



SUNDERED REALMS PLAYER'S GUIDE

DUNGEON MASTER'S GUILD

Create new heroes from unexplored lands in this player supplement for the Forgotten Realms.



SUNDERED REALMS PLAYER'S GUIDE

A Character Creation Guide for The *Sundered Realms*
Adventures and the *Sundered Realms Campaign Expansion*



by RICH LESCOUFLAIR



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INTRODUCTION

The army of Korendai washed over the city of Daruchim in a terrible wave of destruction. Left without hope of saving the last vestiges of the empire, the Knights of Arcana were left with little choice. It would only be a matter of time before the army reached the Maw of Oblivion, and chaos would once again return to the ages.

Gathering what they could, the knights led the Valnesian fleet into the eye of the storm. Lady Astrine, calling upon the souls of the fallen, spread her silvery wings and cast a luminous essence over all in the fleet as they sailed into the black spiral.

It was in that moment that the fates would decide what form would emerge from the chrysalis of the world, be it a glimmer of hope, or the eternal jaws of darkness.

-- Keritrina the Sage, *The Shattering and the Lash*

This guide is intended for players who wish to make characters for *Sundered Realms* adventure series. This can also be used for the upcoming *Sundered Realms Campaign Guide*.

Anchôromé (as it is called by the scholars of Faerun) is the continent located north of Maztica between the Eastern and Western Ocean.

Once a bountiful land filled with lush greenery and sprawling hills and mountains, it was forever changed by the Spellplague. The continent of Anchôromé was pulled from Toril. The protective weave around the island of Dari Sinora shattered, unleashing a darkness that had been sealed away for millennia.

A trial of strife and conflict in a land torn asunder had transformed societies and nations, and forged new heroes and alliances to fend off the darkness unleashed upon the lands. The event known to those in Faerun as the Sundering came to follow, restoring balance to the land as it returned to the world. But the scars of the dark storm remain. A ripple across the land scholars have named The Lash, has become a source of both wonder and danger. Those left behind after the Sundering must now rebuild what was lost, as they attempt to survive in this new world.

- **Part 1** describes all the options available to create a character for play in the Sundered Realms, including new backgrounds and character paths.
- **Part 2** provides a brief history of the lands before and after the Shattering, as well as current events that align with the upcoming adventures.

WHAT YOU NEED TO PLAY

In order to play adventures in the Sundered Realms, you need the following:

- **The D&D Player's Handbook.** Other rulebooks are useful but not necessary for play.
- **A D&D character sheet.** Any standard 5th edition character sheet can be used.
- **A *Sundered Realms* character background.** If you are playing in the adventure series, there are background bonds that are unique to that adventure. It is recommended that you choose one of these before the adventure begins.

SUNDERED REALMS ADVENTURES

The *Sundered Realms* storyline is a great way to introduce new players to the Sundered Realms.

The first adventure set, The Iron Bastion, introduces the lands of Revonar and much of northern Anchôromé in far greater detail, while setting the stage for major events to come.

The module series is as follows:

Arc 1: The Iron Bastion

Arc 2: Fane of the Eternals

Arc 3: The Serenade of Shadow

USING EXISTING ADVENTURER'S LEAGUE CHARACTERS

Characters from Adventurer's League or from Faerun can be used, so long as their character level is within the range of the adventure.

A background bond for Faerun characters is available in the first module.

PART 1: CHARACTER

This chapter covers the additional rules and options to creating a character in the Sundered Realms.

WORKING WITH THE RULES

Since the events within the Sundered Realms do not entirely intersect with major events in Faerun, there will be some conflicts with certain character backgrounds.

Characters that originated in the Sundered Realms can be created using this guide and the following rules:

D&D *Basic Rules*

D&D *Player's Handbook*[™]

Monster Manual[™] appendix A (beasts only)

Characters created from other D&D Adventurer's League resources (*Tyranny of Dragons*, *Elemental Evil*, and *Out of the Abyss*), may be used, but may not use any of the races, archetypes, and backgrounds listed in this guide.

CREATING A CHARACTER

Characters starting in the *Sundered Realms* storyline will begin play at **1st level**.

The following rules are available to players who choose the Sundered Realms for their character's origin.

RACES

All available player races may be used for character creation. In addition, the following are some additional archetypes and variants that may be used.

OPTIONAL VARIANT RULE: SPIRIT GUIDES

The Niralene, or "spirit world" plays a very large role in the Sundered Realms. In some cases, the people are born with a spirit guide or totem from which they draw special traits. Many of them manifest themselves during feats of combat or in the weaving of magic.

A **spirit bond** is a true link to the spirit bound to such people. It can be purchased as a feat by any character when available. The Spirit Bond feat is described in module 2 of the Sundered Realms adventure series.

DWARF

The dwarves of Revonar are masters of trade and coin. Once rulers of mighty kingdoms within and under the mountains, the War of the Lash has brought about the fall of the most prominent of their empires.

Now, many of the dwarven clans have been forced together for survival, tirelessly working toward the discovery of their own ancient ruins and artifacts.

Revonarian dwarves are mostly peaceful, focusing on work over war. Many of them are in tune with the spirits that embody the land itself. Thus, their leaders also tend to be sages and mystics.

It is not uncommon for Revonarian dwarves to not grow beards, but they are no less stout and sturdy than their Faerunian counterparts.

DUNE DWARF

Also known as "sandshakers" you are accustomed to life as a desert nomad, wandering the arid wastes of the Vash Kelorus, Dardum's Hand, or other desert environments. You are resourceful and can travel longer distances in harsh environments.

Ability Score Increase: Your Wisdom score increases by 1.

Survivalist: You have proficiency in the Survival skill.

Hearty Traveler: When traveling in extreme heat or cold, you are able to last one additional hour per constitution bonus before requiring a saving throw for exhaustion.

ASHBORN

In the ashen wastes of Felrin Shar, the plagued dwarves or "ashborn" dwell below. They are kin to the Duergar and use their dark spirit magic to dominate other races.

ELF

The elves of Revonar are also viewed as a magical people, sometimes viewed as blessed by the powers that have long since abandoned the Sundered Realms.

Aside from the humans, the elves are the most diverse of the races of Revonar, as well as all of Anchôromé. Each region is populated by elves that practice their own beliefs and structure. However, all elves are well aware of their

origins, and are far more connected as a people regardless of where they reside.

It is believed the magic of the elves comes from the essence of Mavran, a long dead deity of creation. Each elf born inherits a portion of this ancient god that is shared by all its people.

UMBRISSE (TWILIGHT ELF)

Sometimes known as “Shadow Elf”, you are amongst the rarest of the elves. Much like the drow, you were also raised underground, but it is there that the similarities end.

Your people are a shamanic tribe who reside in grand crystalline caverns under the mountains of Riemorel, also known as the River of Stone.

From birth, you were taught to harness the kindred link between you and your spirit companion, a gift left to each of your kind by your ancestors.

Umbrisse are primarily Neutral to Good in alignment, mostly concerned with preserving their culture and people from the effects of the cataclysmic events over the past century.

Ability Score Increase: Your Charisma score increases by 1.

Extended Darkvision: Your darkvision has a radius of 90 feet.

Spirit Focus: You are in tune with the Niralene. Once per day, you can call upon a spirit of creation to grant you advantage on a single attack roll, skill roll, spellcasting roll, or saving throw. The spirit manifests itself as an aura around your form when you use this ability.

AVARIEL (WINGED ELF)

Your people are a race of reclusive elves that live high up within the clouds.

You were raised in one of the great cities that float atop the enchanted earthmotes, great masses of rock that float in the skies above the realms.

Though more slender and far more delicate than other elves, you have instead the advantage of your soft feathery wings, allowing you to soar high above all others. The avariel have a unique world view, bred to live and move in three dimensions.

Ability Score Increase: Your Wisdom score increases by 1.

Flight: You have a flying speed of 50 feet. In order to use this, you cannot be wearing medium or heavy armor.

Physical Frailty: Due to your delicate build and light frame, you are at a disadvantage to all Strength based saving throws and any Strength (Athletics) skill checks that require a feat of strength.

Eyes of the Eagle: You have the ability to see detail from great distance. You can see twice the distance of any provided light source and have advantage on all Wisdom (Perception) checks that rely on sight.

Weapon Training: You have proficiency with the shortsword, trident, shortbow, and longbow.



UMBRISSE
SHAMAN

DUST REAVERS

The wastes of Felrin Shar are home to these elven-kin. Unlike the dwarves who live beneath them, the dust elves reside in the crags and valleys of scorched earth above ground.

They are primarily nomadic, but organized. They are led by a powerful extraplanar being whose goals are still yet a mystery.

HALFLING

The Sundered Realms are home to a great number of halflings. More so than the other races, the halflings integrate themselves into the societies of others, as they do not seem to have one of their own.

The chaos left behind during the War of the Lash had also taken their homes, their leaders, and left many of their clans less than whole.

Their history now buried deep beneath the litter of ruins about the land, they focus toward building a brighter future.

HUMAN

Being the most migrant of the races, humans are more diverse in cultures than in anything else. This is especially true between the rural natives of Anchôromé and the highly industrial peoples of Revonar.

It is for this reason that humans have become the most adaptable to the chaotic regions that mark the chaotic boundaries of the Sundered Realms. Unfortunately, it is also the same trait that brings the various settlements of humankind into such great conflict.

Humans of the Sundered Realms are industrious, curious, and adventurous, often to the point of foolishness. But it is these traits that earn them the respect from the other, more elder races.

DRAGONBORN

Descended from creatures viewed as gods by many, the Dragonborn were once viewed as superior amongst the other races. During the war, the most powerful dragons became corrupted, using their powers to subjugate the other races.

Nearly a century ago, the dragonborn, in exchange for certain freedoms, became the voluntary army for their dragon masters.

That soon changed when many of the dragonborn revolted, slaying their own kin for betraying their once

sacred honor. Allied with Randen Arcana and the Wyrmslayers, the dragon army was soon defeated and the dragonborn were redeemed.

Today, though treated as equals amongst the other races, they stand once again a proud people. They take their past transgressions seriously and act to safeguard the nations against the tyranny of others.

GNOME

Originally the most prominent of Revonar's scholars and scientists, most of the gnomes have gone into seclusion.

Many have branched off into the unexplored regions of Anchôromé, searching for others of their kind. The more established clans have settled in the forests and hills near the dwellings of the faeries and dryads.

Before their world was changed, gnomes were an integral part of each society. However, their clan elders abandoned their allies during the War of the Lash.

Now under much different leadership, the gnomes must still contend with the sins of their lost elders, slowly carving a path back out from years of distrust and bad blood.

HALF-ELF

Where half-elves are commonplace in many of Toril's lands, they are a far rarer breed in the Sundered Realms. Though they are accepted by both humans and elves, they are viewed differently by each.

Humans treat half-elves as equals, though some have grown to revere (or despise) them for carrying the power of the elves within.

There are elves, on the other hand, that view their half-breed kin as a possible danger to their kind. They believe the divine essence that courses through each elf is corruptible. Elves often use the derogatory term of "Unseelie" to describe their half-breeds.

The existence of the Mithrendai (see Part 2: The World) reinforces this line of thinking. With that in mind, some see half-elves as a potential source of great destruction, should their power within become tainted.

HALF-ORC

Where elves are said to carry a portion of a Mavran's essence, it is believed that orcs carry within them the essence of Mavran's twin, Gavdra.

Half-orcs carry a dual burden. Like the gnomes, their orc kin abandoned the world during the Shattering, earning a mark of distrust and resentment toward their

orcish bloodline. Orcs welcome half-orcs within their ranks, but often treat them as invalids, unable to fully embrace the exalted forces of nature that course through their veins.

Many half-orcs live amongst the orc shamans of the marshes. They wear mostly skins and hides of the native wild, and decorate themselves in tribal tattoos and fetish jewelry.

CHILDREN OF GAVDRA (HALF-ORC VARIANT)

The more spiritual half-orcs of that dwell within the shamanic clans of the marshes may possess different traits than their more war-like brethren:

- Gain proficiency in the Survival skill instead of Intimidation.
- Replace the *Relentless Endurance* trait with an advantage to Wisdom and Charisma saving throws against magic.
- Instead of the extra damage die, when you hit by a critical attack, you may choose to reduce the damage of a critical hit to that of a normal hit. You can't use this feature again until you finish a long rest.

TIEFLING

The plane-touched tieflings are much different from their Torilian counterparts. Inheriting the blood of demons and fiends, they hail mostly from the lower planes.

Each tiefling is different, carrying the blood of an Abyssal, or Infernal, or any other of the multitude of denizens that reside within their realms below.

Some may have horns, some may not. Tails are common, many serpentine in nature. Pointed, ridged, or spiked ears are common as well. It is not unusual for a tiefling's skin to have a thin layer of translucent scales. Pupils, if they have them, are of various shades and colors.

Tieflings do not have an established society of their own. Most of them are considered vagabonds and vagrants, as they tend to fit in more so with others of such ilk.

This is not to say that every tiefling is a criminal or brigand. With such varied differences between even each other, they cherish their individual freedom above all else, and do not like to be bound by rules or restrictions.

The following is a variant that may be used in place of the options in the *Player's Handbook* or the *Sword Coast Adventurer's Guide*.

PLANE-TOUCHED ABYSSAL (TIEFLING VARIANT)

You may choose these optional traits for tieflings that have an abyssal origin:

Ability Score Increase. Your Charisma score increases by 1. Your Dexterity score increases by 2.

Darkvision. You can see in natural darkness within 60 feet of you as if it were dim light. You cannot discern color. Only shades of gray.

Resistance. You have resistance to either fire, cold, or poison (choose **one**).

Skill Proficiency. You are proficient in **two** of the following skills: Arcana, Deception, Intimidation, Persuasion, Sleight of Hand, and Survival.

Armor Proficiency. You are proficient in the use of light armor.

OTHER RACES

The remaining races such as the Aasimar, Genasi, and other playable races are not native to the Sundered Realms. Such characters will be from other lands and as such will surely be treated as outsiders.

NEW RACE: FEYBLOOD

This optional race is also native to the Sundered Realms:

There are those that exist between two worlds, whose very existence walks a fine line between the Material Plane and the Feywild. The feyblood are a product of the mostly forbidden union between a powerful fey spirit and a mortal.

Such unions are extremely rare, and usually carries severe punishment for the transgressing fey, but rarer still, a creature is born with both a mortal coil and a fey's spirit. Their appearance serves only as a mark of shame and failure amongst the fey. Amongst other races, the feyblood earn not much more than suspicion and fear, the capricious nature of the fey being known to them all too well.

SPIRIT OF THE WILD

Though treated akin to abominations from most of their fey kin, feyblood share their connection to their homeland. They too have tendency toward insatiable curiosity and capriciousness, rarely staying in any one place for a lengthy period of time.

Feyblood are not vain creatures, but they can be mistaken as such. They are drawn to beauty, and often dress themselves in colorful silks and fabrics. They delight in wearing unique trinkets that reflect the light of the sun or moon.

Feyblood have slim, pointed ears and sharp features. They are slim-framed, often with slender hands and fingers. Their most prominent feature is their small, translucent gossamer wings, which can vary in shape from butterfly-like to sharp, leaf-like features. They are almost always older than they appear. Even the starkest, most serious stare from a feyblood has a hint of childish playfulness hidden beneath. Their hair varies in color, usually anywhere from dusty blonde to deep browns and greens for the *earthborn*, or white, gray, silver, and shades of blues and browns for the *skyborn*. Their eyes are usually wider than normal, with colors varying between browns, greens, and reds. Their skin tones are mostly the same as humans, but there are instances of some with a greenish or bluish hue mixed within.

GOOD HEART AND BRAVE SOUL

Even while dealing with the burden of rejection from society, feyblood still hold a love of life and strive to see the good in others whenever possible. They are far from being foolish in this aspect, however. Though they usually share a dislike for violence, they are staunch protectors of others, particularly those that also share an affinity for nature. Due to the mistrust they've inherited, they themselves keep very few trusted friends and allies. Their loyalty to those chosen few they view as friends is indisputable.



FEYBLOOD TRAITS

Feyblood have a variety of traits, granted inherited from their astral bloodline.

Ability Score Increase: Your Wisdom score increases by 2.

Age: Most feyblood mature only slightly slower than humans, reaching adulthood at about 30. They live very long lives, some reaching as old as 250 to 300 years old.

Alignment: Feyblood tend to gravitate toward being good aligned, but there are quite a few that are neutral as well. It is extremely rare that one would become either lawful or evil, barring extraordinary circumstances.

Size: Somewhat shorter than humans, feyblood can reach about 4 to 5 feet in height. Your size is Medium.

Speed: Your base walking speed is 30 feet.

Resistance: You have advantage on saving throws against being charmed and against illusion magic.

Fey Magic: You know the *dancing lights* and *cantrip*. At 3rd level, you can cast *chromatic orb* once per long rest as a 2nd level spell. At 5th level, you can also cast *phantasmal force* once per day. Wisdom is your spellcasting ability for these spells.

SKYBORN

As a skyborn feyblood, you inherited the powers of the faeries who dwell in the eternal skies. You have a natural talent for stealth and trickery. You tend to be reclusive and aloof, often studying others from afar before opening yourself to them. You have a dislike of dark, confined spaces.

Ability Score Increase: Your Dexterity score increases by 1.

Resistance: You have resistance to cold and lightning damage.

Fey Magic: You know the *minor illusion* cantrip.

Faerie Wings: At 3rd level, you can use your wings to glide at a rate of 60 feet per round as if under the effects of a *feather fall* spell. At 6th level, once per long rest, you can fly as if under the effect of the *fly* spell for up to 10 minutes.

EARTHBOURN

You have a spiritual connection with the land and sea. With such a strong bond, you feel a sense of kinship with all living creatures. You tend to be friendly toward others, sometimes in excess. You are strong willed, and hold contempt for things akin to decay and corruption.

Ability Score Increase: Your Charisma score increases by 1.

Resistance: You have advantage on saving throws against being poisoned, and are resistant to poison and necrotic damage.

Faerie Wings: At 3rd level, you can use your wings to glide at a rate of 60 feet per round as if under the effects of a *feather fall* spell. Once per day, your wings can spread a cloud of magical dust in a 20 foot radius that can be used for camouflage. All creatures within the radius gains advantage to all Dexterity (Stealth) checks involving sight.

CHARACTER CLASSES

In addition to the existing character classes, the following optional rules may be used:

SORCEREROUS ORIGINS

Sorcerers in the Sundered Realms have the following Sorcerous Origin option, in addition to those in the *Player's Handbook* and *Sword Coast Adventurer's Guide*.

SPIRIT SHAMAN

Your power comes from the spirits of creation that reside within the land. They reside in everything around us, from trees, to rocks, to water, and even the very air we breathe. You are able to communicate with them and channel their power through you. It is possible that you were born with an extraordinary spirit bond, or perhaps a significant event caused an awakening to the spirit world. Either way, the spirits have chosen you as an ally and a connection to all living things.

SPIRIT LINK

Though you are able to commune with all spirits for your powers, you have a natural affinity for one of the eight primary types. Each have attributed damage types that will be referenced for other abilities.

SPIRIT TYPES

Spirit	Common Name	Damage Type
Wind	Sylpha	Lightning
Earth	Pygmys	Poison
Flame	Salamandri	Fire
Frost	Undina	Cold
Shadow	Umbralo	Necrotic
Light	Lumina	Radiant
Discord	Alternus	Thunder
Order	Concordia	Force

You can speak, read, and write Sylvan and Primordial. Additionally, you gain double your proficiency bonus on Charisma checks when interacting with elementals and their kin.

PROTECTIVE AURA

You are surrounded by a protective aura from your spirit link, granting you advantage to saving throws against its corresponding damage type.

SPIRITUAL AFFINITY

At 6th level, when you cast a spell that deals damage of the type associated with your spirit link, add your Charisma modifier to that damage.

SPIRIT CHANNELING

At 8th level, when you spend 2 sorcery points, you may use your reaction to call upon the spirits around you to aid you in combat.

A link with Wind, Flame, Shadow, or Discord will grant you a damage bonus of your damage type equal to 1d6 + your Charisma bonus to the damage from any one of your spells or attacks.

A link with Earth, Frost, Light, or Order will allow you to remove 1d6 + your Charisma bonus from the source of any damage you take from an attack or spell.

At 14th level, the benefit increases to 2d6 + your Charisma bonus.

EXTENDED CHANNELING

At 12th level, you may extend the benefit of your *spirit channeling* to any ally you can see within 60 feet of you. You must still spend 2 sorcery points to achieve this effect.

ELEMENTAL RESILIENCE

At 14th level, you may spend 3 sorcery points to grant yourself or one target of your choice a resistance to your damage type for the next 8 hours.

You may instead choose to negate the resistance of any one creature to your damage type for the next 8 hours. You must finish a long rest before you can use this feature again.

STORM OF CREATION

At 18th level, your ability to channel your spirit energy reaches its pinnacle. At the expenditure of 5 sorcery points, you assume the physical manifestation of your spirit for one round. During that time, you are immune to any damage from your damage type. In addition, when you roll damage for a spell, count half the number of damage dice and add them to your damage roll. This additional damage will be of your spirit's damage type.

MARTIAL ARCHETYPES

Fighters in the Sundered Realms have the following martial archetype option, in addition to those in the *Player's Handbook* and *Sword Coast Adventurer's Guide*.

RUNE GUARD

The archmages of Sen Sithrian have long studied the mystic art of imbuing magical effects into arcane sigils of power. You are a warrior attuned to your own personal set of runecraft. You might be a member of the Order of the Infinity, whose knights are each trained in the use of runecraft. Perhaps you were trained by a mentor, or former knight who passed their runes down to you. No matter your origin, the nature of your skills are often viewed with either fear or respect. A skilled Rune Guard is truly a force to be reckoned with.

RUNECRAFT

You are attuned to your own personal set of runes. These runes are physical manifestations of the Weave, the force of magic that forges the reality of this world. The runes must be inscribed onto an item and enchanted to release a magical effect upon command. Each rune glows slightly with its own magical aura. It is common for rune guards to carve their runes into weapons and armor, but clothing, coins, and jewelry are just as common.

Each set of runes is unique in look and style, as varied as the multitude of arcane languages that exist in the world. No one else is able to activate these runes. If you lose or replace the item upon which your rune is crafted, you must spend a full day to inscribe and attune the rune to a new item. The rune on the former item then loses its power.

When you choose this archetype at 3rd level, you start with three runes that are bound to you. You receive an additional rune at 7th, 10th, and 15th level. Each rune recharges after you finish a short or long rest.

RUNIC AFFINITY

With your reaction, you are able to sense the general location of any item upon which one of your runes is carved, as long as the item is within 500 feet of you. You can sense the direction of the item, and are able to confirm distance once you are within 100 feet.

STUDENT OF THE ARCANE

At 3rd level, you gain proficiency in the Arcana skill. You gain advantage on Arcana (Intelligence) checks that involve identifying magical writing, such as sigils and wards.

ITEM BOND

At 7th level, you gain the ability to summon any of your rune carved items directly to your location as a bonus action on your turn, causing it to teleport instantly to your hand. You can only summon one item at a time using this ability.

RUNIC RETRIBUTION

At 10th level, as a bonus action on your turn, you can summon the energies within your runes to unleash a blast of concussive force upon those that have taken away your bonds.



Upon command, the rune erupts, causing force damage equal to your proficiency bonus + your Strength or Dexterity modifier (your choice). Additionally, the recipient must make a Constitution saving throw versus the rune's DC (see runes below), or be knocked prone.

For this ability to be used, the item **must** be forcibly taken from you. If it is willingly given, or placed upon a person or thing, the command will have no effect.

DUAL ACTIVATION

At 15th level, you gain the ability to activate two runes at once with your bonus action. The requirements must be met for both runes.

RUNE MASTER

At 18th level, you have mastered the energies within the runes, and can summon a terrible destructive force from them.

Once per day, you unleash a beam of arcane energy from your body 60 feet long and 5 feet wide. Any creature caught within the area must make a Dexterity saving throw versus your rune DC. A creature suffers 6d8 force damage on a failed save, or half as much on a successful one. On a failed save, the creature is also considered stunned until the end of its next turn.

After use of this ability, you may not activate another rune until you complete a long rest.

RUNES

The following is the list of runes currently available. You may only have one rune active at any time during your turn until 15th level, when you can activate two at once.

Some runes require your target to make a saving throw. The DC is calculated as follows:

$$\text{Rune save DC} = 8 + \text{your proficiency bonus} + \text{your Strength or Dexterity modifier (your choice)}$$

WEAPON RUNES

These runes must be engraved onto a weapon.

Blinding Strike: Upon a successful hit with a melee attack, the creature must make a saving throw against the rune's DC or be blinded by the rune's burst of power until the end of its next turn.

Counterbalance: When a creature misses you with a melee attack, you can activate this rune and make a melee weapon attack against the creature. On a hit, the creature takes force damage from your weapon and must make a saving throw versus the rune's DC. The creature is knocked prone from the energy on a failed save.

Final Word: When a creature hits you with a melee attack, you can use your bonus action to strike back with

your melee weapon. Your attack hits automatically and the creature takes damage as normal.

Improved Critical: When you activate this rune, your weapon attacks score a critical hit on a 19 or 20. When you reach 15th level, you can score a critical on a roll of 18 as well. This effect lasts for a number of rounds equal to your proficiency bonus, or until the activation of another rune.

Precision Strike: When you activate this rune, you have advantage on your next attack roll. You may also activate this rune to negate a disadvantage to your attack.

Teamwork: On a successful hit from one of your attacks, you may forgo doing damage to instead push your enemy toward any ally you can see within 30 feet. That ally can then use their reaction to make one weapon attack, gaining advantage to the roll.

ARMOR RUNES

These runes must be engraved or woven into your armor or clothing. You must be wearing the item in order to activate the runes.

Aura of Protection: When you activate this rune with your bonus action, you can add your proficiency bonus to your AC until the beginning of your next turn.

Aura of Resilience: You may use your reaction to activate this rune which grants you advantage toward a single saving throw.

Aura of Resistance: You may use your reaction to activate this rune which allows you to half the damage taken from any single melee or ranged weapon attack.

Deflect: Upon activating this rune, the next melee attack made against you will be at a disadvantage. This effect lasts until you are attacked, or until the end of your next turn, whichever comes first.

Sure Footed: When you activate this rune, you cannot be forcibly pushed, pulled, knocked back or knocked down. This effect lasts for a number of rounds equal to your proficiency bonus or until the activation of another rune.

UNIVERSAL RUNES

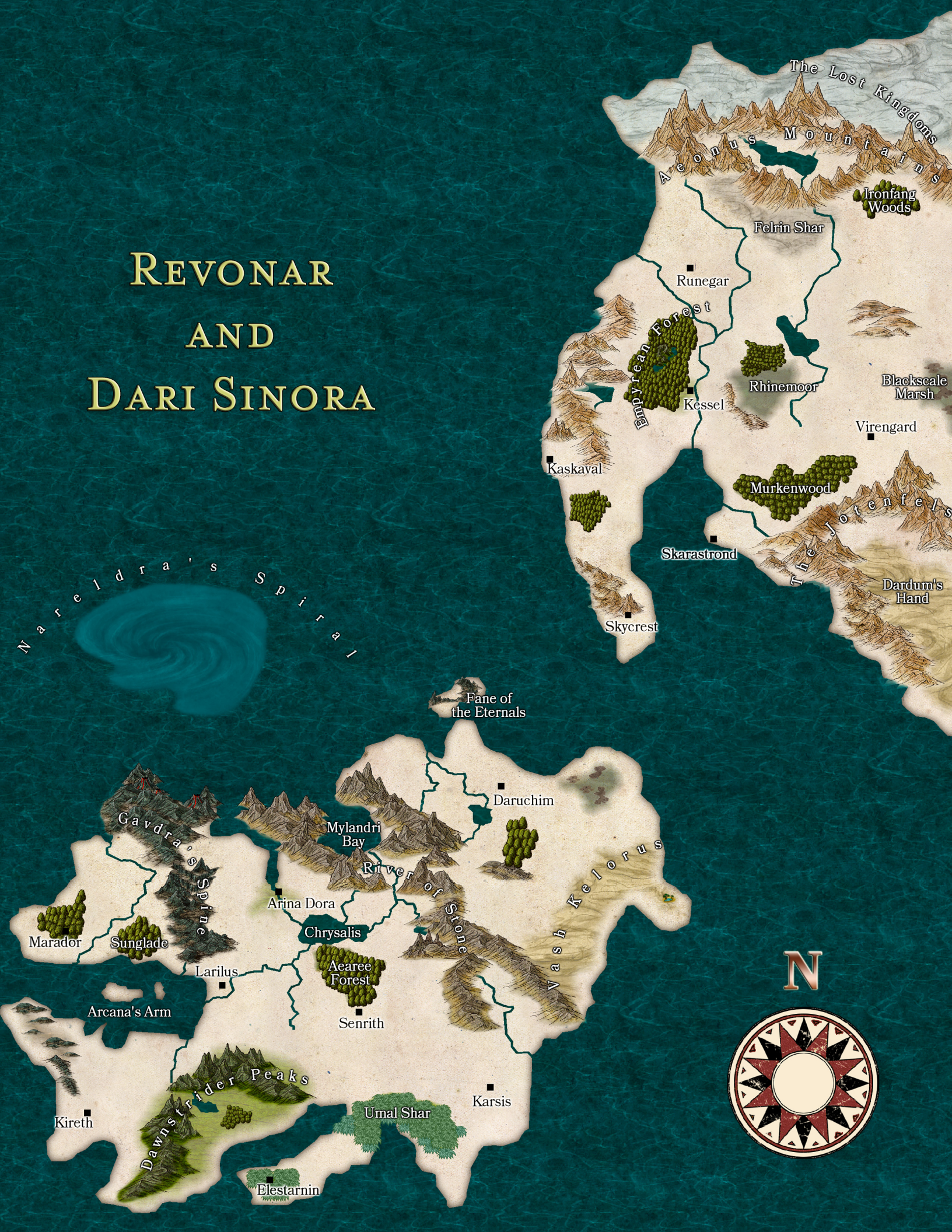
These runes may be inscribed onto any item or trinket.

Courageous Ally: When you use the Second Wind feature, you may activate this rune (using the same bonus action), and choose one ally that can see you and is within 30 feet of you. That ally also gains hit points equal to your fighter level.

Extra Push: You may activate this rune to grant you advantage to a single Strength or Dexterity based skill check.

Quick Step: This rune allows you to move an additional distance equal to half your normal movement.

REVONAR AND DARI SINORA



Nareldra's Spiral

The Lost Kingdoms
Aeonus Mountains
Ironfang Woods

Felrin Shar

Runegar

Emphyrean Forest

Kessel

Rhinemoor

Blackscale Marsh

Virengard

Kaskaval

Murkenwood

Skarastrond

The Jotenfels

Dardum's Hand

Skycrest

Fane of the Eternals

Daruchim

Gavdra's Spine

Mylandri Bay

River of Stone

Arina Dora

Chrysalis

Acaree Forest

Wash Kelorus

Marador

Sunglade

Larilus

Arcana's Arm

Senrith

Dawn's Rider Peaks

Umal Shar

Karsis

Kireth

Elestarnin

N



PART 2: THE WORLD

This chapter gives a brief overview of Revonar, the north and western regions of Anchôromé, and the island realm of Dari Sinora.

A BRIEF HISTORY

The western lands have often been spoken of as blessed, or enchanted by the gods. Legends say that the Aearee, the creator races settled in these lands millennia ago. For centuries, these vast regions became home to various scatterings of barbaric tribes of elves, dwarves, and orcs, with migrant clans of northmen settling along the coast.

The southern isle was named Dari Sinora, translated in the ancient tongue as “Land of Peace”. It is a land surrounded by a mystic aura, a spiritual connection to the forces of creation. A more diverse culture thrived here, with all the races working together to build large cities and developments. For a time, Sinora was isolated from the main continent, save a few explorers traveling to the western peninsula. Encounters with the wild tribes and savage northmen made for treacherous journeys.

It wasn't until the event known as the Shattering that everything would change. Named the Spellplague by Faerunian scholars, it was the breakdown of the magical weave that tore apart much of the land. The skies had become a swirling mass of chaos as parts of the land were ripped apart. This, unfortunately, was only the beginning.

THE GREAT CORRUPTION

The mystic weave that surrounded Sinora had been unwoven. On a small island in northern Sinora, dark mountains began piercing outward from the earth. Atop the crags grew three black towers of iron. High above the island were the skyreaches, floating landmasses that were home to dragon clans known as the Korendai. Within days, a dark corruption spread amongst the dragons as they were slowly transformed. Spirits of entropy and chaos had tainted their very nature. The Korendai swept outward from the north, laying waste to anything in their path.

The dark spirits absorbed the lives of the fallen, gaining power and physical form. Known as the Mithrendai, they fed off of the magical essence of the living, as well as the spirits that resided within the land. They traveled along the coast in a terrible harvest. Once powerful enough, they began to subjugate the clans of the east, enslaving them for use as amusement, labor, or war.

THE RISE OF THE WYRMSLAYERS

Only two of the most powerful of the dragons remained uncorrupted by the plague of the Mithrendai. Takarmivel and Astrinaxilus, though rivals, decided to put their difference aside to save their kind from their fate.

Takarmivel flew north toward the main continent, while Astrinaxilus fled to the west, changing her form into the guise of an elf named Astrine.

Though some of the races either refused, or were too weak to rally against the darkness, Astrine managed to forge a small band of powerful souls to fight back. Led by a knight and a sorceress, the forces struck back against the Korendai and their dark masters, protected by Astrine's powerful aura. This group became known as the legendary Wyrmslayers.

It was not long before the allied forces discovered the true nature of the enemy, a force of entropy that was sealed away by the creators long ago. The weave placed about the lands of Dari Sinora was a delicate balance of creation, protecting the world from a tide of oblivion. It seemed the coming of the Mithrendai would be just the start of things to come.

THE WAR OF THE LASH

Astrine's forces grew, but they would have no chance if the Mithrendai succeeded in their goal. They would bring their consumed energies to the Maw of Oblivion, deep beneath the dark isle, and the world would be consumed by entropy.

On the shores of Anchôromé, Takarmivel made contact with the barbarian clans of the Volkundir, the Azuposi human tribes of the south, and the desert dwarves of Dardum. The corruption had spread far here, even into the thri-kreen nests in the mountains, and the mires of the sahuagin. The great dragon learned of a legendary power, artifacts imbued with the power of the gods which were used by the creator races to seal away the entropic corruption. Gathering these artifacts would be no small task, and he would need all the help he could get.

Wasting no time, Takarmivel joined his forces with Astrine and her Wyrmslayers. The long war that followed had forever changed the lands and the people. After nearly a year of conflict, the war had finally reached its turning point.

RETURN OF THE CREATORS

Gathering the final artifact, Astrine's forces raced toward the Maw of Oblivion. The most powerful of the Mithrendai, a being known only as Nareldra, had become near god-like, carrying the essence of the land toward the maw in an attempt to free her master, the eternal force of annihilation.

Nareldra summoned a vicious, powerful storm in an attempt to pull Astrine's fleet into the waters below. In a last desperate effort, the fleet took to the sky under Astrine's power. Her chosen, each carrying a power of the creator, unleashed their might upon the dark immortal. The event is something that can only be described in legend, as the spirits of long dead gods were summoned to force back the Mithrendai.

With the last of her energy, Nareldra unfurled a wave of destruction so massive, it had forever scarred the land. The wave of chaotic energy became known to the people of today as The Lash. The great skyreaches of the Korendai came crashing down into the ocean, except one, which landed in northern Sinora. As Nareldra fell, so too did the rest of the Mithrendai, their souls once again sealed away within the Maw. The war had ended, but nothing would again be the same.

A NEW DAWN

The decades that followed was a time of upheaval. Without the powerful magics they once had access to, the people of both the island and the main continent were forced to remain reliant upon each other. The newly settled lands in the north of the main continent became known as Revonar soon after establishing contact with Maztica to the south. It would not be until nearly a century later that the skies would reform to their original state. Lands began to reshape and rise along with the waters. Spirits were reborn from the essence of the life of the world. The mystic weave that surrounded Sinora had returned, along with its connection to the people.

No one knows exactly what had transpired. Some say that the world was cursed by the gods, and the war was a trial of redemption. Others tell tale of a cataclysmic event called The Sundering. Regardless of what had transpired, the people had vowed to safeguard their world, should darkness ever threaten it again.

THE LANDS OF REVONAR

Revonar has become a land of new discovery, and growth. A fragile alliance between the settlers of the coast and the barbarian clans to the north and the south, have allowed for open relations and opportunities for trade and exploration.

THE EMPYREAN COAST

The Empyrean Coast has had the largest surge of activity over the past few decades. The city of Skycrest has become a center for trade between the lands, while the ever expanding town of Kessel has become a center of sorts for travelers and diplomats. However, many areas of the coast still remain unexplored, filled with strange lands, secrets, and often great danger.

KASKAVAL

Nestled between the Western Ocean and the Harksfeld Mountains lies the port city of Kaskaval.

The people here thrive on two primary sources of income. One is trade (both land and port), and the other is research and information. The ruling body is a group of magicians and traders that operate out of a magic school known as Sanctum. The order is presided over by the Shadow Sisters, a sect of spell casters that are rumored to traverse into the realm of spirits.

The Shadow Sisters are four women, each skilled magicians, who have been known to receive signs and portents of major change. Their order of Kaskaval has evolved into a considerable force of scholars and tradespeople.

KESSEL

Once nothing more than a small village of settlers, Kessel has grown in both beauty and populace. It is called the jewel of the Empyrean Forest by its people.

Many tribes from the north and east travel to Kessel for meetings between the other settlements. It is protected by a circle of druids alongside the allied elves of the forest that borders the town. Emissaries have often visited Kessel, sometimes in search of trade, other times in search of allies. Many travels start from here to venture into neighboring lands, from the reclusive elven tribes to the east, to the vast regions of Maztica in the south.

SKYCREST AND FERAS

The center of commerce, Skycrest is a walled city with a few surrounding villages bordering the edge of a small mountain range. The people are represented by a council of nobles, each representing their societal aspects – economy, social law, agriculture, development, exploration/neighboring lands, and magic/lore. The council president is an elected amongst the populace.

An order of soldiers and spell casters form the Knights of Arcana, who are also the region's defense. Their stronghold is Caer Skycrest, in the mountains outside of the city. The military presence is set apart from the public to prevent the appearance of military oppression.

Skycrest is the capital city of the nation of Feras, founded by both the human settlers of Dari Sinora and the tribal leaders of the mainland. Other than Skycrest, Feras is not much more than a collection of villages scattered across the peninsula. They are, however under constant development, growing larger in size and strength each year.

SILFAST

Deep within the heart of the Emyrean Forest lies the elven city of Silfast. The elves of Silfast migrated from their old home in eastern Sinora, which was destroyed by the Mithrendai during the Shattering. Over the years, Silfast has grown into a capital of sorts for the elves in Revonar, holding the largest elven population on the mainland.

While serving as reliable allies to the neighboring nations, the elves of Silfast are somewhat guarded toward outsiders. Visitors are rare and often turned away. Some say it is due to a chaotic ripple from the Lash that runs through the forest.

THE NORTHLANDS

Much of the north is still uninhabitable, but there are some existing settlements. Home to a variety of threats, these lands also hold deep secrets and untold treasures, as well as vast ruins where only the bravest of souls dare tread.

FELRIN SHAR

Translated loosely as “The Ashen Road into Darkness”, Felrin Shar is a cold, barren wasteland. The ground itself is covered in a harsh grayish soot, corrupted by the power of the Lash. Many who venture into the wastes never return. Stories are told of the monstrous Dust Reavers, elves that have learned to channel the energies of the Lash and steal the souls of the unsuspecting.

Deep beneath the surface, the Ashborn, dark dwarves of a twisted nature, expand their dark domain below. Since no one has ever ventured into their halls and returned to tell the tale, their goals and intentions are still a complete mystery.

Scatterings of ancient ruins and remains jut out from the plagued earth. Many believe there are secrets and treasures of the lost age hidden deep in the wasteland.

IRONFANG WOODS

These woods are one of two areas populated by a group of beings the northern clans call “Skinchangers”. Highly reclusive, they closely guard these woods against any and all intruders.

Not many have encountered these skinchangers, so there is little information about them. The druids of the Emyrean, as well as the Ravasti tribe of gypsies, have encountered them on few occasions.

According to them, the skinchangers are descendants from the mighty Animal Lords that dwell in the Feywild. Since they do not share much with outsiders as far as their culture, or even their names, legends of their origin are usually viewed with wild speculation.

RUNEGAR

At the end of the war, the barbarian clans of the Volkundir had splintered off into smaller settlements. One of the clans, the Alfaren, stayed close to their ancestral home near the ocean. With the help of the elves of the Emyrean, they established the rural settlement of Runegar in the frozen steppes.

Not but a few dozen miles to the northwest lies their ancestral home, Karlsbrekka. Much of it has been destroyed, and what is left is tainted by the mystical Lash that ripples through the land out into the ocean. The Alfaren have made it their mission to tame this region and grow in strength. In doing so, they plan to take their homeland back, searching tirelessly for a way to cleanse their home of the ripple of decay and death.

Runegar’s populace is mostly humans and half-elves. Almost all of them have been raised with skills to survive in such a harsh environment. They welcome travelers, but mostly keep to themselves, often clinging to old superstitions.

OTHER AREAS

The north is a source of many places and peoples of mystery, from the Well of Frozen Tears, to the legend of the Lost Kingdoms of Aeonus. These will be explored in greater detail in the *Sundered Realms Campaign Guide*.

THE SOUTHERN NATIONS

Most of the southern area of Revonar is made up of smaller settlements. The climate is not quite as harsh as the northern steppes, but the perils are just as great.

BLACKSCALE MARSH

This massive region of murky waters is littered with old, crumbling buildings, remnants of a long dead civilization. Today, the marsh is controlled primarily by the barbaric lizardmen of the Blackscale tribe. Though they keep mostly to themselves, a few encounters have occurred between the Blackscale and explorers from the west. At least half of these encounters ended in bloody conflict and sacrifice of their victims to their shamanic deity.

The wandering gypsy tribe of the Ravasti have had some success in dealings with the reptilians. Though they are prone to violence and fiercely territorial, they are neutral in their views of the outside world.

To the north, the orcs of the Urgat clan have built a settlement between the marsh and the Windsong hills. Fearing encroachment into their territory, the Blackscale have found themselves in regular conflicts with the Urgat. As both societies differ in culture and belief, the only thing they have been able to share in common is violence toward one another.

THE JOTENFELS AND DARDUM'S HAND

On Revonar's southern border lies the great mountain range the barbarian clans call the Jotenfels. A collection of deadly, sharp rocks and towering peaks, these mountains are home to a few tribes of giants and giant-kin. They have been in conflict with the clans of the Volkundir for generations. There is also rumored to be a dwarven city beneath the mountains.

Beyond the jagged peaks, the land tapers down into the sand sea of Dardum's Hand. This vast desert is controlled almost entirely by several tribes of thri-kreen. As intelligent as they are dangerous, these tribes do not welcome strangers. There are few that speak of strange happenings within the desert that threaten the thri-kreen tribes, but they are completely uninterested in sharing their dealings with outsiders.

MURKENWOOD

The central glades in this forest is home to a clan of skinchangers. Much like their northern cousins, they have very little to do with the outside world. The Volkundir that have settled on the western shore have strained relations with the skinchangers.

In the east, a tribe of elves known as the Poscadar have settled in various camps. They believe themselves to be descended directly from the creator races. Their legends speak of a prophet that led them south across the frozen wastes. Some have settled here, awaiting the coming of a foretold prophecy. The remaining migrated southeast into the plains beyond the mountains. The Poscadar are very proud of their culture and tradition. They deal with outsiders carefully, for fear of their culture becoming tainted or threatened. They despise the cultural and spiritual practices of other elven races.

SKARASTROND

The largest settlement of the Volkundir reside here. Over the years, with the coming and help of their neighbors, the town has grown exponentially. Harvesting more resources from the land, population has grown and larger

structures of both stone and wood have become commonplace.

The town's leader is a veteran warrior named Jorund Guthleif. A man of few words, he holds great respect for those men and women of action. Thus, his people tend to react the same in regard. The people of Skarastrond love their home and their clan, vowing to defend both unto their dying days. They hold strong spiritual beliefs and strive to gain merit from the gods that dwell high above.

Skarastrond finds itself in regular conflict from two threats. They defend against raids of giants coming from the nearby mountains. They also fight with a large tribe of sahuagin that dwell along the shores to the south.

VIRENGARD

Virengard is a small fortress located in the plains between Murkenwood and Blackscale Marsh. It is home to the Order of the Crystal Spire, a monastic order of zealous warriors who practice the teachings of Vala, the goddess of victory. The order was founded a few decades ago by a warrior and wizard from Skycrest. They discovered a chasm along the rocky plains whose walls were inscribed with ancient runes, translated to be the writings of the mighty Vala and her valorous generals.

The teachings of the Order of Crystal Spire were created using these long dead scriptures. The majority of them detail battle tactics and strategies for defeating powerful armies and magical beasts. They also speak of the might of the creator races, and their destiny for greatness. The order itself has grown to be a powerful military force focused on expansion and subjugation. They often find themselves at odds with the Poscadar and Blackscale tribes.

OTHER LOCATIONS AND PEOPLES

There are a great number of small villages and camps, filled with migrants and settlers alike. There are also just as many lairs filled with beasts of varied origins.

A large group of dwarves and gnomes calling themselves the Keepers of the Age travel the north and eastern wastelands in search of lost treasures.

There are also the gypsy shamans known as the Ravasti, the Forgotten Tribe, constantly traveling from settlement to settlement in an attempt to attain harmony amongst all Revonarians. These are only just a couple of examples. Much of Revonar is a huge expanse of the unknown, waiting for the boldest of heroes to discover its secrets.

THE ISLAND OF DARI SINORA

These lands (often just called “Sinora” by the natives), is rich in history and legends older than any Sinoran can remember. Fleeing a great war millennia ago, it is said that the survivors were led north by a powerful spirit to settle upon the southern shores of this lost island.

Dari Sinora has a strong connection to the Niralene, the spirit world. Each person born on Sinora has a connection to the spirits in some shape or form. The very essence of the island is shaped into a delicate balance of the forces of creation, the true intentions of this being only known to the gods.

THE WEST

Filled with lands and peoples of varied culture and mystery, the people of the west are the most versatile in trade and craftsmanship.

ARCANA’S ARM

Once home to the jeweled city of Corvashe, the entire region is now beneath the waves of the Western Ocean. During the War of the Lash, a great battle erupted between the paladin, Dorine Arcana, and a powerful army of Korendai. The city was laid waste by the dragons, leaving the remains as food for the Mithrendai.

Calling upon her divine soul, Lady Arcana unleashed a wave of holy retribution upon the beings of entropy, wiping them from existence. The shockwave splintered the land from the rest of Sinora, sending it beneath the waters.

Lady Arcana perished in the conflict, but legends say she was elevated to a deity, and is even worshipped by many as so. Some say she was actually a soldier of the heavens, which is how she was able to unleash such unbelievable power.

A few small landmasses remain, mostly scoured by explorers and merchants for treasures from a lost city.

GAVDRA’S SPINE

This mountain range spans over most of Sinora’s northwest. It is home to many tribes of orcs that dwell deep within the caverns in the heart of the mountains. To the north is a group of fiery volcanoes, where salamanders dwell not far from the lair of a great red dragon.

The northern peaks of the spine is one of the endpoints of the mystical Lash. The beasts that dwell here are strange, vicious, and dark. A clan of mountain dwarves known as the Flamewatch have stationed themselves here.

KIRETH

The oldest city on Sinora, Kireth is home to people of many shapes, styles and cultures. The people take pride in their diversity. They are also a very open people, sometimes unusual in their lack of ability to hide their thoughts and feelings. Whatever is said is meant and felt just the same. It’s an unspoken habit that the people have adopted amongst themselves.

In the center, decorated in colorful banners and symbols, stands their City Hall. A council meets here monthly to discuss trade and development. They report to the local ruler, residing in Kireth Castle to the north. The title of ruler is just that, a tradition passed down amongst generations of the original families. The current lord is a young elf who is also a powerful sorcerer.

LARILUS

Larilus and its surrounding region is the center of all political and social activity on Sinora. The leader of Sinora’s High Council resides here. In the same building, a committee meets regularly to discuss commerce and recent events.

The city itself is a grand display of large houses and parks connected by wide stone walkways dressed in decorative trees and flowers. A representative from each of Sinora’s other cities makes their home here. All peaceful races are welcome.

Larilus has dealt with recent attacks from the orc tribes and the naga that have settled on the shores to the west.

MARADOR

On the edge of a forest just west of the Crimson Wastes is the city of Marador. More a settlement than a city, the region is a cluster of houses and buildings joined together just beyond the edge of the woods. A large wooden keep is on the east edge of the city as a town hall. The people are presided over by a noble elven family of six moon elves.

Though mostly peaceful and rural, the people of Marador are also somewhat isolated from the majority of the other cities. As such, they have been left to contend with new threats on their own. Strange sea creatures have been appearing along the shores to the west, attacking the city and stealing the local children.

THE HEARTLAND

The central portion of Sinora is made up of lands filled with tales of legend and mythical creatures bound to the Miralene.

ARINA DORA

Easily the most beautiful land in Sinora, the winds from the north carry a fresh, sweet air over the port town. The area is mostly grassy plains filled with lush greenery and colorful fields.

The people believe the crystal clear waters are enchanted, and is often used in the crafting of healing solutions. Many ships from Revonar travel here, carefully navigating their way past the treacherous waters of Nareldra's Spiral.

CHRYSLIS AND THE AEAREE FOREST

In the heart of the island is Lake Chrysalis. An area free of land dwellers, the lake is home to a group of sirines that guard the waters. Deep beneath the surface of the lake lies Chrysalis, city of the sea elves. A different realm of adventure lay within the realm of these elves and their aquatic allies. Stories amongst the surface dwellers tell of a nest of ancient beasts that reside in the caverns at the bottom of the ocean.

The Aearee Forest is named after the legendary creator races, who passed on from this world into the next. It is named so for its direct link to the Niralene, the realm of spirits. Nature spirits of all sorts dwell within the trees, rocks, and waters of the forest. The Grand Druid of the realm resides in a glade here. The spirits that dwell here are by no means peaceful with one another, the very nature of some being completely opposite from others. Conflict has become more common after the war, as the younger spirits must work to shape the balance that was once the duty of their now departed elders.

SENRITH

Made up of mostly scholars and explorers, the center of this town is highlighted by the looming towers of the Sen Sithrian, the most powerful magicians in the land. The academy of magics is here, with many of the council of mages also serving as masters and teachers.

The art of magic is a serious focus for many in Sinora. It brings to light knowledge of the Weave that shapes the land and maintains the balance. From the shaping of runes, to the crafting of casting implements, down to the most rudimentary teachings, all magic practiced from their teachings must be approved by the council of wizardry. This is especially so after the events of the war. They believe that magic directly affects the energies of the land and the spirits within. If in the wrong hands, dire consequences will follow.

CASTLE STARWIND

One of the few remaining earthmotes floats high above Sen Sithrian. Built upon the top of the massive rock is Castle Starwind, home to the Order of Infinity. They are defenders of the realm, many of them rune guards and paladins that traverse the skies atop winged steeds.

Recently, the order has run afoul of creatures raiding from the sky. These twisted bat like creatures were said to have come out from Nareldra's Spiral itself.

THE EAST

Where the west is alive with culture and diversity, the eastern shore of Sinora is a war-torn land of broken cities and forgotten peoples.

DARUCHIM

When the floating lair of the Korendai fell to the earth, it landed where the first city was culled by the tainted dragons. The remains of this once great realm was scavenged to rebuild the city of Daruchim. It is a free city, mostly populated by humans, dwarves, gnomes, and half-orcs, with a small sect of elves. A community of halflings have settled south of the city.

The first impression one would get from the city is that of a large memorial. Enormous statues were erected along the city's main roads, commemorating the heroes and fallen of the War of the Lash, as well as the various gods of the land. To the natives, the city serves as a bastion against darkness. To them, it is proof that they can endure and even rebuild from the ashes.

North of Daruchim is the Night's Path, a black iron bridge that leads to a small island known as the Fane of the Eternals. It is beneath that island that the Maw of Oblivion sits, now protected by the gods from beings that may wish to unleash the power within.

VASH KELORUS

This desert is also known as the "Warrior's Plague. One of the lands largest nations resided here a bountiful realm of lush vegetation and clear waters. When the Mithrendai first appeared, they scoured the lands, culling the weak and harvesting the life essence of the populace. The devastation left the land scarred and devoid of life.

OTHER REGIONS

Though more developed and populated than Revonar, Sinora has quite a few of own mysteries and strange lands. The Yuan-ti jungle realm of Umal Shar, the ruins of Karsis and Elestarnin, and the monoliths along the ancient River of Stone are but a few examples.



NEXT: THE IRON BASTION – PART 1

A shadow looms over Revonar. A crumbling alliance brings two nations to the brink of war. A strange sickness sweeps through the streets of a peaceful city. Across the border, a dark premonition sets the people of the lands on edge.

In the midst of these events, near the famed town of Kessel, a band of heroes investigate a new enemy that emerged from deep within the heart of the forest. A great evil follows in their wake - a dark power long lost within the mists of history.