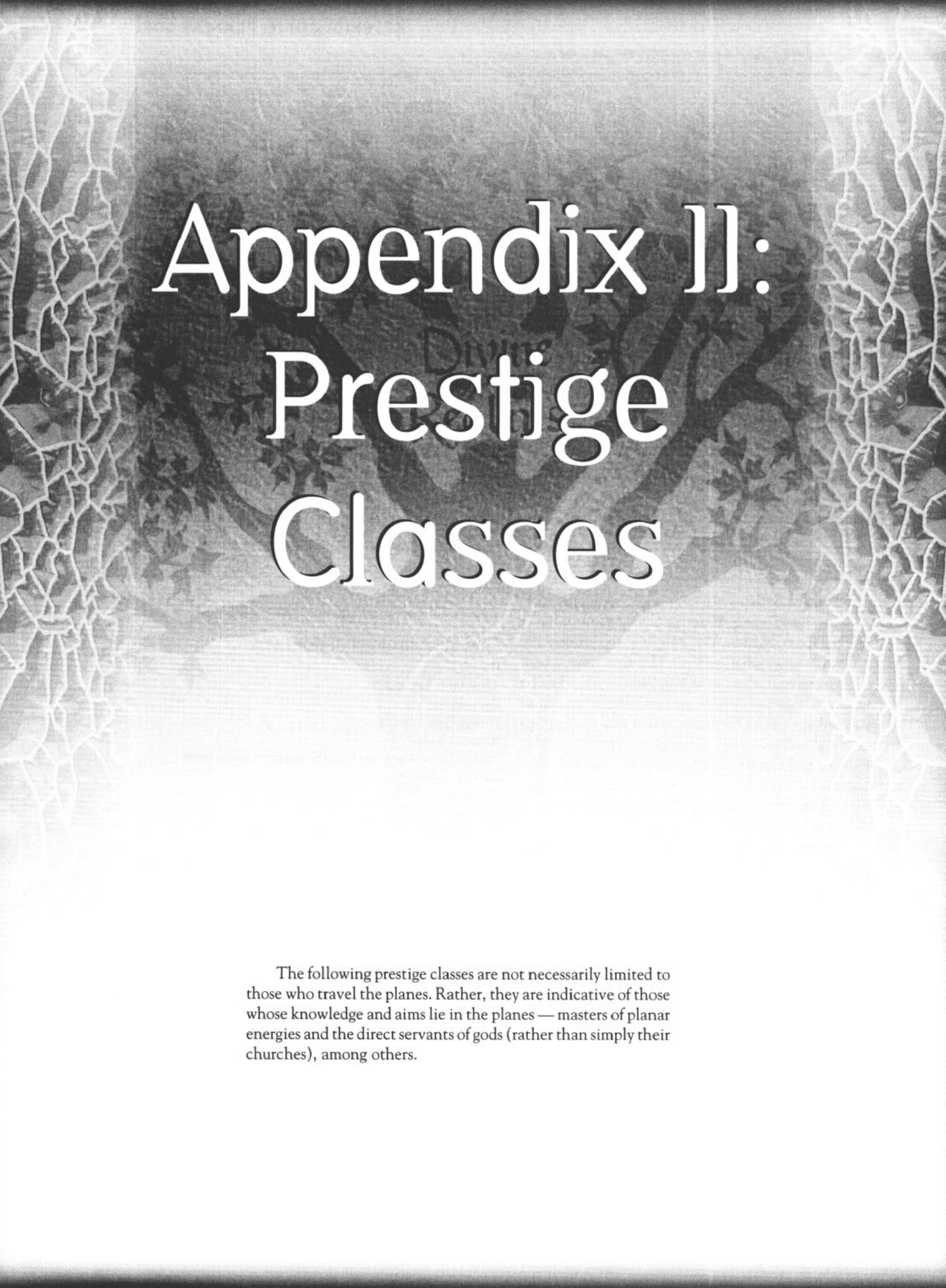
Spell Resistance: No

### Description

The High Astrologers developed this spell to allow them to find nearby gateways into the zodiac planes. The caster must lay out or draw a map of the local area and then perform a few simple measurements of the angle of the sun or the stars. This spell summons a tiny fragment of the power of the ascendant stars to help lead the caster to a planar gateway.

### Spell Effect

When the spell is complete, a fist-sized glowing ball of light — of a color appropriate to the zodiac sign currently ascendant — appears in front of the caster. This tiny ball of starlight leads the caster in the direction of the nearest gateway for the next full day. It always remains within arms reach of the caster and moves at the same speed as the caster travels. If the caster reaches out and touches the ball of light she will have a brief vision of when and how that particular gateway can be opened. When the caster reaches the gateway, the ball of starlight grows significantly brighter and then vanishes into the portal.



# Appendix II: Prestige Classes

The following prestige classes are not necessarily limited to those who travel the planes. Rather, they are indicative of those whose knowledge and aims lie in the planes — masters of planar energies and the direct servants of gods (rather than simply their churches), among others.



## Iron Lord

Chardun is known as the Great General among many of his worshippers who seek to emulate his tyrannical ways in the Scarred Lands. Occasionally, the god will bestow his favor upon particularly promising mortals, whose earthly deeds reveal the depths of their devotion to his creed. Such rare individuals, imbued with the otherworldly power of Chardun, are known as iron lords and they are greatly — and justifiably — feared.

Iron lords typically arise from among the military commanders who lead the armies of the Scarred Lands. They are not always clerics, although many are. Even so, the faith that even the non-clerics place in their Great General is so remarkable that it might be considered praiseworthy were it channeled in less destructive ways. Unfortunately, iron lords can be counted upon only to expand the dominion of Chardun across the world — and thusly their own power beneath him.

Perhaps unsurprisingly, iron lords often operate outside established nations and hierarchies devoted to Chardun. This is due to the fact that these individuals relentlessly seek to promote themselves and their supporters, which makes them a threat to those who already possess power. For that reason, few if any iron lords are found in Calastia or its colonies and they are almost as rare in Dunahnae.

### Use in Other Campaigns:

The iron lord is, at its core, a warlord-style prestige class. Those who acquire it gather followers with promises of violence and pillage, and drive their foes before them in fear. As such, this class can be easily placed in any campaign setting where there is a tyrant god or other lawful evil entity of fear and war. Indeed, the class can also simply be divorced from religious associations entirely — for those who desire power hardly need a divine reason to do so.

**Hit Die:** d8.

## Requirements

To qualify to become an Iron Lord, a character must fulfill all of the following criteria:

**Alignment:** Lawful evil or lawful neutral.

**Base Will Save:** +6.

**Faith:** Chardun.

**Feats:** Leadership, Skill Focus (Intimidate).

**Skills:** Diplomacy 5 ranks, Intimidate 10 ranks, Knowledge (religion) 5 ranks, Sense Motive 5 ranks.

**Special:** The character must gain command of a military unit devoted to the faith of Chardun. The size of the unit does not matter so much as its zeal in pursuing the goals of the Great General.



## Class Skills

The iron lord's class skills are Bluff (Cha), Craft (Int), Diplomacy (Cha), Gather Information (Cha), Intimidate (Cha), Knowledge (religion) (Int), Profession (Wis), Sense Motive (Wis) and Survival (Wis).

**Skill Points at Each Level:** 4 + Int modifier.

## Class Features

All of the following are class features of the iron lord prestige class.

**Weapon and Armor Proficiency:** Iron lords are proficient with simple and martial weapons and with light, medium and heavy armor and all shields.

**Aura of Hatred (Su):** At 1st level, the iron lord exudes an aura in a 15 ft. radius around himself that causes all within it to react more negatively toward one another. Those effected will have their attitude on the Influencing NPC Attitudes chart shift to the next less favorable reaction (helpful to friendly, friendly to indifferent, indifferent to unfriendly, unfriendly to hostile). The aura's effects can be avoided by a successful Will save against DC 12 + the character's levels in the iron lord prestige class. The iron lord himself may suspend the aura at any time and followers of Chardun (even those opposed to the iron lord) are immune to its effects.

**Leadership:** At 1st level, the iron lord gains a +2 bonus to his Leadership score for recruiting both cohorts and followers. This bonus increases to +4 at 5th level and +6 at 9th level.

**Zeal of Iron (Ex):** An iron lord can inspire allies, within 30 ft. of himself, as they prepare to vanquish the enemies of Chardun. Those inspired, temporarily gain a +2 bonus to Strength, a +2 bonus to Constitution, and a +1 morale bonus on Will saves, but take a -1 penalty to Armor Class. The increase in Constitution causes normal increases to the hit points of those inspired, and these hit points are the first lost when damage is taken.

While so inspired, individuals cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except for Balance, Escape Artist, Intimidate, and Ride), the Con-

centration skill, or any abilities that require patience or concentration—nor can they cast spells or activate magic items that require a command word, a spell trigger (such as a wand), or spell completion (such as a scroll) to function. Inspired characters can use any feat they possess, except for Combat Expertise, item creation feats and metamagic feats. Zeal of iron lasts for a number of rounds equal to 3 + the iron lord's Wisdom modifier. An iron lord may prematurely end the zeal of iron if he chooses. At the end of this effects duration, those inspired lose the zeal modifiers and restrictions and becomes fatigued (-2 penalty to Strength, -2 penalty to Dexterity, can't charge or run) for the duration of the current encounter.

An iron lord can inspire others in this manner only once per encounter. At 3rd level he can use this ability once per day. At 8th level he can use it an additional time per day. Initiating the zeal of iron in others takes 1 minute to cause.

**Unnerving Faith (Su):** At 2nd level, the iron lord's absolute faith in the presence of Chardun's guidance is so great that it may unnerve even those opposed to him. If the iron lord makes a successful DC 20 Intimidate check, intelligent opponents within 30 ft. suffer a -4 morale penalty to Will saves and a -2 morale penalty to attack and damage rolls. The range of this ability increases to 60 ft. at 6th level and its morale penalties increase to -6 and -4 respectively at 10th level. This ability can be used a number of times per day equal to the iron lord's Charisma bonus.

**Fearsome Gaze (Sp):** At 4th level, the iron lord gains the ability to cause fear a number of times per day equal to his Charisma modifier (minimum one). This ability functions exactly like the arcane spell *fear*, with the DC based on the character's iron lord class levels. If the character is also a cleric of Chardun, he may add those levels to the DC as well.

**Chardun's Glory (Sp):** At 7th level, the iron lord gains a +4 bonus to AC but is surrounded by a dark violet glow similar to the spell *faerie fire*. The iron lord may extinguish the glow at will as a free action, but doing so also suspends the AC bonus until he chooses to ignite the glow once more.

Table A2-1: Iron Lord (Ild)

Class	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+0	+2	Aura of hatred, leadership +2
2nd	+1	+3	+0	+3	Unnerving faith
3rd	+2	+3	+1	+3	Zeal of iron 1/day
4th	+3	+4	+1	+4	Fearsome gaze
5th	+3	+4	+1	+4	Leadership +4
6th	+4	+5	+2	+5	Unnerving faith
7th	+5	+5	+2	+5	Chardun's glory
8th	+6	+6	+2	+6	Zeal of iron 2/day
9th	+6	+6	+3	+6	Leadership +6
10th	+7	+7	+3	+7	Unnerving faith

## Keeper of the Great Laws

Hedrada is the lawgiver of the gods. Across the Scarred Lands, many peoples worship him as the establisher of order and the preserver of the peace. His methods are not always pleasant ones, but they do work. The price of stability is sometimes high, which is why those who serve the Judge are not always held in the greatest regard. Their relentless quest to ensure that chaos is checked and justice upheld sometimes brings them into conflict with those who do not share their zeal.

This fanaticism is never truer than in the case of the keepers of the great laws. The keepers are specially chosen divine agents of Hedrada, sanctioned by the White Temple, to act in the defense of law, order and justice — at least as defined by their own interpretation of these concepts. Keepers are noteworthy not merely for their devotion, but also for their unique abilities. Imbued with Hedrada's power, they can create small planar prisons into which can be cast those who have run afoul of the Lawgiver or his servants in the Scarred Lands. Many a wrongdoer has disappeared at the hands of a keeper of the great laws, never to return.

Keepers are rare servants of their godly master. Many consider their rarity to be fortunate, for some keepers act as judge, jury and executioner, making little distinction between a merely chaotic nature and a malevolent disregard for the law. On the other hand, many keepers are heroic individuals, whose utter devotion to their cause has led them to undertake missions against foes few would face. That so many of these Hedradans succeed is as much a testament to their faith as to their abilities.

**Use in Other Campaigns:** The keeper of the great laws can easily be placed into any campaign setting. It need not even be associated with a god of law; an elite order of judges or vigilantes who hold themselves above the workings of politics and kingdoms, or an ancient order of scholars who have applied their learning to the defense of the ancient laws, are equally worthy niches for this prestige class.

**Hit Die:** d8.

### Requirements

To qualify to become a keeper of the great laws, a character must fulfill all of the following criteria:

**Alignment:** Lawful neutral.

**Faith:** Hedrada.

**Skills:** Knowledge (law) 10 ranks, Knowledge (religion) 10 ranks.





**Spellcasting:** Ability to cast 5th-level divine spells.

## Class Skills

The keeper of the great laws' class skills are Concentration (Con), Craft (Int), Diplomacy (Cha), Intimidate (Cha), Knowledge (Int), Listen (Wis), Profession (Wis), Ritual Casting (Con), Sense Motive (Wis) and Spot (Wis).

**Skill Points at Each Level:** 2 + Int modifier.

## Class Features

All of the following are class features of the keeper of the great laws prestige class.

**Weapon and Armor Proficiency:** Keepers of the great laws are proficient with simple weapons and with light, medium and heavy armor and all shields (except tower shields).

**Spells per Day:** Keepers of the great laws continue to advance in spellcasting ability. When a new keeper level is acquired, the character gains new spells per day as if he had also gained a level in a spellcasting class he belonged to before he added the prestige class. He does not, however, receive any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, metamagic or item creation feats, and so on). This essentially means that he adds the level of keeper to the level of some other spellcasting class the character has, then determines spells per day and caster level accordingly.

If a character had more than one spellcasting class before he became a keeper of the great laws, he must decide to which class he adds each level of keeper for purposes of determining spells per day when he adds the new level. Levels in this class do stack for the purposes of turning undead.

**Imbue Law (Su):** At 1st level, the keeper of the great laws gains the ability to infuse his weapons or damage-dealing spells with the power of law, causing +2d6 of bonus damage against all of chaotic alignment. The character may use this ability twice per day. At 7th level, he may use this effect four times per day.

**Law Immunity (Su):** At 2nd level, the keeper of the great laws becomes completely immune to the effects of any spells that have the "law" descriptor.

**Champion of Law (Su):** At 3rd level, the spell save DC against spells that bind or banish outsiders gains a +2 bonus when used against those possessing the "chaotic" subtype. This includes (does not stack with) the bonus from the Spell Focus feat, should the keeper of the great laws possess it. This bonus increases to +3 at 6th level and +4 at 8th level. This bonus *only* applies to Conjuration and Abjuration spells that are used to bind or banish chaotic outsiders. The same spells used on other types of outsiders will not receive this bonus.

**Chaos Resistance (Su):** At 4th level, the keeper of the great laws gains spell resistance against spells with the "chaos" descriptor. His spell resistance equals his levels in the keeper of the great laws prestige class + 15.

**Maze (Sp):** At 5th level, the keeper of the great laws gains the ability to banish a subject to an extradimensional labyrinth, as per the arcane spell *maze*. The keeper may use this ability once per day at 5th level, twice per day at 7th level and three times per day at 9th level.

**Bound by Law (Su):** At 10th level, the keeper of the great laws acquires the ability to augment the *planar binding* series of spells in several ways. This ability simply expands the scope of these spells rather than being a special ability in its own right. Consequently, the keeper must still memorize these spells as he would any other spells he was preparing for the day. In most respects, the *planar binding* spells work as normal. There are, however, several differences. The first and most significant variation is that the spells will now affect non-outsiders, including natives of the material plane.

The second difference is that the bound creature, whether an outsider or not, is not bound within a *magic circle* but is instead placed in a specially prepared planar prison large enough to hold the creature alone. This prison is accessible to the keeper for as long as the spell is in effect, without the need for any other planar travel spells. It also functions as if it were under the effects of *dimensional anchor*.

Table A2–2: Keeper of the Great Laws (Kgl)

Class Level	Base				Special	Spells Per Day
	Attack Bonus	Fort Save	Ref Save	Will Save		
1st	+0	+0	+0	+2	Imbue law	+1 level of existing class
2nd	+1	+0	+0	+3	Law immunity	+1 level of existing class
3rd	+1	+1	+1	+3	Champion of law (+4)	+1 level of existing class
4th	+2	+1	+1	+4	Chaos resistance	+1 level of existing class
5th	+2	+1	+1	+4	Maze 1/day	+1 level of existing class
6th	+3	+2	+2	+5	Champion of law (+6)	+1 level of existing class
7th	+3	+2	+2	+5	Maze 2/day	+1 level of existing class
8th	+4	+2	+2	+6	Champion of law (+8)	+1 level of existing class
9th	+4	+3	+3	+6	Maze 3/day	+1 level of existing class
10th	+5	+3	+3	+7	Bound by Law	+1 level of existing class

## Mithril Disciple

The god Corean is the patron of many praiseworthy mortal endeavors, including the improvement of oneself through discipline and dedication. For many sects of his church, smithcraft is a metaphor for the tempering of the soul whereby a person attunes herself more fully to the virtues of the Champion. For others, it is not simply a metaphor, but a way of life. For these individuals, known as mithril disciples, the worship of Corean is a path to self-improvement — spiritually, mentally and physically. Indeed, they believe these three aspects are intimately tied together, leading to the type of life Corean wishes for all who serve him.

Of course, mithril disciples are unusual individuals even within those sects that share their basic philosophical outlook. It is one thing to espouse the tempering of the soul as an ideal; it is another to manifest it in supernatural ways. Mithril disciples are among a handful of individuals who have taken their

devotion to Corean to new heights. By purposefully exposing themselves to the elements, engaging in acts of perseverance and physical pain, as well as a rigorous regimen of prayer and meditation, they have managed to gain their god's favor. A mithril disciple is thus a living manifestation of Corean's strength and as such has a portion of the god's power.

Mithril disciples have no formal place within any of Corean's sects. However, they are welcomed by most as champions of right and examples of the Shining One's blessings. Many act as wandering defenders of law and good. Not surprisingly, paladins make up the bulk of these mithril disciples. Others, though, choose different paths, including exploration (another popular metaphor for self-improvement), teaching and tending to the spiritual needs of Corean's worshippers. Wherever they are found, mithril disciples quickly become models of religious devotion and are lauded for their practical contributions in Corean's name.

**Use in Other Campaigns:** An order of ascetics dedicated to the perfection of the self through the use of smithing metaphor, the mithril disciple can be placed into any campaign.

Though the description has them united in worship of a lawful-good smithing god, they need not necessarily even adhere to religious aims — mithril disciples could very well be an order of elven or dwarven ascetics, and practically all cultures value the traits of discipline and honor.

**Hit Die:** d10.



## Requirements

To qualify to become a mithril disciple, a character must fulfill all of the following criteria:

**Alignment:** Lawful good

**Base Fortitude Save:** +7.

**Faith:** Corean.

**Feats:** Endurance, Great Fortitude, Toughness.

**Skills:** Craft (blacksmithing) 5 ranks, Knowledge (religion) 10 ranks.

**Special:** Must submit to a religious and physical test of her devotion to the teachings of Corean and his church.

## Class Skills

The mithril disciple's class skills are Climb (Str), Concentration (Con), Craft (Int), Jump (Str), Knowledge (religion) (Int), Profession (Wis), Survival (Wis) and Swim (Str).

**Skill Points at Each Level:** 2 + Int modifier.

## Class Features

All of the following are class features of the mithril disciple prestige class.

**Weapon and Armor Proficiency:** Mithril disciples are proficient with simple and martial weapons and with light, medium and heavy armor and all shields.

**Iron Blessing (Su):** At 1st level, the mithril disciple gains the feat Skill Focus (Craft [blacksmithing]) for free.

**Smite Evil (Su):** Once per day, a mithril disciple may attempt to smite evil with one normal melee attack. She adds her Charisma bonus (if any) to her attack roll and deals 1 extra point of damage per mithril disciple level. If the mithril disciple accidentally smites a creature who is not evil, the smite has no effect but the ability is still used up for that day. At 4th level, the mithril disciple may

smite evil twice per day, and at 7th level she may smite evil three times per day. This ability is in addition to any other smite evil attempts the character may have as a result of levels in other classes.

**Damage Reduction (Ex):** At 2nd level the mithril disciple gains damage reduction of 2/—, at every even level thereafter this damage reduction increases. This damage reduction stacks with other forms of damage reduction that the character might have.

**Divine Health (Ex):** At 3rd level, the mithril disciple gains immunity to all diseases, including supernatural and magical diseases.

**Silver Blessing (Su):** At 4th level, the mithril disciple gains a +4 bonus on Fortitude saves to resist ability or energy draining attacks. This bonus stacks with all other modifiers.

**Massive Damage Immunity (Ex):** At 5th level, the mithril disciple becomes immune to massive damage. She never needs to make a Fortitude save to avoid death from massive damage.

**Gold Blessing (Su):** Beginning at 7th level, a mithril disciple with a Charisma score of 12 or higher can heal wounds (her own or those of others) by touch. Each day she can heal a total number of hit points of damage equal to her mithril disciple level x her Charisma bonus. A mithril disciple may choose to divide her healing among multiple recipients, and she doesn't have to utilize it all at once. Using the gold blessing is a standard action. Unlike the paladin ability lay on hands, the gold blessing's healing power may not be used to deal damage to undead creatures.

**Spell Resistance (Sp):** At 9th level, the mithril disciple gains the ability to cast *spell resistance* a number of times per day equal to her Constitution bonus (minimum of one). This ability functions exactly like the divine spell of the same name.

**Mithril Blessing (Su):** At 10th level, the mithril disciple gains a +4 bonus to her AC and saves against evil creatures, mental control and summoned or conjured creatures.

Table A2—3: Mithril Disciple (Mdi)

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Iron blessing, smite evil
2nd	+2	+3	+0	+0	Damage reduction 2/—
3rd	+3	+3	+1	+1	Divine health
4th	+4	+4	+1	+1	Damage reduction 4/—, silver blessing
5th	+5	+4	+1	+1	Massive damage immunity
6th	+6	+5	+2	+2	Damage reduction 6/—
7th	+7	+5	+2	+2	Gold blessing
8th	+8	+6	+2	+2	Damage reduction 8/—
9th	+9	+6	+3	+3	Spell resistance
10th	+10	+7	+3	+3	Mithril blessing



## Moonlight Lord

Belsameth, the Death of Dreams, is the patron goddess of werewolves and the madmen of the forest. Lurking in the depths of the wilderness, these crazed beings kill not only for their own pleasure, but in the name of the dark goddess — offering up the torn corpses of their victims as bloody sacrifices. Moonlight lords are those who have given themselves over completely to the savage side of the wilds. They are the embodiment of the danger and terror of forests at midnight, of wolves and witches, nightmares and flowing blood.

Moonlight lords are common in the more untamed areas of the Scarred Lands, like the Hornsaw Forest, where they most often ally themselves with covens of Belsameth worshiping witches and hags, bands of murderous Belsameth cultists, or packs of savage werewolves. Powerful moonlight lords also serve as wardens in the forests of the Black Lands, ensuring that all the beasts that dwell there are suitably powerful, bloodthirsty and hungry.

Moonlight lords are almost always ecstatic worshippers of Belsameth, but on rare occasions a ranger might adopt the mantle of the moonlight lord without taking the Death of Dreams as his patron. Generally, these latter mortals pay homage to Tanil the Huntress, or Denev the Earth Mother, and serve the wilderness as especially savage guardians.

**Use in Other Campaigns:** Essentially a hunter character who slowly gains an affinity with animals to the point of lycanthropy, the moonlight lord can fit easily into any campaign where lycanthropes are both known and feared.

**Hit Dice:** d6.



## Requirements

To qualify to become a moonlight lord, the character must meet all of the following requirements.

**Alignment:** Any non-good, non-lawful.

**Base Attack Bonus:** +8.

**Feats:** Blind Fight, Endurance, Night Predator, Track.

**Skills:** Intimidate 4 ranks, Survival 9 ranks.

## Class Skills

The moonlight lord's class skills are Climb (Str), Craft (Int), Hide (Dex), Intimidate (Cha), Jump (Str), Listen (Wis), Move Silently (Dex), Spot (Wis), Survival (Wis) and Swim (Str).

**Skill Points Each Level:** 4 + Int bonus.

## Class Features

All the following are class features of the moonlight lord prestige class.

**Weapon and Armor Proficiency:** A moonlight lord is proficient with all simple and martial weapons, and with light and medium armor.

**Fast Movement (Ex):** A moonlight lord can run with the tireless strength of the wolf, moving so swiftly that typically his terrified prey can never outpace him. At 1st level, the moonlight lord adds 10 ft. to his base movement, a bonus which stacks with any other fast movement bonuses. At 7th level, and again at 9th, his speed increases by another 5 ft., for a total of 20 ft. of bonus movement by 9th level.

**Eyes of the Owl — Eyes of the Wolf (Ex):** A moonlight lord's eyes are as keen as an owl's, and piercing as a wolf's glittering stare. Beginning at 1st level, the moonlight lord's vision grows so keen that he can spot a single bent blade of grass on a moonless night, or see a mouse running through the underbrush a bowshot's distance away. He gains an inherent bonus to Spot checks equal to his class level.

Further, he acquires low light vision, allowing him to see three times as far as a human in twilight or night conditions. If the moonlight lord already possesses low light vision, he can now see four times as far as a normal human.

**Bonus Feat:** Moonlight lords are the consummate versatile predators and survivors. At 2nd level, and again at 8th, they can select a bonus feat from among the following: Alertness, Athletic, Combat Expertise (Improved Trip), Combat Reflexes, Die Hard (Red Soul), Improved Critical, Improved Initiative, Improved Unarmed Strike (Improved Grapple), Power Attack (Cleave, Great Cleave), Stealthy, or Weapon Focus.

The GM is also encouraged to add any other feats appropriate to the feral, predatory nature of this class,

such as the feats from the *Player's Guide to Rangers and Rogues*.

**Black Howl (Su):** The moonlight lord is the embodiment of all the night's savage terrors. Not for him is the quiet knife or the subtle threat. He is the glittering eyes in the darkness, the snarling, snapping jaws, and the rending claws. In his aspect is all that mortal's fear when they close their eyes, and it is a moonlight lord's calling, and his joy, to make those nightmares true. Beginning at 3rd level, the moonlight lord gains the ability to issue the black howl, a blood-curdling shriek which seems to erupt from the depths of his soul. This effect can only be used from the hours of dusk till dawn. All those within a 10 yard x the moonlight lord's class level radius of him must succeed at a Will save against a DC equal to 10 + the moonlight lord's levels in this prestige class or be stricken with abject terror, as though affected by a *fear* spell. The fear effect lasts a number of rounds equal to the DC of the Will save. Beings with fewer hit die or levels than the moonlight lord's levels in this prestige class are also affected as if by a *touch of idiocy* spell cast by a sorcerer of his levels in moonlight lord — as blind terror robs them of their ability to reason.

If the black howl is unleashed under the light of Belsameth's full moon, increase the Will save by +4 DC; all creatures who fail their save are affected as though by *touch of idiocy* regardless of their Hit Dice. If the moonlight lord possesses existing ranger class levels, half these levels are also added to the black howl's radius of effect, the DC of the Will save required to resist it, and to the moonlight lord's class levels when determining who can be affected by *touch of idiocy*. At 5th level, and then again at 9th, the moonlight lord gains the ability to make an additional black howl.

**Lord of Night Beasts (Su):** The moonlight lord is kin and master to wolves and night cats, and all the other creatures that prowl the midnight forests. Because of this affinity, beginning at 4th level the moonlight lord can assert his dominion over certain creatures. He gains the ability to speak with wolves and nocturnal animals, as though by the spell *speak with animals*, and can communicate with intelligent nocturnal monsters and lycanthropes as though using the *tongues* spell.

In addition, wolves, lycanthropes, and all nocturnal animals are automatically considered friendly to him. Finally, he can, once per night, summon dire bats, wolves or dire wolves as though by a *summon nature's ally IV* spell cast by a druid of his moonlight lord class level. If the moonlight lord has previously gained levels in the ranger class, half those levels are added to his effective caster level.

**Lord of Moonlight (Ex):** The moonlight lord is suffused with lunar essence, and in his breast beats a wolf's savage heart. Beginning at 6th level, he takes

Table A2-4: The Moonlight Lord (Mnl)

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+2	+0	Fast movement +10 ft., eyes of the owl — eyes of the wolf
2	+2	+3	+3	+0	Bonus feat
3	+3	+3	+3	+1	Black howl 1/day
4	+4	+4	+4	+1	Lord of night beasts
5	+5	+4	+4	+1	Black howl 2/day
6	+6	+5	+5	+2	Lord of moonlight
7	+7	+5	+5	+2	Fast movement +20 ft.
8	+8	+6	+6	+2	Bonus feat
9	+9	+6	+6	+3	Black howl 3/day, fast movement +30 ft.
10	+10	+7	+7	+3	Lord of savagery

on some of the aspects of the werewolf. He gains the Scent ability, and an inherent bonus to Listen checks equal to his levels in the moonlight lord prestige class. In addition, his teeth lengthen and grow sharp, allowing him to make bite attacks for 1d6 damage. Finally, he gains damage reduction 5/silver, but only under the light of the moon. While being watched over by Belsameth's full moon, his damage reduction increases to 10/silver.

**Lord of Savagery (Ex):** A moonlight lord who reaches this level of ability is a killing force of unparalleled might, the embodiment of the savagery hidden in the depths of the midnight forest. At 10th level, he fully embraces his nature. His bite attack now inflicts 1d8 points of damage, and he gains the Improved Grab ability in regards to his bite. His damage reduction increases to 10/silver under normal moonlight (increasing to 15/silver under Belsameth's full moon),

and he possesses damage reduction 5/silver even in the daytime. Additionally, he acquires scent based Blindsight for a radius equal to 20 ft, and fast healing 1 (increasing to 2 at night).

Finally, the moonlight lord gains the ability to transmit temporary lycanthropy while under the light of Belsameth's full moon. Any being successfully injured by one of the moonlight lord's bite attacks must succeed at a Fortitude save equal to 10 + the moonlight lord's class level + half his existing ranger levels or contract lycanthropy (werewolfism) for the duration of the full moon. Werewolves created in this fashion are under the control of the moonlight lord for the duration of their infection, as though affected by a *charm monster* spell cast by a druid of his moonlight lord class levels + one half his ranger levels combined.



The occult planes are, as their name suggests, mysterious and enigmatic. Few spellcasters, even those whose spells are powered by energies from these planes, have much understanding of the forces with which they toy. For them, all that matters is that their spells work. For the occultist, however, mere functionality is not enough. These men and women seek to plumb the depths of the occult planes, learning and mastering their secrets.

Occultists are much misunderstood in the Scarred Lands. Many believe them to serve dark powers or be in league with the titans. Neither is necessarily the case. In fact, occultists, as a rule, are so interested in the affairs of the occult planes that they often take little notice of the goings-on elsewhere in the cosmos. In part, this is because occultists have learned how to travel back and forth between the Scarred Lands and the occult planes with comparative ease. Traveling to and exploring these planes is their passion; there are few things that can compare to the thrill of being among only a handful of mortal beings to do so with any regularity. This lends an air of elitism and aloofness to many occultists' personalities, which may explain why others often poorly regard them.

Occultists are typically found among the ranks of wizards, particularly those who belong to cultures or organizations that place a premium on exploration and discovery — such as the Phylacteric Vault of Ghelspad. That said, some sorcerers also become occultists, including those whose connection to Mesos is strong enough to draw them to these extradimensional realms where the Sire of Sorcery once held sway. Both types of occultists see their endeavors as worthwhile in and of themselves, but many are happy to share their knowledge with others should they be inclined to listen.

**Use in Other Campaigns:** Because of the nature of the interrelationship between the occult realms in most campaign settings, this prestige class can be used with very little change in most any setting.

**Hit Die:** d4.

## Requirements

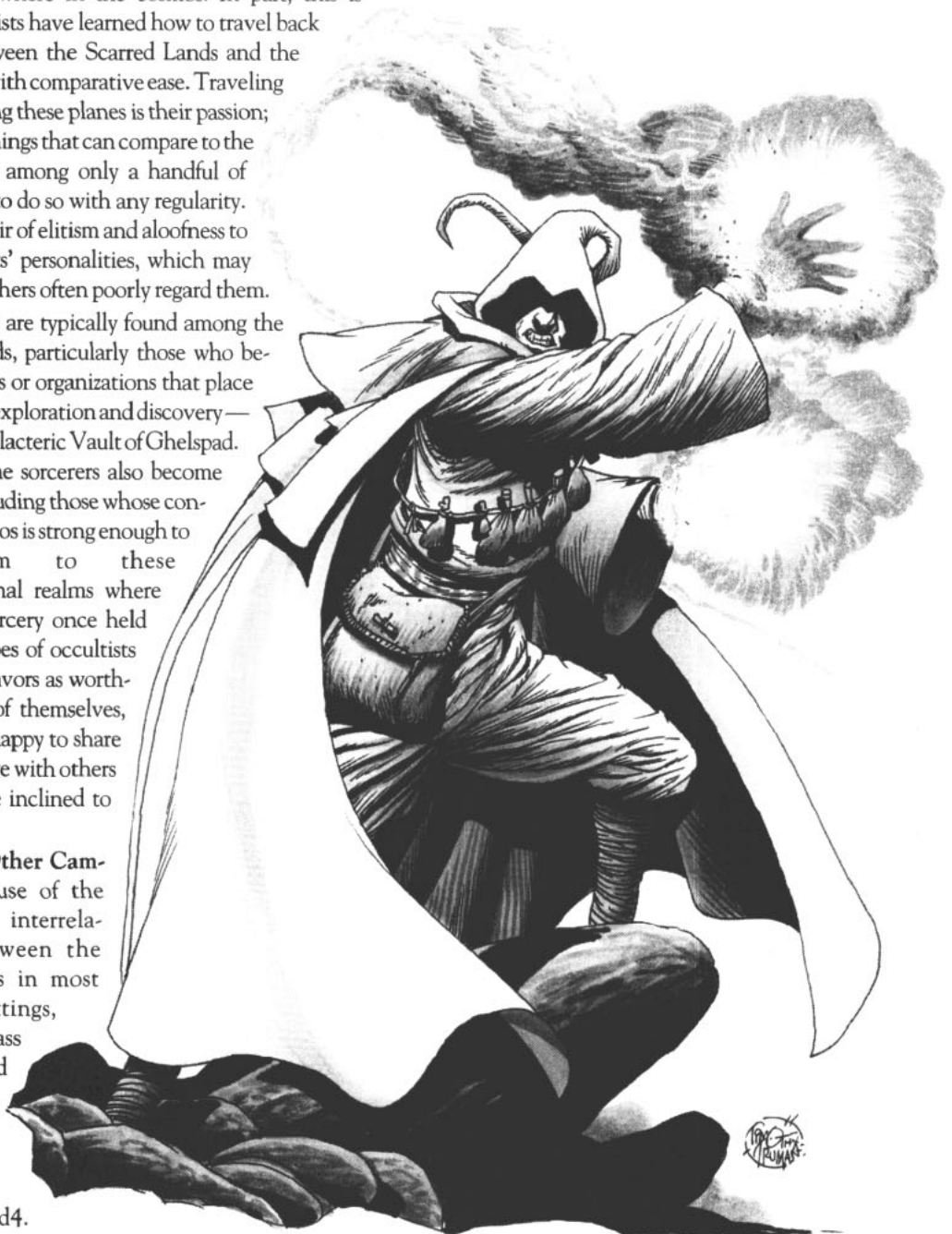
To qualify to become an occultist, a character must fulfill all of the following criteria.

**Feats:** Spell Focus (Conjuration), Ghost Spell, Greater Spell Focus (Conjuration).

**Skills:** Concentration 6 ranks, Knowledge (planes) 10 ranks.

**Spellcasting:** Must have access to, and be able to cast, *dimension door*, *dream*, *secret chest*, and *shadow conjuration*.

**Special:** Must have visited at least two of the occult planes.



## Class Skills

The occultist's class skills are Concentration (Con), Craft (Int), Hide (Dex), Knowledge (Int), Move Silently (Dex), Profession (Wis), Spellcraft (Int) and Use Magic Device (Cha).

**Skill Points at Each Level:** 2 + Int modifier.

## Class Features

All of the following are class features of the occultist prestige class.

**Weapon and Armor Proficiency:** Occultists gain no additional weapon or armor proficiencies. Armor of any type interferes with the occultist's arcane gestures, which can cause his spells to fail (if those spells have somatic components).

**Spells per Day:** When a new occultist level is gained, the character gains new spells per day as if he had also acquired a level in the spellcasting class he belonged to before he added the prestige class. He does not, however, gain any other benefit a character of that class would have received (improved chance of controlling or rebuking undead, metamagic or item creation feats, and so on). This essentially means that he adds the level of occultist to the level of some other spellcasting class the character has, then determines spells per day and caster level accordingly.

If a character had more than one spellcasting class before he became an occultist, he must decide to which class he adds each level of occultist for purposes of determining spells per day when he adds the new level. Levels in this class do not stack for the purposes of familiar advancement.

**See Invisibility (Su):** At 1st level, the occultist gains the ability to see invisibility at will, like the arcane spell of the same name.

**Occult Lore:** As the occultist increases in level he unlocks greater secrets of occult magic, gaining access to spells he might not be otherwise capable of learning. These spells are added to the spell list of the occultist's primary spellcasting class, though they still must be gained in the normal fashion for that class. Additionally, the occultist is treated as though he had applied the Heighten Spell feat to his spells for the purposes of casting conjuration spells from the calling, summoning and teleportation subschools. The actual spell level of these heightened spells is not in any way changed, nor is the casting time.

The occult lore spells, listed below, are added to the occultist's spell list when he reaches the minimum caster level to cast spells of that level.

<b>Occult Lore, 1st:</b>	<i>Longstrider, pass without a trace.</i> These spells are gained at 1st level.
<b>Occult Lore, 2nd:</b>	<i>Find traps, silence.</i> These spells are gained at 3rd level.
<b>Occult Lore, 3rd:</b>	<i>Banish shadow (RR), deeper darkness.</i> These spells are gained at 5th level.
<b>Occult Lore, 4th:</b>	<i>Divination, freedom of movement.</i> These spells are gained at 7th level.
<b>Occult Lore, 5th:</b>	<i>Plane shift, spell resistance.</i> These spells are gained at 9th level.

**Ghost Touch (Su):** At 2nd level, the occultist acquires the ability to treat any weapon he wields as if it possessed the ghost touch special ability. Thus, the weapon deals damage normally against incorporeal creatures, even if the weapon is nonmagical. An incorporeal creature's 50% chance to avoid damage does not apply to attacks made with ghost touch weapons.

**Favored Plane (Ex):** At 3rd level, an occultist may select one of the occult planes as a favored plane.

Table A2—5: Occultist (Occ)

Class	Base Attack Level	Fort Bonus	Ref Save	Will Save	Special	Spells Per Day
1st	+0	+0	+2	+0	Occult lore (1st), see invisibility	+1 level of existing class
2nd	+1	+0	+3	+0	Ghost touch	+1 level of existing class
3rd	+1	+1	+3	+1	Favored plane, occult lore (2nd)	+1 level of existing class
4th	+2	+1	+4	+1	Occult servant, shadow walk	+1 level of existing class
5th	+2	+1	+4	+1	Favored plane, occult lore (3rd)	+1 level of existing class
6th	+3	+2	+5	+2	Dreamwalk	+1 level of existing class
7th	+3	+2	+5	+2	Favored plane, occult lore (4th)	+1 level of existing class
8th	+4	+2	+6	+2	Etherealness	+1 level of existing class
9th	+4	+3	+6	+3	Favored plane, occult lore (5th)	+1 level of existing class
10th	+5	+3	+7	+3	Astral projection	+1 level of existing class

While on this specified occult plane or against creatures native to it, the occultist gains a +2 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks. At 5th level (and every other level thereafter), the occultist may select an additional favored plane. Furthermore, at each such interval, the bonus associated with any one favored plane (including the one just selected, if so desired) increases by 2.

**Occult Servant (Su):** At 4th level the occultist may call on outsiders native to the occult planes, using the *summon monster* series of spells at greater efficiency. Any *summon monster* spells that call outsiders native to the occult planes, cast by the occultist, are treated as though they were enhanced by the Extend Spell feat. This ability does not increase the level of the spell, nor increase the spell's casting time.

At 6th level, when summoning outsiders native to the occult planes, the occultist is treated as though he had the Augment Summoning feat.

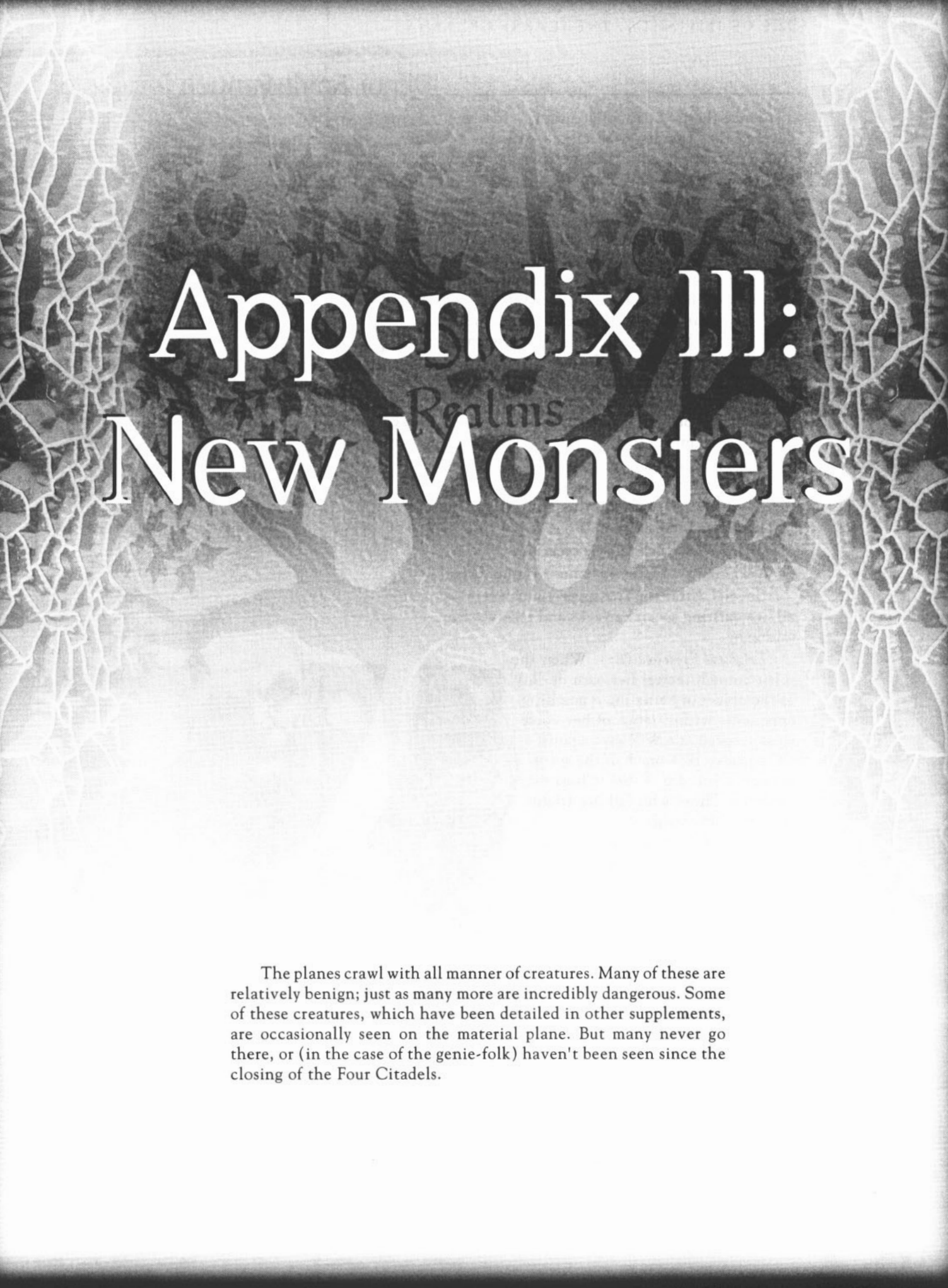
**Shadow Walk (Sp):** At 4th level, the occultist gains the ability to enter the Plane of Shadow twice per day, just like the arcane spell *shadow walk*. This ability functions as cast by an 11th level sorcerer.

**Dreamwalk (Su):** At 6th level, the occultist gains the ability to enter the Dreamlands once per day. This ability functions exactly like the arcane spell *astral projection*, except that it allows the occultist to enter the Plane of Dreams. For the purposes of determining variable effects, this ability is treated as if cast by a 17th level sorcerer.

**Etherealness (Sp):** At 8th level, the occultist gains the ability to enter the ethereal plane once per day, just like the arcane spell *etherealness*. This ability functions as if cast by a 17th level sorcerer.

**Astral Projection (Sp):** At 10th level, the occultist gains the ability to enter the astral plane once per day, just like the arcane spell *astral projection*. This ability functions as if cast by a 17th level sorcerer.





# Appendix II: New Monsters

The planes crawl with all manner of creatures. Many of these are relatively benign; just as many more are incredibly dangerous. Some of these creatures, which have been detailed in other supplements, are occasionally seen on the material plane. But many never go there, or (in the case of the genie-folk) haven't been seen since the closing of the Four Citadels.

## Djinni, Spirit-Eunuch Template

Since the first days of creation, it has been decreed that the genie be tasked with the responsibility of guarding all the most powerful, the most priceless and the most delicate of all divine and mortal creations. The genie, particularly the efreeti, are well suited to this task, and they are, for the most part, implacable guardians. Those among the genie who take the responsibility of guardianship most seriously sometimes willingly allow their spirits to be bound in chains of ether and positive and negative energy. Such genie are known as spirit eunuchs — passionless, and consumed only with thoughts of guardianship, they are dreadful in their obsession and generally avoided by other genie, who respect their dedication but fear their single-mindedness.

The spirit-eunuch template can be applied to any genie. The genie retains her normal abilities, and gains all the following.

**Hit Die:** Increase to d10.

**Speed:** Same as the base creature.

**AC:** Gains a +5 sacred bonus to armor class.

**Special Attacks:** The spirit-eunuch retains all her existing special attacks and receives the following.

**Frightful Presence (Ex):** When the spirit-eunuch recites her oath of duty to the object or being she is guarding, opponents within range of her voice must succeed at a Will save against a DC equal to 10 + one half the spirit-eunuch's hit die + her Charisma modifier. Those who fail are frightened for 5d6 rounds.

**Smite (Ex):** Once per day, while fighting in defense of her charge, the spirit-eunuch can smite an opponent — gaining a +4 sacred bonus to her attack roll and adding her hit die as extra damage to the damage roll.

**Special Qualities:** The spirit-eunuch retains all her existing special qualities and gains the following.

**Immunities (Ex):** The spirit-eunuch is rendered completely immune to mind-affecting spells and spell-like effects.

**Saves:** +2 Fort

**Abilities:** Increase from the base genie as follows: Str +4, Con +2, Wis +4, Cha +2

**Alignment:** Same as the base genie.

### Sample Spirit-Eunuch Genie

**Ehrumm, Keeper of the Garden of Delights**

**Efreeti Harem Guardian**

**Large Outsider (Extraplanar, Fire)**

**Hit Dice:** 10d10+30 (89 hp)

**Initiative:** +7

**Speed:** 20 ft. (4 squares), fly 40 ft. (perfect)

**AC:** 23 (–1 size, +3 Dex, +6 natural, +5 sacred), touch 17, flat-footed 20

**Base Attack/Grapple:** +10/+22

**Attack:** Slam +17 melee (1d8+8 plus 1d6 fire)

**Full Attack:** 2 slams +17 melee (1d8+8 plus 1d6 fire)

**Space/Reach:** 10 ft./10 ft.

**Special Attacks:** *Change size*, frightful presence, heat, smite, spell-like abilities

**Special Qualities:** Darkvision 60 ft., immunity to fire and mind-affecting spells and spell-like abilities, *plane shift*, telepathy 100 ft., vulnerability to cold



<b>Saves:</b>	Fort +11, Ref +10, Will +9
<b>Abilities:</b>	Str 27, Dex 17, Con 16, Int 12, Wis 16, Cha 17
<b>Skills:</b>	Bluff +16, Concentration +16, Craft (brassworking) +14, Diplomacy +7, Disguise +3 (+5 acting), Intimidate +18, Listen +17, Move Silently +16, Sense Motive +17, Spellcraft +14, Spot +17
<b>Feats:</b>	Combat Casting, Combat Reflexes, Dodge, Improved Initiative <sup>B</sup> , Quicken Spell-like Ability ( <i>scorching ray</i> )
<b>Environment:</b>	The Great Inferno
<b>Organization:</b>	Solitary
<b>Challenge Rating:</b>	8
<b>Treasure:</b>	Standard coins; double goods; standard items
<b>Alignment:</b>	Lawful evil
<b>Advancement Range:</b>	—

### Combat

Ehrumm, like most spirit-eunuch genie-kind, is a massive barrel-chested creature who takes great delight in intimidating his foes. He always begins by invoking his frightful presence, alerting trespassers to their transgression and giving them a chance to flee. If the trespassers remain, the genie begins random attacks until he recognizes any spellcasters in the group, at which point he takes to the air invisibly and focuses his assault on them. Ehrumm is careful to avoid overtly damaging the harem of his masters, and

those who threaten any of the concubines therein draw his full and immediate wrath.

**Change Size (Sp):** Twice per day, Ehrumm can magically change a creature's size. This works just like an *enlarge person* or *reduce person* spell (Ehrumm chooses which, when using the ability), except that he may also use the ability on himself. A DC 14 Fortitude save negates the effect. The save DC is Charisma-based. This is the equivalent of a 2nd-level spell.

**Frightful Presence (Ex):** When Ehrumm recites his oath of duty to the object or being he is guarding, opponents within range of his voice must succeed at a DC 18 Will save. Those who fail are *frightened* for 5d6 rounds.

**Heat (Ex):** The efreeti's red-hot body deals 1d6 points of extra fire damage whenever he hits in melee, or in each round he maintains a hold when grappling.

**Smite (Ex):** Once per day, while fighting in defense of his charge, Ehrumm can smite an opponent, gaining a +4 sacred bonus to his attack roll and adding his hit die as extra damage to the damage roll.

**Spell-Like Abilities:** At will—*detect magic*, *produce flame*, *pyrotechnics* (DC 15), *scorching ray* (1 ray only); 3/day—*invisibility*, *wall of fire* (DC 17); 1/day—grant up to three *wishes* (to non-genies only), *gaseous form*, *permanent image* (DC 19), *polymorph* (self only). Caster level 12th. The save DCs are Charisma-based.



## Paragon Beast

Paragon beasts are the incarnate souls of the devoted of Tanil, made manifest in the form of natural beasts in Tanil's realm of Myrtana. Those who serve Tanil well in the material plane often become paragon beasts and continue to serve the goddess in the Sacred Bower.

Paragon beasts resemble impressive versions of normal animals. Their coats are sleek and rich in hue with reds and browns being common. The beasts' eyes are typically a brilliant bronze in color and belie their preternatural intelligence. Recently, a number of paragon beasts have been seen to have ashen or white fur with silver eyes, perhaps reflecting a change in season in Myrtana.

### Creating a Paragon Beast

"Paragon Beast" is a template that can be added to any animal (hereafter referred to as the "base creature"). A paragon beast uses all the base creature's statistics and special abilities except as noted here. An animal with this template becomes an outsider and acquires the Chaotic and Good subtypes. In addition, a paragon beast encountered on the material plane has the extraplanar subtype.

**Special Attacks:** A paragon beast retains all the special attacks of the base creature and also gains the following.

**Spellcasting (Sp):** Paragon beasts can cast spells as if they were clerics of a level equal to their Hit Dice.

**Special Qualities:** A paragon beast retains all the special qualities of the base creature and also gains the following.

**Damage Reduction (Su):** A paragon beast has damage reduction of 5/evil.

**Immunities (Su):** A paragon beast is immune to electricity and petrification.

**Resistances (Su):** A paragon beast is resistant to cold 10 and fire 10.

**Tongues (Su):** A paragon beast can speak with any creature who has a language, as if they were using a *tongues* spell (caster level 12th). This ability is always active.

**Saves:** Fortitude, Reflex and Will saves all become good saves.

**Abilities:** Increase from the base creature as follows: Int +12, Wis +2, Cha +8.

**Skills:** Paragon beasts now have skills according to outsiders.

**Feats:** Same as the base creature.

**Environment:** Tanil's realm of Myrtana

**Organization:** Solitary or family (2-4)

**Challenge Rating:** Animals with a CR of less than 1 become CR 3. Otherwise, same as base creature +2.

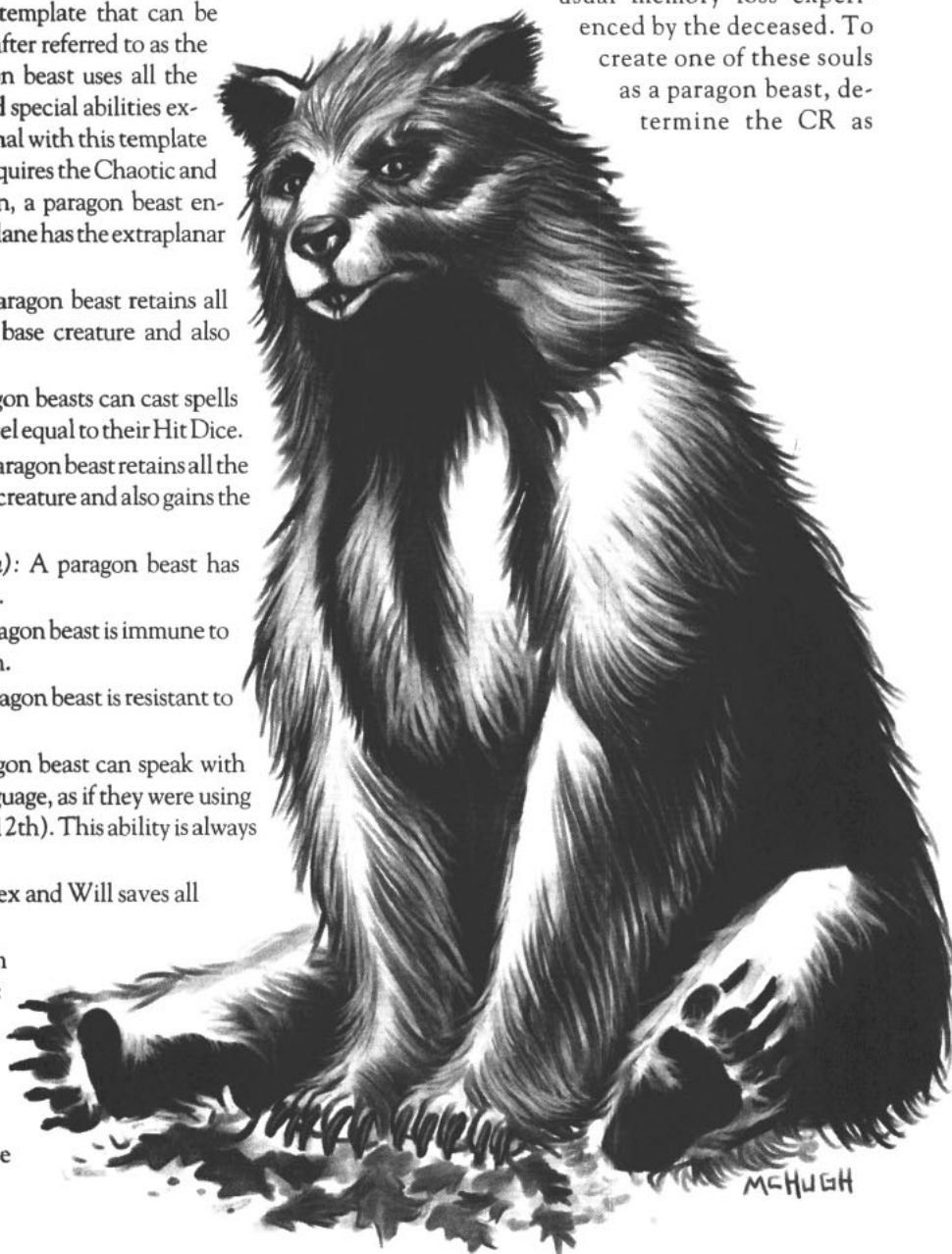
**Treasure:** Double standard.

**Alignment:** Always chaotic good.

**Advancement Range:** By character class.

### Paragon Beast Characters

When becoming a paragon beast, the souls of particularly powerful servants of Tanil will retain some of the abilities they had in life. Upon passing from the mortal realm, these souls awaken relatively intact in Myrtana without the usual memory loss experienced by the deceased. To create one of these souls as a paragon beast, determine the CR as



normal for the paragon beast. This new score represents lost character levels in the transition beyond death. For instance, a powerful priest of Tanil dies and becomes a paragon grizzly bear. The character had 11 character levels in life and a paragon bear is CR 6. Thus, the new paragon bear has five character levels. The specific class levels retained are determined from the class levels the character had in life.

Paragon beasts derived from specific characters ignore the ability adjustments listed above. Intelligence, Wisdom, and Charisma are modified from the abilities they had in life as follows: Int +2, Wis +2, Cha +2. Strength, Dexterity, and Constitution are the same as the base creature.

Paragon beasts do continue to advance through character levels. While the character might have had practically any type of class during life, paragon beasts prefer to advance in the cleric class. Levels gained in cleric add to the beast's innate spellcasting ability.

### Sample Paragon Beast

#### Gherian, Paragon Grizzly Bear

3rd-level cleric/2nd-level ranger  
(once 8th-level cleric/3rd-level ranger)

Large Outsider (Chaotic, Good)

Hit Dice:	11d8+44 (93 hp)
Initiative:	+1
Speed:	40 ft. (8 squares)
AC:	15 (-1 size, +1 Dex, +5 natural), touch 10, flat-footed 14
Base Attack/Grapple:	+10/+22
Attack:	Claw +17 melee (1d8+8)
Full Attack:	2 claws +15/+15/+10 melee (1d8+8) and 1 bite +15 melee (2d6+4)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Improved Grab, <i>spells</i>
Special Qualities:	Lowlight vision, scent, damage reduction 5/evil, immunities, cold resistance 10, fire resistance 10, <i>tongues</i>

<b>Saves:</b>	Fort +9, Ref +6, Will +10
<b>Abilities:</b>	Str 27, Dex 13, Con 19, Int 14, Wis 21, Cha 17
<b>Skills:</b>	Bluff +8, Climb +18, Concentration +8, Diplomacy +21, Gather Information +8, Heal +19, Intimidate +10, Knowledge (the planes) +7, Knowledge (religion) +16, Listen +15, Sense Motive +10, Spellcraft +7, Spot +15, Survival +21, Swim +22
<b>Feats:</b>	Combat Expertise, Endurance, Multiattack, Run
<b>Environment:</b>	Myrtana
<b>Organization:</b>	Solitary
<b>Challenge Rating:</b>	11
<b>Treasure:</b>	Double Standard
<b>Alignment:</b>	Chaotic Good
<b>Advancement Range:</b>	By character class

### Combat

Gherian is a cautious combatant, often spending several rounds sizing up an opponent. He will usually do what he can to spare the lives of those in combat, preferring to chase off rather than to kill. He carries with him an unreasoning hatred of the planar servants of Hedrada, however, and will kill them whenever possible.

**Improved Grab (Ex):** To use this ability, Gherian must hit with a claw attack. He can then attempt to start a grapple as a free action without provoking an attack of opportunity.

**Immunities (Su):** Gherian is immune to electricity and petrification.

**Resistances (Su):** Gherian is resistant to cold 10 and fire 10.

**Tongues (Su):** Gherian can speak with any creature who has a language as if they were using a *tongues* spell (caster level 12th). This ability is always active.

**Spells:** Gherian can cast spells as a sixth level cleric of Tanil with the domains of Animal and Good.

## Air Walker

<b>Medium-size Humanoid</b>	
<b>Hit Dice:</b>	1d8 (8 hp)
<b>Initiative:</b>	+6
<b>Speed:</b>	30 ft. (6 squares), fly 60 ft. (poor)
<b>AC:</b>	15 (+3 Dex, +2 leather), touch 13, flat-footed 12
<b>Base Attack/Grapple:</b>	+1/+1
<b>Attack:</b>	Rapier +1 melee (1d6) or javelin +3 ranged (1d6)
<b>Full Attack:</b>	Rapier +1 melee (1d6) or javelin +3 ranged (1d6)
<b>Space/Reach:</b>	5 ft./5 ft.
<b>Special Qualities:</b>	Low-light vision, speak with birds
<b>Saves:</b>	Fort +2; Ref +2; Will +0
<b>Abilities:</b>	Str 11, Dex 15, Con 10, Int 10, Wis 10, Cha 13
<b>Skills:</b>	Climb +1, Jump +3, Listen +1, Search +1, Spot +3
<b>Feats:</b>	Improved Initiative
<b>Environment:</b>	Temperate and warm land and underground
<b>Organization:</b>	Solitary, gang (2-4), or wing (5-20)
<b>Challenge Rating:</b>	1
<b>Treasure:</b>	Standard
<b>Alignment:</b>	Usually neutral
<b>Advancement:</b>	By character class
<b>Level Adjustment:</b>	+2

*The being looks like a slender human with a broad chest and golden-tan skin with fine feathers instead of hair. Great feathered wings grow from his arms, though he retains delicate hands that grasp a javelin.*

## Description

The air walkers were created by the gods to serve Rukha and the other rocs in Rukha's celestial Skylands. However, some travel to the Scarred Lands to trade for goods useful to the rocs, and other have even permanently left their realm to seek out an independent life — usually high in the mountains or working as couriers.

Air walkers are approximately 5 feet tall and very slender, typically weighing just over 100 lbs. Unlike many flyers, their arms serve as their wings. These limbs are heavily feathered with their primary feathers extending from their wrists, giving them a wingspan of 12

feet. Air walkers cannot use weapons or tools while flying since they must use their arms solely to fly. However, when they fold their wings, they can move and use their arms and hands normally. Air walkers are carnivores who eat almost exclusively meat and are noted hunters. Although they can fly extremely well in the Skylands, in the normal gravity of the Scarred Lands they are somewhat clumsy fliers, forever denied the freedom of the air granted to their beloved rocs.

Air walkers feel a close connection to all birds of prey and will not tolerate anyone who mistreats them or slaughters them without reason. Thankfully, almost all air walkers consider self-defense an acceptable reason to slay a roc or other predatory bird.

Air walkers all speak Common, Auran





and Sylvan. In addition, they can communicate with all birds. They can talk normally with all sentient avians and can communicate in a limited fashion with ordinary birds.

Most of the air walkers encountered are warriors; the information presented here is for one such warrior of 1st level.

### Combat

Air walker combat strategy emphasizes speed or strength and they prefer to only fight in places where they can fly. They always attempt to attack foes from above, flying up to a roof or cliff top and hurling javelins. While they cannot attack from the air, they use their wings to help them move swiftly over a battlefield, rushing to aid comrades or to rapidly gang up on foes. Air walkers are an exceptionally brave and honorable race and only ambush enemies who they have no respect for.

**Skills:** Air walkers receive a +2 racial bonus to all Spot and Jump checks because of their keen eyesight and unusually strong slender limbs.

### Air Walker Characters

Most air walkers found outside the Skylands are descended from groups who left the plane to explore the Scarred Lands. The population of air walkers thrives in the Skyland of Rukha, and so periodically the surplus population must leave and go to the Scarred Lands. Few are happy to

depart, since those who travel to the material plane go to a world where their flight is difficult and clumsy. However, air walkers excel as scouts, messengers and barbarian raiders, so they have managed to thrive. Many live among humans and are part of human culture, while an equal number live among giant owls or giant eagles as part of their societies. Instead of riding these great birds, they work alongside them as friends and allies. A few thousand live in wilderness areas where they form bands composed only of air walkers and live as swift-flying hunters and raiders. Air walkers greatly prefer to live in windy, mountainous regions, but individual members of the species can be found almost anywhere.

An air walker's favored class is ranger and most air walker leaders are rangers, sorcerer/rangers or ranger/clerics. Air walker clerics worship the goddess Enkili and, of course, revere Rukha. Air walker spell casters favor spells of air and weather control. Characters, who are air walkers, have the following racial traits.

- Dexterity +4, Charisma +2.
- Medium size.
- An air walker's base speed is 30 feet, base flying speed is 60 feet (poor).
- Special Qualities: Low-light vision, speak with all birds.
- Favored Class: Ranger.
- Level Adjustment: +2.

## Fierien

## Large Outsider (Fire)

<b>Hit Dice:</b>	9d8+36 (76 hp)
<b>Initiative:</b>	+6
<b>Speed:</b>	50 ft. (10 squares), fly 40 ft. (average)
<b>AC:</b>	19 (-1 size, +2 Dex, +8 natural armor), touch 11, flat-footed 17
<b>Base Attack/Grapple:</b>	+9/+20
<b>Attack:</b>	+1 flaming burst bastard sword +17 melee (2d8+1d6+8/19-20) or Bite +16 melee (1d8+7) or Claw +16 melee (1d6+7)
<b>Full Attack:</b>	+1 flaming burst bastard sword +15/+10 melee (2d8+1d6+8/19-20), 1 Bite +14 melee (1d8+3) and 1 Claw +14 melee (1d6+3)
<b>Space/Reach:</b>	10 ft./10 ft.
<b>Special Attacks:</b>	Fiery mane, improved charge
<b>Special Qualities:</b>	Damage reduction 5/magic, spell resistance 17, plane shift, ferocity, invulnerability to fire, vulnerable to cold, fiery aura
<b>Saves:</b>	Fort +10, Ref +8, Will +6
<b>Abilities:</b>	Str 24, Dex 14, Con 19, Int 12, Wis 11, Cha 13
<b>Skills:</b>	Appraise +14, Bluff +4, Craft (any one) +14, Intimidate +14, Jump +20, Knowledge (arcana) +6, Knowledge (the planes) +6, Listen +13, Search +5, Spellcraft +14, Spot +13
<b>Feats:</b>	Cleave, Improved Initiative, Multiattack <sup>8</sup> , Power Attack
<b>Environment:</b>	The Citadel of the Sun, Aolib
<b>Organization:</b>	Solitary or Pack (2-12)
<b>Challenge Rating:</b>	9
<b>Treasure:</b>	Double standard and see below
<b>Alignment:</b>	Usually lawful evil
<b>Advancement Range:</b>	10-15 HD (Large); 16-30 HD (Huge)

The 12-foot-tall being looks like a heavily-muscled man with a flaming, lion-like head. Despite the masculine physique, the creature is without apparent gender.

## Description

After the treachery of the gods left him trapped on the sun, Thulkas wandered the face of his fiery prison looking for escape. Unbeknownst to the Iron Lord, eddies of pure flame coalesced with the titan's passing. These took form and sentience from the titan, and they followed their patron's passage across the

sun. Only when the Iron Lord's stride was echoed a thousand-fold did Thulkas turn and witness the army of his creation. These creatures became known as the fierien.

Unfortunately, the fierien were trapped along with their patron on the face of the sun, and could do naught with their new sentience but rage at their confinement. Then, Thulkas noticed the creation of a fortress orbiting his solar prison. To here Thulkas flung some of his fierien to investigate. This stronghold, the Citadel of the Sun, was created by the goddess Madriel to watch over Thulkas's prison. While the arrival of fierien forces somewhat surprised the citadel's defenders, Madriel's angels still readily withstood Thulkas's fiery siege. In the process, however, the fierien found their key to freedom; proximity to one of the many portals in the Citadel of the Sun could enable them to travel to that portal's destination. Using the network of gates within the Citadel, the fierien have since staged attacks on both Aolib and the Scarred Lands.



### Starsteel

From time to time balls of fire and iron rain down from the heavens to cause death and destruction for the inhabitants of the Scarred Lands. Legend holds that these fiery missiles come from Thulkas, the Iron Lord, in his solar prison. Angered by the treachery of the gods, and his confinement, he rains pieces of his element down upon the people who betrayed him. Histories in the Library of Lokil, which describe similar celestial events dating before the Divine War, lend some doubt to this theory. In any event, the iron that remains from these stellar objects is

incredibly pure and durable. Items made of starsteel are considered masterwork for purposes of construction time, but the masterwork quality does not affect the armor check penalty of armor. Note that only items made wholly or mostly of this metal qualify as a starsteel item.

Starsteel has a hardness of 12 and 35 hit points per inch of thickness.

Starsteel has an affinity to fire magic. If an item made of starsteel is enchanted with magic with the fire descriptor, such enchantments have an XP cost that is 10 percent less than normal.

Item	Market Price Modifier
Light armor	+500 gp
Medium armor	+2,000 gp
Heavy armor	+5,000 gp
Shield	+300 gp
Other items	+300 gp per pound

Though fierien do grow to adulthood from children, they do not have offspring themselves — instead fierien spring into being solely due to the titan's efforts.

### Combat

Fierien typically enter combat with little concern for their own safety. They prefer to do battle on the ground, where their speed and mobility are an asset. While they do take to the air when necessary, they are only mediocre flyers. Fierien are typically armed with +1 *flaming burst* large bastard swords made of starsteel. When in close combat, they typically attack with their weapons followed by a devastating bite and an offhand swipe of their claws.

**Fiery Mane (Su):** The mane of a fierien is made of pure flame that can strike out on its own if in close proximity to an enemy. If a fierien successfully strikes with a bite attack, the flames of his mane take an additional strike at his opponent. The target must make a DC 14 Reflex save or take an extra 1d6 fire damage.

**Improved Charge (Ex):** Fierien specialize in quick and powerful attacks. Typically a fierien will charge into combat; while charging, the fierien makes a normal attack and may make an additional secondary attack with his claw. Both of these attacks are at his full base attack bonus but with no added bonus due to the charge. The

claw attack only receives half the fierien's normal strength bonus to damage. Until the fierien's next action, he suffers a -2 to his AC as normal for a charge.

**Ferocity (Ex):** Due to sheer tenacity and perseverance, a fierien may continue to fight without penalty even while disabled or dying.

**Fiery Aura (Ex):** Due to the fieriens' fiery nature, the creatures shed light for a distance of 120 feet.

**Plane Shift (Sp):** Though a fierien cannot travel the planes on his own, he may use nearby planar openings as a means of travel. As a full round action, a fierien may use a gate or planar opening to travel to the target destination on the conduit. This gate must be within 100 feet of the fierien, and he must either know of the existence of the portal or be witnessing its creation (for instance, watching a spellcaster cast a spell). When traveling in this manner, the fierien does not get any information about where the portal leads. The fierien merely follows the conduit and emerges randomly within one hundred miles of the destination of the portal. This ability operates with any spell that breaches planar boundaries (*etherealness*, *gate*, *plane shift* etc.) but doesn't work on other transportation spells that do not breach planar boundaries (like *teleport* or *dimension door*).



## The Night People

<b>Medium Humanoid</b>	
<b>Hit Dice:</b>	1d8 (8 hp)
<b>Initiative:</b>	+2
<b>Speed:</b>	30 ft. (6 squares), climb 15 ft.
<b>AC:</b>	15 (+2 Dex, +1 natural, +2 leather) , touch 12, flat-footed 13 , +1/+1
<b>Base Attack/Grapple:</b>	+1/+1
<b>Attack:</b>	Short sword +1 melee (1d6) or sling +3 ranged (1d4)
<b>Full Attack:</b>	Short sword +1 melee (1d6) or sling +3 ranged (1d4)
<b>Space/Reach:</b>	5 ft./5 ft.
<b>Special Qualities:</b>	Low-light vision, Blindsight 60 ft.
<b>Saves:</b>	Fort +2; Ref +2; Will +1
<b>Abilities:</b>	Str 11, Dex 15, Con 10, Int 10, Wis 13, Cha 10
<b>Skills:</b>	Climb +4, Hide +4, Jump +4, Listen +6, Move Silently +4, Spot +6
<b>Feats:</b>	Stealthy
<b>Environment:</b>	Temperate and warm land and underground
<b>Organization:</b>	Solitary, gang (2–4), or band (20–50)
<b>Challenge Rating:</b>	1/2
<b>Treasure:</b>	Standard
<b>Alignment:</b>	Usually neutral
<b>Advancement:</b>	By character class
<b>Level Adjustment:</b>	+1

*The creature is perhaps 5 feet tall and has the eyes, ears and muzzle of a bat, but otherwise looks humanoid. Its bare flesh is dark gray and brown, with patches of pale gray fur. Its lipless mouth is filled with many sharp teeth.*

### Description

The night people are a reclusive demi-human race that primarily lives in deep caverns and in the Deepness of Night — they worship the bat-spirit Vespis and serve as her eyes and ears in the Scarred Lands. Several thousand night people now live in the material plane, and most either report directly to Vespis once a year during the month of Belsamer or tell their information to one of their number who then goes to speak to the great bat.

While they can be active both at day or night, night people certainly prefer to be nocturnal. Night people eat meat and fruit, but only ones who live among humans cook either. Many night people wear stolen clothing, but those who

live and work among humans or other races wear the garments of the local people.

Most night people encountered outside of the Deepness of Night are either full or part-time spies for Vespis. However, some merely pay homage to Vespis and live among humans, bat-devils or with one of the races that dwell deep underground. Regardless of why they are in the Scarred Lands, all night people are deeply curious and they all love the night.

Most night people encountered are warriors; the information presented here is for one of 1st level.

### Combat

Night people are fast and highly effective in darkness. They always prefer to attack at night or in



dim or lightless conditions. They climb and jump exceptionally well and are extremely stealthy. As a result, they typically climb above their foes and hurl missile weapons down upon unsuspecting enemies; alternately, some night people jump down upon their foes and use surprise to gain the advantage. While they are swift, careful, and not prone to taking unnecessary risks, night people can be extremely brave if their families or something else they care about is threatened.

**Blindsight:** The night people's blindsight is based on echolocation; thus, this is negated if they are within an area of magically created silence. Additionally, even if they are themselves not located in such areas, they are not able to discern what is in a magically silent area — much as an area of darkness prevents someone with normal sight from seeing what is going on within.

**Skills:** Night people receive a +4 racial bonus to Spot and Listen checks. These bonuses are lost if their Blindsight is negated. They also gain a +2 bonus to all Climb and Jump checks.

### Night Person Characters

There are only approximately 10,000 night people. Almost a third live in the zodiacal realm called the Deepness of Night, tending to Vespis's needs and

protecting her from harm. The remainder live in the Scarred Lands. Most of these dwell among other races, both above and below the ground. However, there are also nomadic bands of night people who either hunt the surface at night or live in the extensive caves underneath the Scarred Lands. Civilized night people work as spies, thieves or couriers, while most other night people are nomadic hunters.

The favored class of the night people is rogue, and most of their leaders are rogues or sorcerer/rogues with bat familiars. Night people clerics worship the goddess Belsameth and revere Vespis. At first level, all night people clerics receive a bat companion that has no special traits (it is not a familiar or animal companion), but anything they whisper into its ears is heard by Vespis directly. Night people spell casters favor spells of darkness and deception. Night people characters have the following racial traits.

- Dexterity +4, Wisdom +2.
- Medium size.
- A night person's base speed is 30 feet, base climb speed is 15 feet.
- Special Qualities: Blindsight.
- Favored Class: Rogue.
- Level Adjustment: +1.

## The Maintainers

Medium Outsider	
Hit Dice:	6d8+18 (49 hp)
Initiative:	+3
Speed:	40 ft. (8 squares)
AC:	19 (+3 Dex, +6 natural), touch 13, flat-footed 16
Base Attack/Grapple:	+6/+10
Attack:	Slam +10 melee (1d8+4) or dart +9 ranged (1d4+4)
Full Attack:	4 slams +10 melee (1d8+4) or 4 darts +9 ranged (1d4+4)
Space/Reach:	5 ft./5 ft.
Special Qualities:	DR 5/magic, SR 12, Darkvision 60 ft., Immune to all spells that affect minds or emotions, spell-like abilities
Saves:	Fort +8; Ref +8; Will +8
Abilities:	Str 18, Dex 17, Con 16, Int 14, Wis 16, Cha 10
Skills:	Appraise +7, Balance +8, Climb +9, Concentration +8, Craft (any) +11, Hide +12, Jump +9, Knowledge (arcana) +7, Knowledge (architecture and engineering) +16, Knowledge (astrology) +7, Knowledge (the planes) +7, Listen +8, Move Silently +8, Search +7, Spot +8
Feats:	Multiattack, Multidexterity, Point Blank Shot
Environment:	The zodiacal realms
Organization:	Solitary, team (2–5), band (10–50)
Challenge Rating:	6
Treasure:	Standard
Alignment:	Lawful neutral
Advancement:	—
Level Adjustment:	0

*The humanoid is hairless with pale gray skin, large eyes, and four slender, muscular arms.*

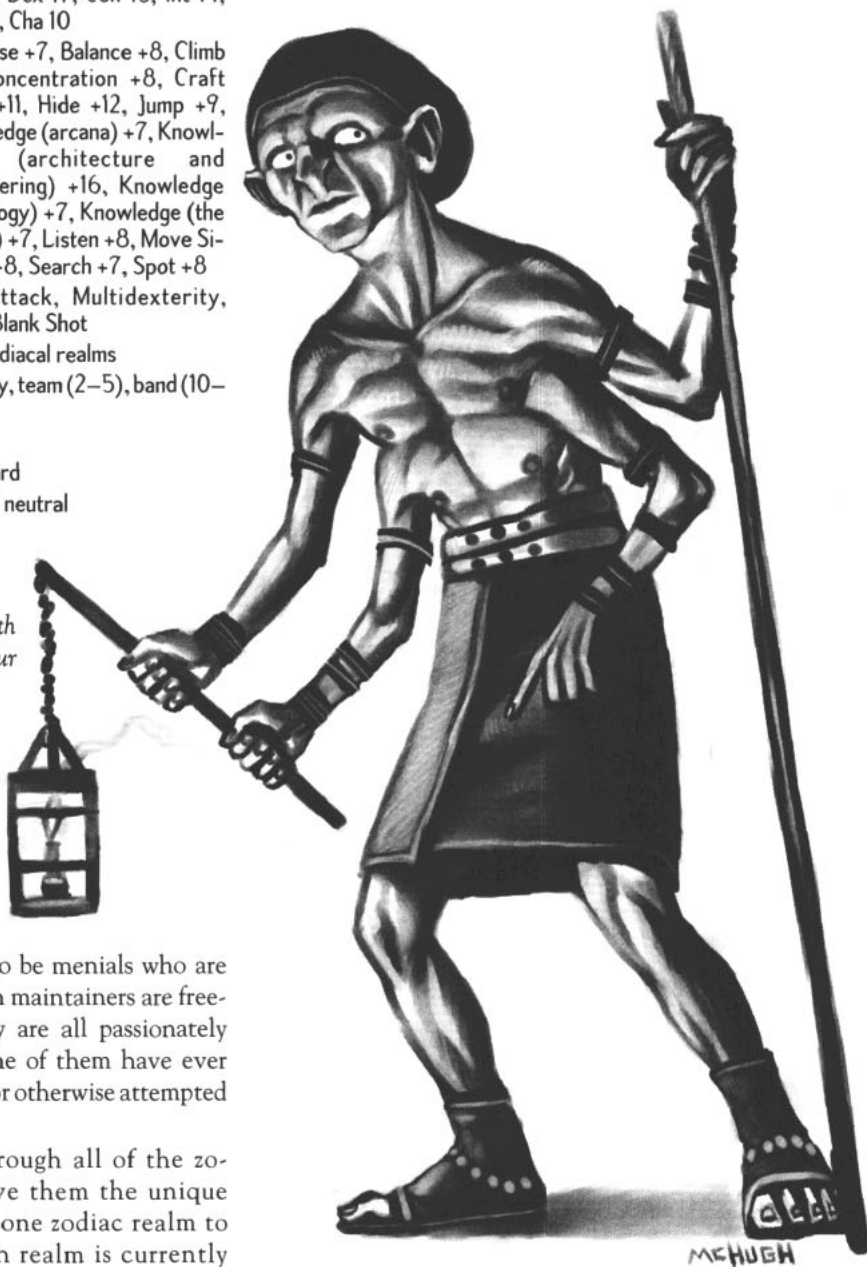
### Description

The gods created the maintainers to look after and maintain the sixteen zodiacal realms. The native inhabitants of these planes rarely see maintainers; and even when they do, most consider them to be menials who are beneath their notice. Although maintainers are free-willed intelligent beings, they are all passionately devoted to their jobs and none of them have ever ventured to the Scarred Lands or otherwise attempted to shirk or escape their duties.

Maintainers wander through all of the zodiac realms — the gods gave them the unique ability to travel freely from one zodiac realm to another, regardless of which realm is currently

ascendant. Although they always work behind the scenes and rarely interact with any of a planes' residents, maintainers help keep all of these realms functioning as they were originally designed. Unsurprisingly, maintainers also know all manner of secrets about each of these planes.

Regardless of any bribes or threats, maintainers will never betray their duties or help anyone perform an action that harms any of these planes or their native inhabitants. If a maintainer sees someone attempting to damage or steal from a zodiac plane, the maintainer will inevitably try to stop them and attack if the vandals do not cease immediately. Maintainers mostly attempt to avoid notice, but characters





will sometimes see them tinkering with various portions of a zodiac realm. Often their actions appear completely incomprehensible — they might touch a glowing crystal to a specific spot of the ground or dig up and replant a fern three feet away. However, such trivial seeming actions help keep the zodiac realms in balance.

Maintainers are brusque and taciturn, but characters who are polite and ask intelligent questions about a particular realm can gradually get to know one of these elusive beings. Anyone who earns a maintainer's friendship has access to a wealth of information about all of the zodiac realms and the comings and goings of everyone else who visits them.

Maintainers live on tiny planes that lie in-between the 16 zodiac realms. Only maintainers can access these planes, but they can bring others with them if they so choose. These planes are small and efficiently organized and look much like well-designed hotels. Here several dozen maintainers relax and discuss plans for projects that may need to be done. Once outside the compact maintainer planes these beings are mostly solitary, although they work in small teams to accomplish difficult tasks. Maintainers are relatively cold beings and rarely show any emotions even when dealing with their own kind. They are also sexless and immortal. If an individual maintainer dies, it is simply reborn the next day in the nearest maintainer plane.

## Combat

Maintainers avoid combat if they can, but they are passionately devoted to the zodiac realms and will defend these planes with their lives. When confronted with a problem, they never call for help unless there are other maintainers nearby. Instead, they attack their enemies from hiding, typically throwing darts at unsuspecting foes. They move after every shot, keeping out of sight until they have either weakened or driven off the threat. Then, depending upon the opposition they are still facing, they either close in to dispatch the remaining opponents or retreat and summon other maintainers to help deal with the problem. Maintainers are extremely business-like combatants, treating vandals or attackers just as they would any other problem with one of the zodiac planes.

**Spell-Like Abilities:** At will — *mending, detect magic, hold portal, knock, and make whole*. These abilities are as the spells cast by a 12th-level sorcerer. Maintainers are considered to also have a permanent *non-detection* spell in effect on them at all times.

In addition, maintainers can use the *plane shift* spell 2/day. Although they can take no living being with them, they can use this spell-like ability to travel from one zodiac plane to another. Only maintainers possess this special ability.

**Skills:** Maintainers have a +4 racial bonus to Craft, Hide and Knowledge (architecture and engineering).

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