

# WARLOCK



**GUIDE TO THE PLANES**



# WARLOCK

## GUIDE TO THE PLANES

### TABLE OF CONTENTS

<b>Part One: Introduction</b> .....	2	Valhalla, the Storm Court, and Geirrhöth .....	13
What are the Planes? .....	2	Klingedesh, the Marketplace .....	16
Midgardian Afterlife .....	3	Ravatet, Plane of Gears .....	22
Traveling Among the Planes .....	4	The Evermaw, Plane of the Undead .....	25
<b>Part Two: Planar Overview</b> .....	6	Ginnungagap, the Yawning Void .....	28
The Infinite Halls, Seven Heavens of Celestial Light .....	6	<b>Part Three: Magical Equipment for the Planar Traveler</b> .....	32
Silendora, Summer Lands of the Elves .....	10		

### CREDITS

**Design:** Brian Suskind

**Development & Editing:** Scott Gable

**Additional Design:** Wolfgang Baur

**Art Director & Graphic Design:** Marc Radle

**Cover Art:** Justine Jones

**Interior Art:** Karl Waller

**Cartography:** Phil Stone

**Publisher:** Wolfgang Baur

Kobold Press, Midgard, Open Design, and their associated logos are trademarks of Open Design.

**Product Identity:** The following items are hereby identified as Product Identity, as defined in the Open Game License version 1.0a, Section 1(e), and are not Open Content: All trademarks, registered trademarks, proper names (characters, place names, new deities, etc.), dialogue, plots, story elements, locations, characters, artwork, sidebars, and trade dress. (Elements that have previously been designated as Open Game Content are not included in this declaration.)

**Open Game Content:** The Open content in this book includes the Aperture Orb, Cloak of the Elements, Oracle Charm, Necklace of Monsters, the Rod of Planar Travel, and the Verses of the Deathbringer.  
No other portion of this work may be reproduced in any form without permission.

© 2021 Open Design LLC

[www.koboldpress.com](http://www.koboldpress.com)

MIDGARD™

KOBOLD  
Press

# Part One: Introduction

*Listen, friend. Clearly you ain't got no idea which way the Ever River flows, so let me clue you in, right? The world you came from—its moons and stars and so forth—that's just one plane in an endless multiverse of planes. Each one its own sphere suspended in the branches of Yggdrasil, the World Tree, and touched by the twisting course of the Ever River.*

*The planes ain't worlds like whatever benighted rock you stepped off. These are infinite realities, dimensions of cosmological existence. You've got your hells and heavens sure. But you've also got marketplace worlds and endless forests. You've got your unending battlefields and your gloaming fields of undeath. And surrounding 'em all is the Yawning Void where elder things sleep.*

*I know not why you came, but out here, there's enough adventure, treasure, mystery, and peril to satisfy any band of would-be heroes.*

*So open your eyes to a larger cosmos, but watch your step, friend. For among the planes, delights and dangers await in equal measure.*

—Cynemaer Varnhame,

Noble Guild of Larceners, Marketplace

## What are the Planes?

The world of Midgard is but one plane in a sprawling multiverse of planes connected by the branches of the World Tree, the flow of the Ever River, and vibrations of planar resonance. Think of the planes as spheres, each its own infinite or definite universe with interwoven connections to Midgard. Among the planes are the dominions of the gods, strange creatures, beings of power, and wonders beyond comprehension.

Yet it is also the home to countless mortals, individuals who are born, live, and die on the various planes. For these planars,

philosophy and faith are not concepts—they are facts. The abstract is reality. The faithful need not question the truth of their religion, for they can visit and even meet their gods! Arcanists can explore the underpinnings of the universe. Blade wielders can challenge the greatest warriors of history, and rogues can attempt to steal treasures no mortals were ever supposed to possess.

The center of this cosmological web is the Prime Material Plane: Midgard, its moons, stars, and planets. The Midgard setting features eight greater planes, intrinsically linked to the Prime Material by interest, power, and fate. These planes are the Infinite Halls, Silendora, Valhalla, Klingedesh, Ravatet, Evermaw, the Eleven Hells, and the Shadow Realm—all surrounded by Ginnungagap, the Yawning Void. Countless smaller spheres, such as the elemental planes, exist like stars in the branches of Yggdrasil.

### THE ELEVEN HELLS AND THE SHADOW REALM

These two planes are detailed in other publications and do not feature in the *Warlock Guide to the Planes*.

## Midgardian Afterlife

The inner workings of the planes remain shadowed in mystery and speculation.

Different pantheons have their own beliefs on what occurs when a mortal dies, though most believe the soul travels elsewhere. What is generally accepted is that most souls pass through the River Lethe, losing the memories of their mortal lives, before traveling onward into the planes. Sometimes the amnesiac spirits are escorted by psychopomps of their faith. These guiding spirits for the newly deceased, be they Khors's angels, gnoll-spirits of Ahu-Akma, or gilded devils of Mammon, shepherd the souls to their final destination. What this entails remains a mystery, though some planar scholars speculate every soul eventually makes its way to the World Tree itself, the spiritual energy nourishing Yggdrasil and feeding the web of ley lines crossing the multiverse.

Exceptional mortals, such as great heroes, visionary artists, and renowned leaders, sometimes retain their memories and inhabit the palaces and realms of their gods or powers. Likewise, the fallen warriors

chosen by the valkyries also remember their lives as do those brave heroes who climb Yggdrasil only to perish among the planes.

### PLANAR CONVERGENCE DAYS (OPTIONAL RULE)

The connection of various planes to Midgard ebbs and flows, gaining its greatest strength during convergence days. At these times, random portals appear, and the entrances to the Ever River and the branches of the World Tree are easier to find. Additionally, creatures from convergent planes suffer disadvantage against spells that force them from the Material Plane such as *banishment* or *plane shift*.

In ancient days, convergence days were marked by festivals, and over time, many of these became the six intercalendar days of the Midgard calendar. Today, the original purpose of these special days has been forgotten, leaving only the festivals. Yet the influence of the planes remains. Apart from the festival days described below, other situations or locations can offer temporary passage to or from a convergent plane, though these portals are short lived

### CONVERGENCE DAY FESTIVALS

FESTIVAL DAY	PLANE	OTHER CONVERGENT EVENTS AND LOCATIONS
Axe Festival	Eleven Hells	Blood rites, ritual sacrifice
Ghost Festival	Evermaw	Funerals, open tombs
Harvest Dances	Silendora	Bonfire dances, fairy rings
Lantern Festival	Infinite Halls	Illumination magic ceremonies
Mustering	Valhalla	Battle, ceremonies on battlefields
New Year's Dawn	Infinite Halls	The first light of dawn
Night of the Open Road	Shadow Realm	Crossroads, lunar eclipses
Rites of Spring	Silendora	Blood or wine sacrificed on a verdant field
Slaughter Festival	Eleven Hells	Animal or human sacrifice, often via the hunt
Summer Festival	Klingedesh	Markets and trade fairs
Zobeck	Ravatet	Clockwork workshops
Midsummer Fair		



and random. Opening a portal on purpose requires knowledge of the nature of the portal (gained through research similar to the formulae for magic item creation) as well as any material components required for the rite. Of course, accidental opening of passages to the planes can occur, but the details of such events are left to individual GMs to decide.

## Traveling Among the Planes

Venturing into the realms beyond Midgard requires specific knowledge of portal alignments, hidden vortices, and sometimes, sheer luck. While there are powerful casters who make use of spells such as plane shift or gate to reach the planes, most would-be explorers make use of three planar roads.

### THE WORLD TREE

---

**Travel Time:** Days

**Inhabitants (most to least common):**

Ratatosk (see *Tome of Beasts*), ravenfolk, giant eagles, giant elk, giant boar, kallikantzaros (see *Creature Codex*), planar flora (see *Creature Codex*) as well as other planar travelers, monsters, or creatures

**Known Locations:** The Eyrie, Squirrel Court of Yggdrasil, Well of Urd, Wotan's Gallows

The great Yggdrasil connects Midgard to all of the other planes, which nestle in its branches and roots like glittering ornaments. Where it manifests on Midgard, it appears as massive trees with roots as large as hills and trunks reaching miles into the sky. These individual trees however are but tiny tendrils and twigs springing from Yggdrasil itself.

Traversing Yggdrasil's twisting paths requires the traveler to first climb a world tree and deal with any guardians along the way. During the two-mile climb, the traveler slowly transitions from Midgard to the planar highway of Yggdrasil's branches.

For every half-mile climbed, the traveler (or the majority of the group if they climb together) must succeed at a DC 10 Wisdom saving throw or be forcefully returned to Midgard. Characters or groups who fail the check immediately attract the attention of one of the World Tree guardians (or **child of Yggdrasil** from *Creature Codex*) and lose that half-mile of progress. After two miles, the transition is complete.

Once upon Yggdrasil itself, the traveler can traverse a twisting network of branches, each as wide as an imperial road, to any plane, making this a popular transit route. Reaching a destination can take many days of travel and is made worse by the confusing and constantly changing branches. Some paths have their own gravity or feature treacherous footing. Falling from a branch inflicts 5 (2d4) damage per 10 feet of height before impacting another branch. Portals marked with the Eiwaz rune and disguised as holes, wooden doors, or arches of entwined branches offer shortcuts for those with the knowledge to find them. The mischievous ratatosks often hire themselves out as guides for choice gossip, tasty tidbits of food, or shiny treasure.

### THE EVER RIVER

---

**Travel Time:** Variable

**Inhabitants (most to least common):**

Travelers, traders, pirates, celestials, fiends, folk of leng (see *Tome of Beasts*), and aquatic creatures of all types

**Known Locations:** Field of the Drowned, Strait of Charybdis, various riverside establishments

Known by many names and possessing numerous tributaries, the Ever River is an ouroboros waterway flowing through Yggdrasil's branches and touching every plane. At times, it manifests as a sluggish ring around the Eleven Hells or as a gently

flowing river in the Summer Lands or even as a raging waterfall in Valhalla. The river's flow absorbs a little of the power of every plane it passes through, giving certain tributaries unique attributes. Some known branches of the Ever River (and their powers) include Acheron (heals), Gjoll (cuts like blades), Lethe (removes memory), Phlegethon (burns with fiery blood), Sarasvati (grants wisdom), and Styx (kills).

Traversing the endless loop of the Ever River requires travelers first reach its banks. From Midgard, this entails a ritual conducted upon a dock, quay, embankment, or river shore. After 10 minutes of casting, the traveler must make a DC 15 ability check using their spellcasting ability (or primary ability for non-casters). Success transports the traveler and any willing creature within 30 feet to a sandy embankment on the edge of the Ever River. Nothing exists beyond this small beach but the glittering river stretching off into the Void in both directions.

From the Ever River's bank, a traveler simply hails some passing watercraft, bargaining with the crew for passage. Countless vessels ply the mystical waters, from devilish slave barges to divine pleasure junks, including Hel's longship of traitors, Baldur's golden galleon *Hringhorni*, or the rickety raft of Charun to name but three. Pilgrims, explorers, traders, smugglers, and even vacationers are common. The time required to travel from plane to plane via the Ever River is somewhat subjective. Some journeys appear to take days but only took hours while others feel as if only a few minutes passed but actually took days. Those who spend their lives upon the meandering paths of the river take such contradictions in stride. Vessels equipped with a *helm of Loki* (see *Warlock 9: The World Tree*) can transition between the Ever River to a nearby plane.

One Ever River inhabitant of particular note is Charun the Ferryman, Guardian of Souls and Boatman of the Infinite. Found on every incarnation of the river, the God of Death appears as a pale man in black robes with snake tattoos on his forearms. While his usual task is to oversee the progress of souls crossing the Lethe, Charun is not averse to transporting passengers if the payment is to his liking. Be warned though, the Ferryman often demands far more precious things than golden coins for his services. He is one of the few gods worshipped universally by the inhabitants of the planes.

---

## PORTALS

**Travel Time:** Instantaneous

**Some Known Locations:** Black Tower (Bleak Expanse), Catslide Alleys (Per-Bastet and elsewhere), Great Labyrinth (Kyprion), Great Library (Friula), Market Gates of Kel Azjer (Dominion of the Wind Lords), Portal of the Heavens (Ishadia), Red Portals of Nuria

Portals are doorways to and from Midgard, reaching out to connect to the various planes of the multiverse. Some of these gateways are stable, permanent fixtures while others are intermittent, appearing according to

---

## EFFECTS OF THE LETHE

Each round that a creature begins within or touching the waters of the River of Tears, they must make a DC 12 Charisma saving throw. Each failed saving throw reduces their level by 1 and removes a year's worth of memories. After five failed saving throws, the creature can only remember their name, former occupation, and some basic skills. Only a *wish* spell or similarly powerful magic can restore the level and lost memories.

a set pattern or completely randomly. Typically, portals ground themselves in an arch, but this can take many forms: a cavern opening, the gaping mouth of a giant's skull, a canopy of vines, or even a simple doorway. Portals exist across Midgard, but they are not easy to find.

Travelers wishing to open and use a portal need only present a specific word, action, or material component. All of these are commonly called a "key." Most keys are particular to that portal and have some connection to the destination of the gateway. Before activation, portals do not look inherently magical and do not register any sort of aura while using a *detect magic*. A *true seeing* spell can perceive a portal, but it does not identify where that portal goes. When triggered by its gate key, the archway of a portal flares with light, often accompanied by some subtle environmental change, depending on the portal's destination. For example, a portal to Urgenno's, the Luminous Hell of Fire and Sulfur, exudes a faint odor of sulfur while a

portal to Valhalla faintly echoes the clash of steel blades.

The exception to the description of portals presented herein has to do with Hune, the Doorlord. This enigmatic shadow of a dying god has no real mind left, only a purpose—the creation of magical portals. Encountered randomly across Midgard, Hune creates portals without archway or key. For those willing to pay his price, always something the traveler has on hand, Hune's portals offer passage to anywhere across the planes.

---

### MORE PLANAR PATHS

Other methods of reaching the planes include shadow roads (see *Midgard Worldbook*), the House of Infinite Doors (see *Dark Roads and Golden Hells*), the Sky Stairs of Beldestan, the Tumbles in Corremel, the portals of Leng, and certain holy mountains of the Eastern Lands. Additionally, the voidships operated by the folk of leng and the spiders of leng can cross the Void from plane to plane.

## Part Two: Planar Overview

*You wish to know everything about the endless planes? Sit then and listen. This shall take several millennia.*

—The Silver Tree, Silendora

The deep mysteries of the realms beyond Midgard mean the information disclosed in these pages is but the first brush of the pen on parchment, the first dip of the quill into the ink.

### The Infinite Halls, Seven Heavens of Celestial Light

The divine light of the higher realms emanates from the Infinite Halls. Also

known as the Seven Heavens and the Celestial Realms, this endless plane houses the palaces of the gods and is inhabited by angels, archons, planetars, empyreans, and all manner of celestial beings of light and goodness. Every mask of every deity has a home somewhere among the halls. Mortal travelers usually only have access to the lowest hall unless directly guided by a divine patron.



## **TAIVAS, THE HALL OF ELYSIAN DAWN**

The lowest layer of the Celestial Realm is a land of sloped valleys and the sprawling bases of uncountable mountains. This is the only hall easily accessible by mortals. Animals of every variety and biome populate the mountain slopes as do crumpled ruins. These fortifications are the remnants of the brief occupation by the *ahu-nixta* (see *Creature Codex*) and the rebellion of their enslaved celestial dragons during the Vanir War. Even after throwing their oppressors back into the Void and migrating to the eastern lands of Midgard, the eldest of the celestial dragons remain in Elysian Dawn, dwelling in caves, aeries, and towers arrayed around the plane to guard against future incursions. The largest city accessible to mortals in Elysian Dawn is Ulchin, the City of Penance. The city hosts pilgrims from across the planes under the direction of its overseer, Adriel, the Archangel of Hope.

## **COSMOLOGY OF THE INFINITE HALLS**

Structurally, the Infinite Halls consist of numerous mountain peaks divided into horizontal sub-planes, forming stacked layers called “halls” or “heavens.” Only the lowest hall, called the Hall of Elysian Dawn, can be accessed by mortals. The names of the seven halls are known thanks to Ishadian aasimars, wheedling stories from their divine progenitors. Still other halls such as Asgard are known to exist in the Celestial Realm, but their exact location is known only to the gods.

## **REACHING THE INFINITE HALLS**

Apart from the traditional methods of planar transportation, travelers from Midgard can reach the Infinite Realm through the Portal of the Heavens in Ishadia. This direct gateway from the mortal world to the first of the Seven Heavens is

fiercely guarded, and its use is prohibited by law and custom except in the direst need. A less well-known route lies within the Lotus Road ley line. Ancient Cathayian texts such as the *Zhuangzi Codex* speak of a secret path within the Lotus Road, reaching out to the Hall of Elysian Dawn.

## **LOCATIONS OF INTEREST**

The following places can be found in the Hall of Elysian Dawn since it is the plane accessible by mortals.

### ***Alabaster Arches***

Slender ivory bridges span the sometimes miles-wide ravines between the various mountain peaks. Watchtowers anchor each end of an arch, and decorative alabaster railings provide some protection from the roaring winds.

### ***Court of Heaven***

As detailed in *Musings Upon the Celestial Mandate*, the Eastern deity August Personage of Dawn rules a divine court populated by all of the important gods in Cathay. Mirroring the mortal world, an extensive staff of immortal attendants, ministers, officials, and lesser gods manage

## **THE SEVEN KNOWN HEAVENS**

The Seven Known Heavens are listed here in ascending order—the lowest, Taivas (which is the only one accessible to mortals), up through to Arabas:

- Taivas, the Hall of Elysian Dawn
- Raaquin, the Hall of Honored Rest
- Marum, the Hall of Moonlit Clouds
- Solalun, the Hall of Verdant Fields
- Naom, the Hall of Endless Stars
- Sejaval, the Hall of the Angelic City
- Arabas, the Hall of Incomprehensible Divinity

the complicated laws of heaven and enforce the rules of protocol between gods and mortals. The court itself is a massive pagoda with walls of mithral and gemstones, guarded over by elder dragons and demi-god heroes. For those who worship the gods of the East, the Court of Heaven is the ultimate judge of mortals and gods alike.

### ***Karibachi, Cliffside Sentinel***

The fortified town of Karibachi extends sideways on the face of a sheer cliff as if gravity is turned on its ear. To those in the town, “down” points at the cliff. Karibachi offers the only official access to Raaquin, the Hall of Honored Rest, though many hidden portals are sure to exist.

### ***Rengora, Monastery of Divine Cleansing***

One tributary of the Ever River intersects Elysian Dawn as a massive waterfall cascading from an impossibly high cliffside. Upon a stone outcropping reaching out into the middle of the deluge, a monastery of red marble stands amidst the sacred waters. Rengora is a place of purification and atonement where holy monks cleanse magical treasures corrupted by darkness. Relics believed beyond redemption hang in cages below the monastery where the constantly flowing holy water can keep their influence at bay. A pilgrim road crosses Elysian Dawn, drawing pilgrims seeking atonement or renewal to Rengora.

### ***Ruins of Ahu-Nixta Fortifications***

Scattered across Elysian Dawn, these tech-organic ruins are shunned by the inhabitants of the plane and have largely remained undisturbed since the celestial dragons drove out their enslavers. Ahu-nixta soldiers lie where they fell, still clutching their lightning scepters and arcane cannons.

### ***Wellspring of Life and Radiance***

Existing both coterminously and coexistently with the Infinite Halls, the Plane of Radiance is the spiritual source of physical and mental illumination. This demi-plane is a world of blazing light, possessing no material terrain of any sort. Currents of inspiration, called sefirot, flow across the plane. In theory, it is possible to enter a sefirot from one location and exit it anywhere in the multiverse, but no evidence exists to prove this is possible or survivable.

## **PERSONAGES OF NOTE**

---

A few of the interesting inhabitants of this plane are described below.

### ***Apostolic Wardens of the Hallowed Conclave***

A militant order of aasimar and human paladins, the wardens patrol the vast slopes of the Infinite Halls fanatically, eager to root out any slight hint of corruption or darkness. Members swear unbreakable oaths on their immortal souls to protect the Celestial Realms, a fact they often use to rationalize their uncompromising worldview and the harsh punishments they dole out. They also take new names to remind themselves to uphold moral qualities worthy of their stations. The wardens are led by Lord Commander Has-Unwavering-Faith Wudram (human **knight**) from the Fortress of the Hallowed Conclave.

### ***Nihaam, the Penitent Fiend***

Signs written in Enochian warn travelers away from an isolated mountainside pool where Nihaam, a **gilded devil** (see *Tome of Beasts*), sits in the middle of the shallow water. As part of a personal quest for atonement, the fiend struggles against his natural greed, resisting the gold, jewels, and magical items piled on seven flat rocks just out of his reach. Nihaam will desperately attack anyone who disturbs the treasure

so as not to jeopardize his atonement. The gilded devil knows of a hidden portal from Midgard to the infernal city of Luret-Moire in Nakhol, one of the Eleven Hells.

### *The Sleeping Titan*

In a sheltered mountain saddle, Ozlavos, an **ancient titan** (see *Tome of Beasts*), sleeps half buried in trees, earth, and stone. Centuries ago, the titan fled to the Infinite Halls from the Southlands when the rest of his kind fell into madness. In his massive hand, Ozlavos holds a granite stela inscribed in Primordial with the record of a hidden Umbuso vault.

### *Thoelle, Shepherdess of the Watchful Eyes*

Though many deities make use of the celestial automata called the **eyes of the gods** (see *Creature Codex*), a cadre of these winged burning orbs float singly or in pairs across the entirety of the Infinite Halls. When they observe something amiss, the eyes report to Thoelle, a **song angel** (see *Creature Codex*), called the Shepherdess of Eyes. Her divine task is to keep a close watch for any incursion from the Eleven Hells or mortals venturing beyond the Hall of Elysian Dawn. There is little that Thoelle does not know about the Celestial Realm.

### *Zun-Jing Laozhu, Poetic Dragon Seer*

The eldest of the celestial dragons, this ancient light dragon (see *Creature Codex*) manifests as a wingless white dragon with an elongated body, silver lion-like mane, and a graceful, carp-like mustache. Immensely wise, Laozhu remembers the dragons' arrival in

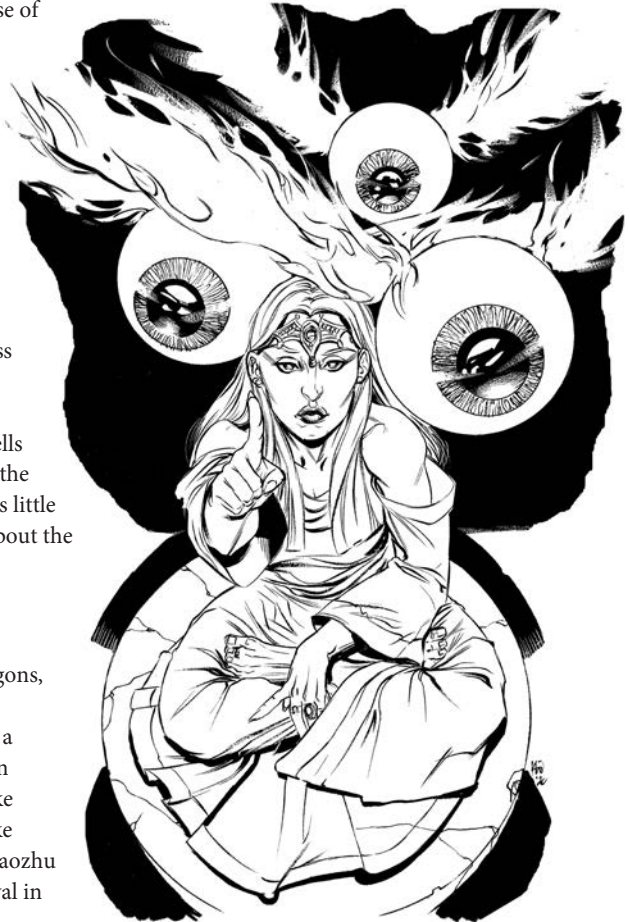
the Celestial Realm, their enslavement by the *ahu-nixta*, and all that's happened since. He offers advice to any who venture into his mountainside library, but his wisdom is always given as haiku.

## INFINITE HALLS MINI-ADVENTURE PATH

Adventures concerning this plane can take a variety of forms. One suggestion includes the following.

### APL 1-4

The Crusade of Light pours out of various portals into Ishadia and Zobeck on a quest to purge the mortal world of the influence



of the Eleven Hells. Led by Archangel Ibrael of the Burning Gaze, a zorya angel (see *Creature Codex*), and comprising an army of Apostolic Wardens of the Hallowed Conclave, the crusade's public goals hide a deeper agenda. Either working with the crusade or acting to minimize its influence, the PCs come under attack by a rogue sect of Doomspeakers (see *Demon Cults & Secret Societies*) who claim the crusade's plans will lead to the destruction of the multiverse itself.

#### **APL 4–8**

Open warfare erupts between the Crusade of Light and various nations as the celestial host attempts to bring all of Midgard under their banner. The PCs venture into the Infinite Halls in order to infiltrate the Hallowed Conclave and expose the true mission of the crusade. But what begins in the heavens descends into the Eleven Hells when the heroes discover an infernal agenda.

#### **APL 9–12**

Escaping or evading the demonic forces pursuing them, the PCs return to Midgard ready to unmask Archangel Ibrael, but first they must contend with an army of fanatical paladins, misguided angels, and vengeful demons. The final confrontation pits the heroes against an apocalyptic balor trying to remake the multiverse.

## **Silendora, Summer Lands of the Elves**

Call it the Land of the Last Horn, Elfheim, the Bright Lands, or Faerie, Silendora is a sylvan reflection of Midgard where the fey rule over gnome, goblin, and halfling servitors. This plane is an ever-changing land of beauty and mystery that lies close to Midgard, overlapping in places such as the Arbonesse to give rise to tales of silver towers, elegant lords and ladies, and curious pixies, half glimpsed in dreams and

remembered only in longing and wonder.

In theory, High King Alveric Finva Tanaquil and High Queen Lirazel Morrigen Aynwyn rule the various independent elven courts of the Summer Lands, but four years ago, they vanished while processing across their realm. With the lesser courts thrown into confusion, three nobles—the Birch Queen, the Oak King, and the Holly King—rule in their name while desperately searching for the missing rulers. The bond between the throne and the land is tangible and unbreakable in the Summer Lands. So until the high king and queen die, no new claimant to the Oberon Throne can become ruler. Without Alveric and Lirazel, the fey's influence over Silendora fades, and dark things encroach at the borders.

### **COSMOLOGY OF SILENDORA**

---

The ever-changing Summer Lands have no map. Though roughly similar to Midgard, the terrain is dominated by untamed expanses of ancient forests, majestic mountains, and surging rivers. In the air is spring's promise tinged with the golden light of summer. The fey hide behind every tree, peek out of every bush, playing their intricate games. Some are friendly, many are mischievous, and still others are deadly.

### **REACHING SILENDORA**

---

The ease or difficulty of traveling to the Summer Lands from Midgard depends greatly on location. In the Arbonesse, the walls of reality are porous, allowing travelers to cross easily. Some locations, such as the River Court, even exist in both planes coterminously. A few known crossings are the Birch Queen's Fairgrounds, a millstone in Riverbend (see *Wrath of the River King*), and certain surviving elf roads. Elsewhere in Midgard, recent signs indicate the Pontoretto ley line once more connects to Silendora, yet none seem to know how or

by whom. The Winter Tree in Domovogrod can theoretically reach the Elflands, but attacks by shadowy creatures discourage new explorations.

From the planes, Silendora is easily reached. Many branches of Yggdrasil touch upon its forests. No less than four tributaries of the Ever River flow into Silendora to slither through the woodlands.

## THE FEY OF SILENDORA

---

The elves and fey of the Summer Lands are cruel by nature and violent, though rigidly feudal and beholden to complicated social rules and etiquette. They look down on humans, dwarves, and others as little more than speaking animals, creatures too foolish to understand the fey and proper behavior. Socially below the fey, though still higher than mere mortals, are lesser creatures such as talking animals, lesser sprites, gnomes, halflings, goblins, and so forth. Everyone else exists at the bottom of the fey's rigid social hierarchy.

## THE FEY COURTS OF SILENDORA

---

While the High Throne rules the Bright Lands, lesser kings control their own independent courts. The best known of these is the Court of the River King (see *Midgard Worldbook*). A few of the known courts are listed below:

- **The Birch Court.** Ruled by the Birch Queen, an elven woman of cruel humor and ambitious nature.
- **The Court of the Oak.** Led by the Oak King, a wise treant who struggles to remain distant from court affairs.
- **The Holly Court.** Controlled by the Holly King, a fey lord of fierce demeanor and a flashing blade. He defeated the forces of the Rowan King a year ago to establish a new court.

- **The Court of the Archon.** This is a symbolic court, usually comprising the high king and queen's immediate family and household.
- **The Court of the Quill.** The court of the missing high king and led by his younger sister the Quill Queen. Currently feuding with the missing high queen's house.
- **Court of the Mist.** The house of the missing high queen and led by her uncle the Mist King. Currently feuding with the missing high king's house.

## LOCATIONS OF NOTE

---

The following are but a few of the notable areas found in Silendora.

### *Dienerin, Lesser City of the Folk*

Across the river from the grand capital of Palsarian is a smaller, much humbler community for the gnome, goblin, and halfling servitors of the fey. Here the streets echo with happy chatter, the clink of ale steins ring out, and children race through the crowds with delight. Dienerin is almost rowdy in its cheer, and those who disrupt this face the stern cudgels of the Constituent Watch. Ferries cross the river regularly, bringing folk to or from the estates and palaces of their lords and ladies. The Lesser City of the Folk also supports a thriving community of craftsfolk, specializing in useful and practical items.

## A CHANGE IN RULERSHIP

Valeshi and Haldifelli, the former high king and queen (see *Midgard Worldbook*), stepped down 8 years ago, around the same time that the sea-god Nethus was restored. Since the fey see no need to inform lesser creatures of their business, word has yet to trickle down to the mortal world.

### ***Inn of the Open Leaf, Welcome to the End***

First of all, the inn is a lie. What appears to be a magical inn of plush decor and elegant accommodations is but the honey to lure in prey. The friendly innkeeper, the young stable boy, the buxom barmaid, and the gruff-but-kindly cook are nothing but fetches, created by magic to sell the deception. The “inn” is a predator, a hungry shapechanger (use **dune mimic** from *Tome of Beasts*), preying upon tired travelers. Most fey in Silendora know the inn’s true nature and find it quite funny to watch visitors stumble into its welcoming maw.

### ***Kroshcha, Grove of the Crone***

While journeying through the untracked forest, a traveler might happen upon a grove where an ever-present mist twists through gnarled oak and walnut trees. This is Kroshcha, a pocket of forest claimed by **Baba Yaga** (see *Creature Codex*), which she uses as one of the locations for her magical hut to rest its chicken legs. The grove’s location changes all the time because it amuses the crone to have it be so. Despite her reputation and demeanor, Old Grandmother has a soft spot for the fey and wild things.

### ***Palsarian, Silver City of Summer***

The new capital of the Archon Court, Palsarian is an elegant city of graceful spires, rising high above ivy-bordered, alabaster domes, gently meandering canals, and majestic pillars. Elven magescrafters devote decades perfecting their arts while musicians and poets compose masterpieces. Palsarian proudly surrounds the Archon’s Height, the summer palace of the high king. And the

Conservatory Arcane instructs its students in fey magics unseen in mortal realms. This idyllic locale has tarnished recently with the completion of a shadow fey embassy.

### ***Silver Tree, Ancient Witness to Creation***

Deep in the ever-changing forest is a unique tree of no known species. Huge and with a massive canopy stretching for a mile or more, the trunk appears to be made of silver, the branches platinum, and the leaves white gold, electrum, and copper. The Silver Tree is one of the oldest entities in Silendora, having witnessed the dawn of creation, the first world, and now Midgard. The gods themselves come to hear its stories and tales. To the lucky, the tree may impart some of its wisdom.

## **PERSONAGES OF NOTE**

---

A few of the interesting inhabitants of this plane are described below.

### ***Kivok, the Dream Merchant***

With a laden tinker’s pack on his back, old Kivok wanders the trails of Midgard and the Summer Lands, stealing mortal dreams and selling them to the fey. The old man (use **dream squire** from *Creature Codex*) owes a debt to Baba Yaga and must tithe a portion of his stolen dreams to her.

### ***Old Hox, Drunken Gossip***

The tiny, wrinkled clurichaun (see *Tome of Beasts*) is usually drunk when encountered, but to those who supply him with wine, the stronger the better, he is a font of recent gossip and forgotten lore.

### ***Sir Ailre Oakgate Derina, Knight of the Wood***

This tall and imposing elven cavalier, use **green knight of the wood** (see *Creature Codex*), rides the borders of the Summer Lands, defending his home from any and all planar incursions. Visitors will often encounter Sir Ailre soon after arriving when

## **MORE ON SILENDORA**

The *Wrath of the River King* adventure contains more Summer Lands locations, NPCs, fey customs, and encounters.

he requires them to answer his questions about their intentions.

## **SILENDORA MINI-ADVENTURE PATH**

---

Adventures concerning this plane can take a variety of forms. One suggestion includes the following.

### **APL 1–4**

The seasons change, and the Bright Lands fade. Though magical divination cannot locate the lost high king and queen, newly found physical evidence points to kidnappers from Midgard. With the fey courts thrown into upheaval, the Birch Queen and the Holly King both send knights to the mortal world, but is it to rescue the lost rulers or kill them? The PCs become involved when the elven cavaliers run amok across the Midlands. Matters turn serious when the high king's severed hand ends up in the possession of Lady Chesmaya of the Verdant Tower.

### **APL 4–8**

Fallout from the elven knights' siege of Wendestal Forest and its lich-sorceress guardian spills summoned monsters and magical corruption into nearby towns and farms, prompting the heroes to enter the fray to resolve the issue. Contending with zealous elves is hard enough, but the shadow fey bring further complication by "finding" evidence pointing to Baba Yaga herself. With no way to counter the old crone, the Birch Queen and Holly King broker a deal with the Queen of Night and Magic.

### **APL 9–12**

The Wild Hunt clashes with Baba Yaga's prodigious powers and capricious allies, bringing shadows and death among the bright fey of the Summer Lands. The PCs cross into Silendora to attempt a rescue of the kidnapped high king and queen only to discover Baba Yaga is innocent. This is all the work of the shadow fey and the high

king and queen are prisoners in the Shadow Realm. With Baba Yaga's aid, the PCs arrive in the Shadow Realm to put a stop to the plot and restore balance to the Summer Lands.

## **Valhalla, the Storm Court, and Geirrhöth**

The twin realms of Valhalla and Geirrhöth, also called the Plane of Battle or the Plane of Spears, consist of Valhalla's massive feasting hall surrounded by two battlefields, Hjahöth and Geirrhöth. The former is for the einherjar (see *Tome of Beasts*), honorable warriors chosen by the valkyries (see *Creature Codex*), and the latter is used by the vrakae (use stats for einherjar), blood-thirsty warriors who revel in killing. All the triumph and tragedy of war rages here, a never-ending glory where the soldiers who perish today rise again to rejoin their battle again tomorrow, watched over by archdevils, archangels, and all the gods of war, though Mavros is first and foremost. The rivers and rain run bloody, the dreadful sound of screams and war cries echo everywhere, and the many swords and spears scattered underfoot are the only ground to be found. When night falls, the ghosts of the slain arise to drink, feast, and restore their flesh and bone for the following day.

## **COSMOLOGY OF VALHALLA**

---

The battlefields of the Plane of Spears change daily; mountains, rivers, grasslands, oceans, forests, and deserts come and go, creating new tactical environments for the never-ending battles. The water and even the rain of Valhalla is always slightly tinged with blood from the countless slain each day. The Northern gods as well as war gods, such as Mavros, often meet in Valhalla and maintain floating fortresses and palaces high above the battlefields.

Created by the Vanir at the dawn of Midgard, Valhalla is a plane of reward,

punishment, and preparation. The two fields, Hjahöth and Geirrhöth, represent the duality of the warriors' life and the thin edge between honor and bloodthirst. Valkyries gather the honorable slain warriors from the mortal world and bring them to Hjahöth where they become einherjar. A different sect of valkyries called svarkyries (or "dark choosers") gather slain warriors who delighted in blood and killing and transport their souls to Geirrhöth to become vrakae. Both groups of warriors train to fight by Odin's side when Ragnarok comes.

## REACHING VALHALLA

---

Most planar travelers prefer not to have to die to get to Valhalla. From Midgard, the Raven's Road and Shield Maiden's Fancy ley lines provide a pathway to the Plane of Spears for those knowledgeable in such travel. It is also said that in Vidim, the Kingdom of Ravens, the molting huginn of the Perch know of a secret road to Valhalla. Active battlefields occasionally spawn temporary portals to the Storm Court but only where the fighting is fiercest. The charismatic, or perhaps foolish, could also try bargaining with a valkyrie for transport. Finally, some believe the best way to visit the Storm Court is to fly into a raging thunderstorm; few return from that road.

From the planes, a branch of Yggdrasil leads directly to Glasir, a golden World Tree planted outside the doors of Valhalla. Said to be the most beautiful tree known to gods and mortals, the sap of Glasir provides part of the restorative ritual that brings the slain warriors back to life each day. The swift river Thund, a tributary of the Ever River, flows around the feasting hall and separates the two battlefields. Particularly sturdy craft may attempt a crossing on the Thund to reach the docks of Valhalla.

## LOCATIONS OF INTEREST

---

The following are but a few of the notable areas found in Valhalla.

### *Bifrost, Rainbow Bridge to Asgard*

Once located in the Northlands, this magical bridge vanished from the mortal world when the first elves opened their shadow roads. Now the Bifrost descends in a multicolored arch to a stone plaza beside the World Tree Glasir. At the other end lies Asgard, home of the Vanir, a floating realm that dwells simultaneously in the higher levels of the Infinite Halls and in Valhalla. The triplet valkyries known as the Sisters of the Keening Blades guard the bottom of the Bifrost.

### *Gladshheim, Gods Hall of the Vanir*

The meeting place and feasting chamber of the Northern gods overlaps the Storm Court of Valhalla, existing just out of phase from the more famous hall. Here the Vanir take their ease upon high seats at a massive table laden with an unending supply of the finest food and drink. The gods can gaze upon Valhalla's hall to observe the revelry among the einherjar and vrakae. Reaching Gladshheim is difficult for those who are not gods. A draught made from the juice of Idunn's apples can provide access from Valhalla, though none who have attempted this have ever returned from intruding upon the gods.

### *Lake of Bloody Tears, Healing Waters of Lada*

The goddess of love and mercy journeyed to Valhalla but once and upon witnessing the ferocity of the battlefields wept tears of blood before fleeing. Those divine tears collected in a great lake over 100 miles across, which is one of the few unchanging terrain elements on the plane. The red waters of the lake possess great healing powers and are used in the creation of the mead served in Valhalla. The Temple of Isis and the Bengtan Monastery of the



Bloodclaw are perched on the shores of the lake, protecting the holy site from any who seek to despoil it.

***Sessrumnir,  
Hall of the Valkyrie***

Near to the Storm Court rises an elegant hall named Sessrumnir. Here the valkyries dwell when they are not gathering souls or carousing with the einherjar and vrakae in the feasting hall. Mortals are prohibited from entering Sessrumnir, and those who try risk the Curse of Freyja, instantly becoming vrakae and battling until the end of time.

***Storm Court,  
Feasting Hall of the Fallen***

The feasting hall of Valhalla is a massive building with a peaked roof made from the shields of the fallen and rafters crafted from bundles of spears. The doors are guarded by celestial wolves (use winter wolf), and giant eagles scout the skies above. The interior of the hall is an infinite space, mostly given over to a central hall running the length of the building. Fire pits and stout wooden tables abound as do haunches of sizzling meat and flagons of mead. The warriors of both battlefields return to the feasting hall each night to eat and revel.

**PERSONAGES OF NOTE**

A few of the interesting inhabitants of this plane are described below.

***Agnarr, Smith of Valhalla***

An enormously fat thursir giant (see *Tome of Beasts*), Agnarr alternates between feasting and forging, enjoying each activity



with equal gusto. The giant's skills are as prodigious as his stomach, and he can craft nearly any weapon or armor in the multiverse, including magical items up to a rarity of very rare. As part of his bargain with canny Wotan, Agnarr cannot craft legendary items or artifacts so as not to anger Brokkr and Eitri, the weapon masters of the gods.

***Heidrun, Immortal Goat***

This huge goat feeds on the leaves of Glasir all day. At night her udders produce enough milk that, when mixed with the healing waters of Lada's Tears, it produces mead for all of the einherjar and vrakae to enjoy.

### *Gedana Rothasdotter, Vengeful Valkyrie*

This angry valkyrie stalks through the battlefields of Hjahöth and Geirrhöth, searching for one particular warrior. Gedana's sister Oma fell in love with an unworthy mortal warrior and hid the human's soul among the einherjar. As punishment, Wotan exiled Oma to the Eleven Hells, and the only way to return her sister to Valhalla is for Gedana to find this one soul and destroy him. But as yet she has failed to do so.

### *Saehrimnir, Immortal Boar*

During the day, this colossal boar feeds on acorns dropped by Glasir, and as the sun begins to set, it flees into the woods to be hunted by valkyrie and einherjar. The meat of the boar, prepared by Andhrimnir, cook of the gods, is enough to feed all of the einherjar and vakrae. Each morning, Saehrimnir is brought back to life to begin the cycle anew.

## **VALHALLA MINI-ADVENTURE PATH**

Adventures concerning this plane can take a variety of forms. One suggestion includes the following.

### **APL 1–4**

Rumors come that Fenris has been chained somewhere in the Eastern lands. So in perhaps his greatest deception ever, Loki's alliance with Boreas and Chernobog creates false omens that Ragnarok is at hand. The PCs become involved, struggling against human and giantkin members of the Cult of Ragnarok as they enact rituals across the Northlands and Midlands to trigger omens: an unnaturally cold winter, earthquakes centered on various world trees, and fathers killing sons.

### **APL 4–8**

While contending with panicked commoners, crazed Night Cauldron agents, interloping giants, and fanatical cultists,

the PCs find evidence that the omens are false, but it is too late. Convinced by the omens, Wotan opens the gates of Valhalla, spilling the valkyrie-led armies of einherjar and vakrae into the mortal world while Loki's portals disgorge trolls, giants, and their allies to confront them. Midgard becomes the new Plane of Spears as the false Ragnarok rages on. When all seems lost, the PCs learn of a tincture that can make even Wotan see the truth behind Loki's schemes.

### **APL 9–12**

Journeying to Valhalla, the PCs set about gathering the ingredients for their medicine. However, Boreas and Chernobog now control the plane, and the heroes must struggle against their forces. In the end, they must find a way to Asgard or Gladsheim and confront Loki himself before Wotan sounds the last horn, triggering Ragnarok for real.

## **Klingedesh, the Marketplace**

One of the primary hubs of planar travel, the marketplace is a tangled nest of stacked shops, stalls, nooks, and crannies radiating out in all directions, connected by bridges of rope, wood, and bone. Visitors can walk the entire way around and never see the same item twice, for every faire, sook, and bazaar in Midgard and the other planes, both now and in the past, is a road both to and from the Marketplace.

Very literally, anything can be found in the Marketplace if the shopper is willing to meet the price. Plane-traveling caravans arrive daily, mighty merchant guilds organize expeditions to collect exotic goods, and trading vessels from the Ever River, the Void, and beyond bring the best of the planes to the docks of the city-plane. The streets are thronged with travelers from every race across the multiverse. Strange red-cloaked constructs called Auditors (use the stats for **clockwork huntsmen** from

*Tome of Beasts*) police the Marketplace to enforce its one law, “Trade Must Continue.”

## **COSMOLOGY OF THE MARKETPLACE**

---

This is a small plane, an ecumenopolis growing outward from a spherical core. Klingedesh is broken up into four levels. At the surface, the Uppermarket is a sprawling maze of shops, stores, and emporiums that mysteriously change position, making navigation problematic. Just below the paved streets is the Undermarket where gangs and powerful warlords deal in stolen, cursed, evil, or feared goods. Further inward is the Depths, a twisting labyrinth hewn from ancient buildings, shops, and structures where true monsters lurk. Finally, the heart of the Marketplace is the Core, a half-mile-diameter stone sphere. None but the Auditors know that the Core is the incubating heart of a new commerce god waiting to be born.

## **REACHING THE MARKETPLACE**

---

Traveling to Klingedesh is eased by the nature of the plane, for commerce welcomes all. On Midgard, there is a 15% chance that any shop or trade fair hides a portal to the Marketplace. The city of Kel Azjer in the Dominion of the Wind Lords maintains a permanent gateway connected to Klingedesh.

There are many routes to reach the Marketplace from the planes. A World Tree called the Golden Bough grows in the Uppermarket, watched over by Chitata, a **ratatosk warlord** (see *Creature Codex*). He offers passage to Yggdrasil for 5 gp per traveler. The Ever River descends as a waterfall into a harbor and splits to flow around both sides of the sphere before meeting at another harbor and flowing “up” in an inverse waterfall. Arrival and departure fees are set at 5 gp per traveler. Finally, portals abound in the Marketplace,

including the four massive Thorn Gates that allow instant access to planar roads for a modest fee of 2 gp. Other portals come and go across the Marketplace, offering short-lived access to points on Midgard or other planes.

## **TRADING IN THE MARKETPLACE**

---

There is nothing that cannot be bought or sold in the Marketplace, from crude torches to the most powerful magical artifacts. Most merchants offer their goods for the standard amounts; however, other types of trade are perfectly acceptable. Bartering is highly encouraged, and many shopkeepers will exchange items for valuables other than coin such as a day’s worth of voice, childhood memories, or even stranger things.

## **LOCATIONS OF INTEREST**

---

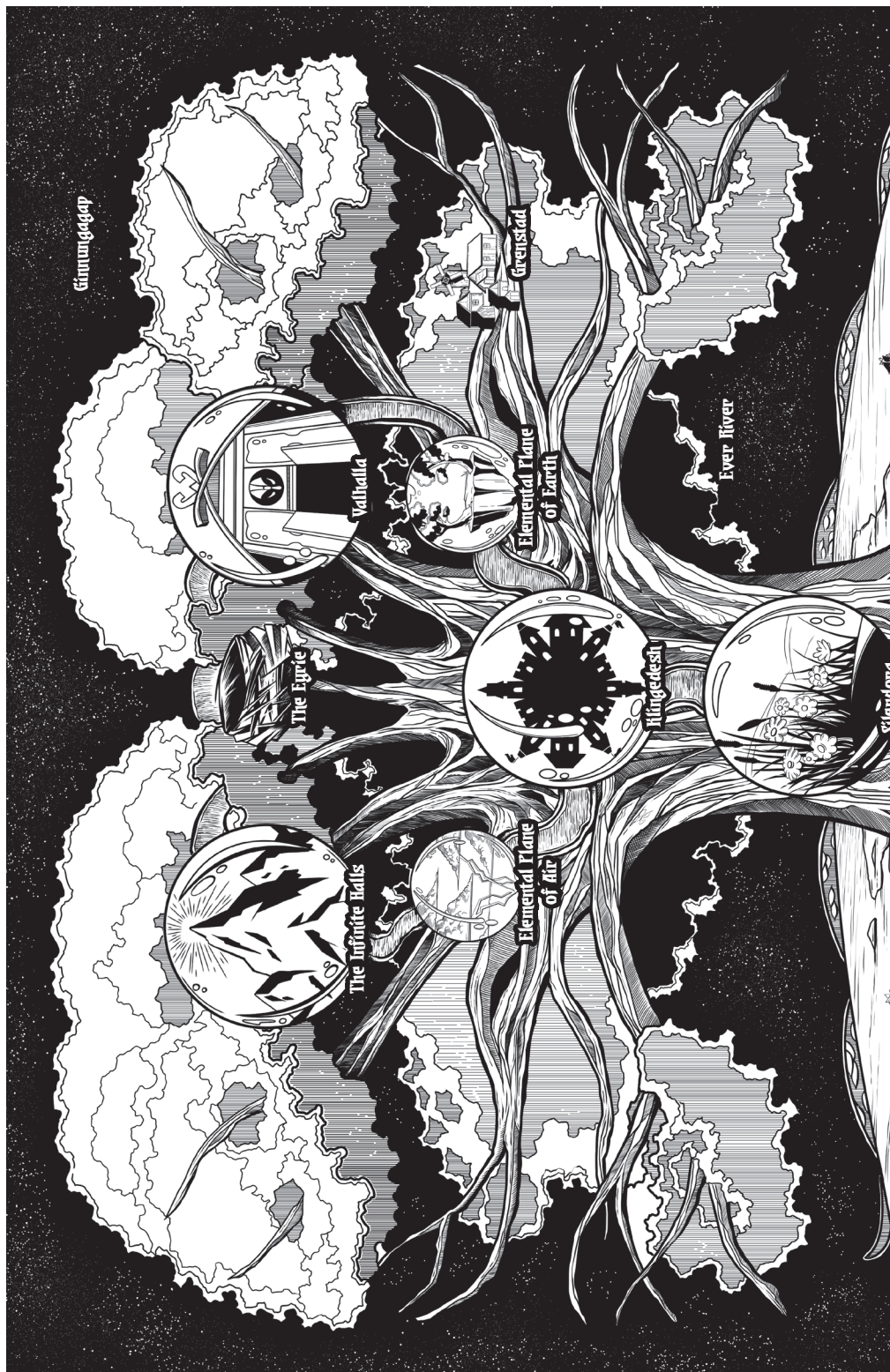
The following is a limited sampling of the places found in the Marketplace

### *The Aerie*

Changing position every day, the Aerie is one of the most well-known buildings in the Marketplace. Resembling an inverted cone, standing on a point no larger than a coin, the Aerie is home to the Right Honorable Guild of Couriers and Guides. A guild of unseele pixies and other fey, the guides can find any building in the Marketplace for flat price of 5 gp.

### *Association of Alchemists, Artificers, and Arcanists*

Devoted to exploration, experimentation, and distribution, the recreationally medicated guild more or less runs a large ward in the Uppermarket when they can be pried away from their labs and workrooms. The association is always eager to create custom items, the stranger the better. Recent clashes herald the opening moves of a hostile takeover by the rakshasa-controlled Char’x’dal Banking Consortium.



The Infinite Falls

The Infinite Falls

Elemental Plane of Air

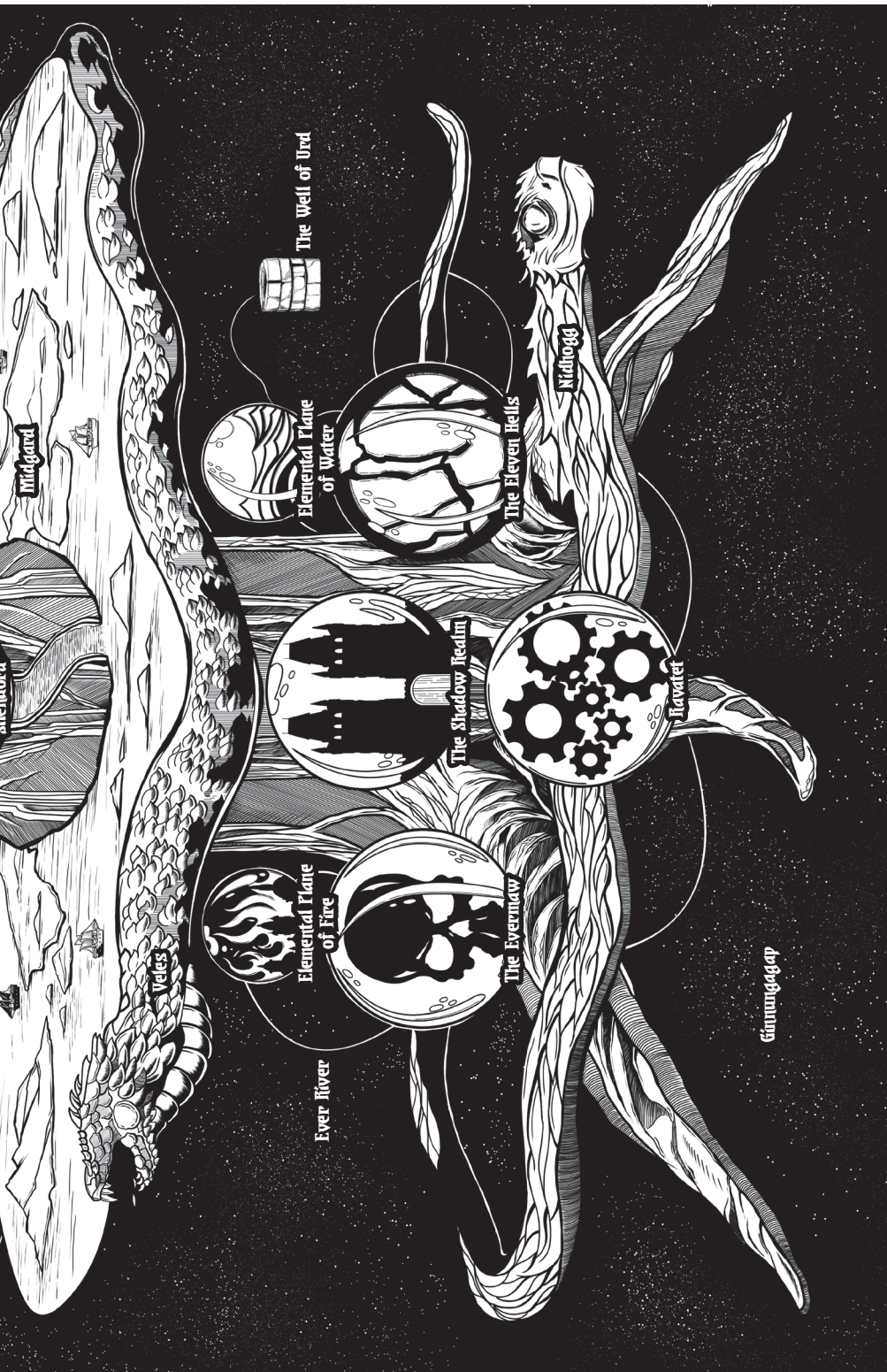
Mingtcheshi

Elemental Plane of Earth

Valthalla

Grenstad

Ever River



Mithgard

Vesles

The Well of Urd

Elemental Plane of Water

The Eleven Bells

Midnogg

The Shadow Realm

Havwater

Elemental Plane of Fire

The Evermaw

Ever liver

Ginnungagagap

### *Chirurgeonate of Healing Hands*

A squat gray building is the unassuming headquarters of a multi-planar order of fanatical herbalists, physicians, and clerics who bring their gifts of healing to battlefields across the planes. The chirurgeons, distinctive in their white habits and beak-like masks, treat any wounded regardless of permission, cause, or alignment. Those who dare to stand against them quickly fall, only to be just as quickly treated by the healing hands.

### *Honest Tenkar's Relics and Artifacts*

Thanks to advertisements seen across the Marketplace, most know of the gaudy shop decorated with signs declaring "No Guarantees" and "No Returns." While the owner, Tenkar Ardlo (gnome gear mage, see *Creature Codex*), purports to offer authentic and powerful arcane artifacts and holy relics, the truth is most are common magic items with flashy one-use abilities. Behind the glitz however, Tenkar does have a few actual artifacts for sale.

### *Klamber's Clockwork Curiosities*

This establishment inside a crooked clocktower specializes in all manner of clockwork devices and arcane machinery. The owner, Zoldolpus Klamber (old **archmage**), appears to be an elderly human but is actually a construct created by the original Zoldolpus centuries ago. Unbeknownst to virtually everyone in the Marketplace, this Zoldolpus works to create a new race of sentient constructs.

### *Mr. Mott's Toys*

Children of all races throng this small storefront, gasping at the sights on offer: clockwork figurines, lifelike animated dolls, magical puzzles, clever games of dice or cards, and other wonders. The enigmatic Mr. Mott (human mage) runs an interplanar chain of toy shops, each run by a clone of the original inventor. Though

most of the wares on display are designed for children, Mott does have choice selection of very rare and legendary wondrous items.

### *The Trespasser's Club*

A social club for daredevil explorers, thieves, swashbucklers, and adventurers, mementos of past expeditions cover the walls of the three-story brick headquarters. Members regularly challenge each other to gain access to places they are not supposed to enter, whether it is stealing into the lair of an ancient dragon or taking a nap in the bedchamber of a king. The current chairman is Wilhelmina Kandler, a **thief lord** (see *Creature Codex*). The club welcomes new members who can prove their daring with a sufficiently outlandish accomplishment.

### **Brief List of Minor Locations**

A small sampling of the countless other establishment found on the Marketplace:

- **Bevi's Potion Trough.** Offers discount potions and experimental elixirs.
- **Corpses for Components.** Renders bodies into spell components.
- **Cuckoo's Bounty.** Buys and sells time.
- **Forgiveness and Indulgences.** Atonements for reasonable prices.
- **Madam Nova's Aspectorium.** Change your face or body with magic!
- **'Splosives and Such.** Fireworks and gunpowder by Four-Fingered Johan.
- **Temple of the Fallen.** Prayers to dead or lost gods and stranger beings.
- **Thogar's Meats and Cakes.** Rare cuts and sweet victuals from across the planes.

### **PERSONAGES OF NOTE**

---

A few of the interesting inhabitants of this plane are described below.

#### *Darvin Ghest, Vigilante Paladin*

Disgraced paladin Darvin Ghest (human **knight**) leads the Arm of the Blind, a band of paladins from many faiths who use skills

of the rogue and assassin to mete out their own version of justice on the harsh streets of the Marketplace. Hidden among the general population, Ghest and his band act in small cells to disrupt criminal organizations, working their way up the chain of command until they can dispatch the leaders.

***The Feathered Seer***

One of the most respected, misunderstood, and powerful inhabitants of the Marketplace, the Feathered Seer (awakened **giant owl**) possesses oracular sight rivaling the gods themselves. When she can be persuaded to speak, she reveals not the answer you want but the answer you need.

***Phoebus the Scrivener, Contacts and Scribing***

Scrounger, information broker, thief, and professional snitch, Phoebus (tiefling spy) is all that and more. His reputation is such that he has carefully balanced those who love him against those who hate him. For a modest fee, he will share his information or actively seek out some bit of gossip or secret for you.

***Vaili the Efreeti, Lottery of Wishes***

A reclusive and powerful genie, Vaili (**efreeti**) takes little to no interest in the affairs of the Marketplace, preferring to spend his time in the library of his magnificent golden palace called Shining Ascension. However, once per month, he offers a lottery with a prize of one free wish granted. It is said that those who win are not always happy with the results.

***Vissool Gaggaarth, Gentleman Mimic Swashbuckler***

Inquisitor, thief-catcher, bounty hunter, and freelance spy, Vissool (**mimic**) possesses a genius-level intellect, impeccable fashion



sense, a beguiling charm, and the ability to bite through bone. Respected and feared by friends and foes alike, his services are for sale if you have the coin.

**MARKETPLACE  
MINI-ADVENTURE PATH**

Adventures concerning this plane can take a variety of forms. One suggestion includes the following.

**APL 1–4**

The Auditors come to the Prime Material Plane, collecting ingredients to finally awaken their new god. Across Midgard, strange constructs wearing red cloaks commit a rash of high-profile thefts and attacks. Relics, items, and even people of unusual power or bloodlines go missing. The PCs begin investigating these heists,

clashing with the Auditors who appear to be “collecting” esoteric ingredients.

#### **APL 4–8**

The PCs trace the thefts to the Marketplace and travel there by one route or another only to find the various factions in Klingedesh in an open struggle. The Auditors have vanished, leaving control of the city-plane up for grabs. The PCs make allies and enemies before descending through the layers of the Marketplace to the Core where they witness the birth of Ekansu, Constructed God of Commerce.

#### **APL 9–12**

The newly born god manifests on the streets of Zobeck, spreading a fog of confusion and change. Portals disgorge Auditors and planar troublemakers, throwing the city into chaos. The PCs cling to a slim hope that destroying four crystal resonators, stationed around Zobeck might weaken Ekansu enough for the heroes to put an end to the Auditor’s constructed god.

## **Ravatet, Plane of Gears**

Every plane has its secrets, though perhaps none as much as the Plane of Gears. Ravatet is a finite realm, a world of interlocked gears, cogs, and clockwork mechanisms clicking, turning, and humming according to some unknown harmony. Some gears are the size of a hand, others as large as an island or even hundreds of miles across. Viewed from afar, Ravatet is a planet-sized, chronographic demesne akin to a vast machine.

The aspect of Rava as the Goddess of Fate leads to some speculation that the purpose of the plane of gears is to keep the mechanism of fate and destiny moving. Yet what of the Well of Urd and other spinners of fate? Perhaps mortal minds simply cannot grasp the enormity of Ravatet’s divine purpose. Perhaps this is for the best. After all, every plane has its secrets.

## **COSMOLOGY OF RAVATET**

---

The locations found on this plane occupy the faces of the gigantic gears—and are sometimes inside them. The atmosphere is breathable, though tinged with the smell of grease, and the grinding clank of moving gears is a constant background noise. Generally speaking, the largest gears generate their own gravity, so while standing upon them, “down” always points toward the surface of the cog. Travel between gears takes a wide variety of forms, all mechanical, from complicated suspension bridges to clockwork flying mounts to sliding along simple tension cables. The inhabitants of Ravatet are constructs for the most part, though a large number of mortals have settled here as well.

## **REACHING RAVATET**

---

Travelers bound for the plane of gears do not have an easy journey ahead of them. From Midgard, few direct passages exist. In Longezza, City of Weavers, a monastic order of gearforged guard a clockwork cabinet rumored to be a portal to Ravatet. Skein-of-the-Way, a **gearforged templar** (see *Tome of Beasts*), runs a weaving shop in Zobeck and will open a brass door to the Plane of Gears for a price. If the tales are to be believed, a shimmering portal in the Wasted West also provides transportation to Ravatet, but such routes are always guarded.

From the planes, travel is somewhat easier but only by degrees. As it nears Ravatet, the Ever River becomes a flood of rust laden silt, entering through a vast funnel at one end of the plane, cascading through a network of switchback tunnels before exiting out the other side. Calm waters are few, and those that exist are guarded by **automata devils** (see *Tome of Beasts*), **rust drakes** (see *Tome of Beasts*), and amphibious **clockwork myrmidons** (see *Tome of Beasts*). One of Yggdrasil’s branches becomes the



Mainspring, a massive clockwork tree at the center of the Burnished Grove. This route is guarded by the **moirai** (see *Warlock 14: Clockwork*), large spider constructs. By far the easiest path is by voidship as a dock and vast shipworks spread out around the Lighthouse. This towering edifice emits a beam of light into the dark, a boon to navigators of the Void. While few dangers threaten those arriving by ship, the docking fees can be steep.

## LOCATIONS OF INTEREST

---

The following are a sampling of notable locales found in Ravatet.

### *Burnished Grove, the Clockwork Forest*

At the center of a field of brass, far from the nearest settlement, sprawls a copse of trees. This is no organic anomaly. This is the Burnished Grove, and every tree, beast, shrub, leaf, insect, and blossom of this ten-thousand-acre forest is made from exquisitely crafted metal and clockwork. Guarded by powerful constructs and fanatical druids, the grove is somehow connected to the ticking clock of fate and time. A world tree called Mainspring at the center of the wood produces the fabled nimalli fruit, which can repair constructs or produce oracular visions in organics. (See also *Warlock 14: Clockwork*.)

### *Desert of Rust*

Covering a tenth of the plane of gears is a vast desert, an inhospitable wasteland of oxidized metal fragments, dust, and grit. At its heart, imprisoned titans labor to hollow out a continent-sized plateau of oxidized steel as punishment for losing the Vanir War. A clan of reaver dwarves (use **wolf reaver dwarf** from *Tome of Beasts*) guard the prisoners and battle the rust drakes and rust monsters who inhabit the desert. Above them all, an infinitely long crane lifts defective or worn-out parts from the rest

of Ravatet, dropping them onto the desert without warning, sending shockwaves across the wasteland.

### *Hall of Inevitable Fate*

Near the center of the Plane of Gears, a slowly rotating cylinder marks Rava's holiest site. The Hall of Inevitable Fate is a temple topped by a copper dome comprised of enameled plates, depicting the various aspects of the goddess. The hall contains courtrooms, libraries, prisons, living quarters, refectories, and so on. The judges welcome all to the Fated Courts: those with disputes find resolution, those who have committed crimes receive punishment. Justicars (use **algorith** from *Tome of Beasts*), elite agents of the hall, roam the planes dispensing unwavering justice to those who wish it or not.

### *Junkyard of Broken Cogs*

A massive landscape of metal, broken machines, and shattered devices, the Junkyard of Broken Cogs is a dumping ground for the refuse of countless planes. Scrap and treasures in equal measure fall from portals to form mountains and valleys. Most broken machines and devices from across the multiverse eventually find their way to the yard, many falling from randomly open portals. Living creatures who arrive in this manner emerge infected by the calcesplasia variation of rust disease (see *Warlock 14: Clockwork*). The yard is ruled by the Takasundur (or "Dismantlers"), a clan of rogues, tinkerers, artificers, and mages who turn rubble into clockwork creatures, half-formed golems, and other oddities. Recently, Vaerdalaga, an **adult wasteland dragon** (see *Creature Codex*) seized one quarter of the junkyard as her personal hoard and resists every Dismantler effort to remove her.

### **Ralkoff Planar Shipworks, Voidcraft Built, Bought, and Sold**

The Lighthouse extends up from the highest point of Ravatet. Encircling this towering structure is a network of building slips, docks, forges, taverns, warehouses, barracks, and workshops. Here Vesilie Ralkoff, dwarf **gear mage** (see *Creature Codex*), oversees the construction, repair, and maintenance of voidships from across the planes. With a small army of gearforged workers and several **steam golems** (see *Tome of Beasts*), Ralkoff can produce almost any type of voidship given time and funds.

### **PERSONAGES OF NOTE**

---

A few of the interesting inhabitants of this plane are described below.

#### **Lanai Aynwyn, Archdruid of the Burnished Grove**

An ancient elf with copper hair and deep brown skin, Archdruid Lanai (elf druid) has tended the clockwork grove for centuries with the aid of her Spindles, five powerful druidic agents. Recently, Lanai struggles to contain a new and mysterious outbreak of rust (see *Deep Magic: Clockwork*), afflicting her mechanical trees and threatening to disrupt the delicate balance of the grove.

#### **Lord Toc of Tic, Mad Time Genius**

This jolly gnome, in his leather apron and belt adorned with hourglasses, always has a smile on his cherub-like face as he sells small timepieces and pocket watches from a tinker's cart. Toc, a timekeeper mage (see *Deep Magic: Time Magic*), actually sells time. His one-use items dispense moments of time, like the spell *time stop* but for a variety of durations. A round costs 1,000 gp, an hour costs 5,000 gp, and a day costs 20,000 gp. Unfortunately for the buyers, these timepieces all manifest strange side effects when used. Typically, they trigger a random spell-like effect at the worst possible moment directed at the user. When confronted, Lord

Toc blames the Dismantlers of the Junkyard, temporal alignments, or even Rava herself and offers to fix the problem for free, which isn't very effective most of the time.

#### **Ordinal Una, Examinant of the Multiverse**

One of Rava's strangest creations, Ordinal Una is a human-seeming **algorithm** (see *Tome of Beasts*) charged with correcting errors in reality. Bonded to an enchanted slate that mimics the powers of various high-level magic items (the *deck of many things* among them), Una "fixes" any perceived anomalies by rewriting existence. She wanders the planes. Saint. Scourge. Calamity. Savior.

#### **Teeth-of-the-Gale, Dismantler Mayor**

A planar dwarf **berserker**, Teeth is assuredly one of the most dangerous Dismantlers. Short and ill-tempered, he enjoys shattering objects and individuals with his maul. He forcibly elected himself to the role of "mayor" of the loosely organized Dismantlers, a job no one else really wanted. Now however, he finds himself with the unenviable task of dealing with the incursion of the wasteland dragon Vaerdalaga.

### **RAVATET MINI-CAMPAIGN SEED**

---

Adventures concerning this plane can take a variety of forms. One suggestion includes the following.

#### **APL 1–4**

Xotho Kren, an insane gearforged, conspires with the ahu-nixta to invade the Prime Material in search of one of the lost Dragonkind Orbs. Across Midgard, gearforged and other clockwork creations begin acting erratically, turning against their creators, allies, and the innocent. Each displays signs of a rust infection (see *Deep Magic: Clockwork*) and becomes a drone of the hivemind entity calling itself Xotho. The PCs first become involved when dealing with the fallout from Xotho's clockwork forces. The constructs murder and steal,

fashioning strange eldritch machines in various locations. Investigating these sites, the heroes discover Xotho searches for an orb that can actually control dragons.

#### **APL 4–8**

Racing Xotho's minions, the PCs journey south from Nuria Natal, contending with clockwork assassins and other hazards. In an ancient dwarven ruin, teetering at the edge of the Great Sinkhole in Yawchaka, they manage to beat Xotho to the orb's last resting place only to discover the ahu-nixta waiting for them.

#### **APL 9–12**

With the Dragonkind Orb taken to Ravatet and installed in the Lighthouse like a transmitter, the heroes must follow. Reaching the Plane of Gears, the PCs find unlikely allies among the reaver dwarves and Rava's followers as they assault the Lighthouse while Xotho and the ahu-nixta stand poised to spread the hivemind intelligence and domination over the dragons across the planes.

## **The Evermaw, Plane of the Undead**

The Plane of Undeath is an afterlife of ghouls and vampires, cannibals and gluttons. The Road of Fangs runs the length of the plane like a lolling tongue sprawled through a waterless desert of powdered blood and pulverized bone, pockmarked with half-buried ruins and the redoubts of powerful undead. Here ziggurats flow with the blood of daily sacrifices, liches study new necromancies of flesh and bone, and the cooks claim they can skin and butcher anything from ghosts to gods. Uncounted multitudes of undead chant foul prayers, feeding the God of Undeath with their adulations. It is commonly held that the souls of those corrupted by undeath wash into Evermaw from the Lethe or Styx.

This plane, while certainly vast, is finite. The sands slope down at the edges to pour out into the Void where the titanic Drinker in the Dark feeds on the endless flow of blood dust. Most of Evermaw's inhabitants believe the plane was created by Mordiggian, a hunger demon-deity worshipped by the denizens of Leng, who was destroyed during the Vanir Wars. But all know the true master of Evermaw is Mot, the God of Endings and Undeath. (See also *Warlock 8: Undead*.)

### **COSMOLOGY OF EVERMAW**

---

The sky of this plane is blood red, a never-ending twilight lit by the corona of a glimmering black sun. The cold and dry air always bears the slight reek of the grave. Jaundiced clouds hang above the blood and bone sands. Sinkholes and quicksand are common. Jagged spurs of rock rise up from the dust as do the ruins of obsidian or bone structures and the occasional settlement.

### **DENIZENS OF THE EVERMAW**

---

Undead of every form, from skeletons and crawling claws to liches and death demons, make up the vast majority of the inhabitants. The living don't often willingly come to Evermaw. A steady trade in living slaves feed the blood altars of the plane. Occasionally, powerful necromancers visit to commune with lich scholars or demonic warlocks.

### **REACHING EVERMAW**

---

Traveling to the Plane of Undeath from Midgard is not difficult as many pathways exist. The spell *skull road* (see *Warlock 8: Undead*) opens a direct pathway between any tomb and Evermaw. Traversing the Demon Mountain Road ley line can lead a traveler who survives to the blood deserts. A vril-powered archway in the ruins of Mardas Vhula-gai will open a portal to Evermaw provided the right sacrifice is made. In the

Blood Kingdom, King Lucan works with his mages and necromancers to craft a permanent portal to Evermaw but, perhaps fortunately, has only met with intermittent success as yet.

From the planes, two branches of the Ever River flow into Evermaw. Branches of the Lethe, River of Tears, and the Phlegethon, River of Blood, cross the blood desert. Both waterways are regularly trafficked by ferry demons, angelic guides, and planar travelers. A withered branch of the World Tree called Charun's Oar rises out of a small island where the Lethe and the Phlegethon wander near each other. The portals from the planes and from Midgard leading to Evermaw are heavily guarded by physical opponents, traps, and spells, for few wish to see the undead use the pathway to enter the mortal world.

## **LOCATIONS OF INTEREST**

---

Aside from the ruins, tombs, and necropoli protruding from the blood desert like crooked teeth, a few notable locations are described below.

### ***Cliffs of Gathered Memory***

A honeycomb of niches pierces this miles-wide, 500-foot-tall cliff, each small chamber gathering memories from the undead of Evermaw. While the orange-and-white stone is soothing to the undead, any living creature who enters must succeed at a DC 14 Wisdom saving throw or suffer 2d12 psychic damage and become immobile for 1 hour. The millions of voices echoing from the gathered memories whisper forgotten and forbidden knowledge.

### ***Crystal Necropolis of Anu-Akma***

The wondrous crystal pyramids and palaces of Anu-Akma's court rise like a shining oasis in the blood desert. However, looks can be deceiving. The crystal necropolis is not a place for the living. Within the guarded walls is a demi-plane within Evermaw where the honored servants of Anu-Akma find their

final reward. The mummies and liches of the Assembly of the Worthy manage the day-to-day operation of the god's court while the undead gnolls of Akma's Fangs guard against any intrusions. At the heart of the necropolis, a book written on pages of gold holds the secret to eternal life.

### ***Eternal Palace of Mot***

The Eternal Palace is a maze within a tomb, boxed into a labyrinth, and hidden under miles of bone and dust. The entrance is a rather plain cavern set into a spur of obsidian and guarded by two enormous, hulking, rune-carved gnolls (treat as **void giants** from *Creature Codex*). Within, the interior is richly decorated but haunted by shadows, necrotic fire, and the smell of dust and decay. Within the Hall of Hunger, undead courtiers move in a dark parody of courtly life while **grim jesters** (see *Tome of Beasts*) provide grisly entertainment. Guarded by the power of the god himself, Mot's Treasury contains the wealth of the undead of Evermaw, past, present, and future.

### ***Ossein Academy, Lyceum of Bone and Blood***

Within this complex of bone buildings and domed rooftops crawling with skull-faced gargoyles, spellcasters come to learn the secrets of necromancy with the hope of prying the secrets of lichdom from the masters. The bodies of the unsuccessful dangle like wind chimes from the walls.

### ***Sangarre, Crimson City of St. Caedis***

A civilized and highly administrative vampiric community founded by the infamous, blood-soaked saint of Marena, the parish straddles the Road of Fangs, extorting a "toll" in blood from merchants, slavers, and travelers. Mortal visitors are mostly safe in the "red city" by law as the vampire citizens feed from an indentured slave class. However, the punishment for transgressing the very complicated laws and social customs in the city is indenture, so

“safe” is a relative term. The ruler of the city, Exarch Gwledd Parlak, an elegant **vampire patrician** (see *Creature Codex*), openly courts an alliance with King Lucan of Midgard’s Blood Kingdom.

***Vulture’s Beyond,  
Osseous City of Hunger***

At the heart of the plane is a yawning pit known simply as the Maw—and around it, the city of Vulture’s Beyond. Built on the edge of the funneling sinkhole, the streets are home to undead, planar beings, sinful souls, and cannibalistic mortals. Slavers such as the denizens of Leng, the Arachni, and the like feed the city a near constant flow of living creatures. This is a city of butchers and tanners, of scrimshaw, rendered fat, and polished bones. Meat is both a commodity and a currency with flesh exchanged for goods and services in time of need with replacement parts purchased when available, regardless of aesthetics. The largest building in Vulture’s Beyond is the Great Temple to Vardesain, patron of the city, where the undead cult, the Teeth of Gula and Abnegation, alternates between denying their hunger and gluttonous feasting—all in praise of the Hunger God.

**PERSONAGES OF NOTE**

A few of the interesting inhabitants of this plane are described below.

***Abachum, Fallen Saint and Mystic***

One of a number of insane religious stylites living atop enormous bones, rising like pillars from the blood dust, Abachum (**solar**) was once a venerated saint of Mavros. In death, he ascended to the court of the Justice



God but fell in love with a succubus and was cast out. He lives upon his pillar until his love fades, but as yet, it has not.

***Mother Melys, Cannibalistic Culinarian***

A **night hag**, Melys is the owner and proprietor of the House of Esurience in Vulture’s Beyond. She specializes in sentient meals that feel pain as you eat. For an extra price, she will transform clients into the same creature as their meal. This effect lasts for a period of days or weeks, depending on the bargain struck. While transformed in the manner, the client gains all of the abilities of the target creature, and no magical divination short of a true seeing spell can penetrate the disguise.

### **Radhak Pascha, Reborn Elder Thing**

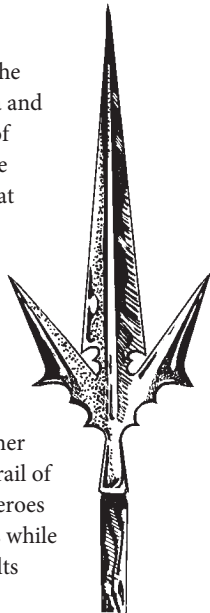
Once this disfigured rakshasa lich (use **lich hierophant** from *Creature Codex*) operated a successful gaming hall and gladiatorial arena named the Blind Tiger, but that was before his reawakening. Radhak experienced a vision after receiving an obsidian stela from one of his smugglers. In the dream, the rakshasa saw the true god of Evermaw is not Mot nor any death deity; it is an Old One named Mordiggian. Long ago cast down and shattered by Mot, pieces of Mordiggian's spirit endure, awaiting its rebirth. Sensing the power this shadow of an elder thing once possessed, Radhak immediately pledged himself to Mordiggian. Now the rakshasa lich searches the blood dust desert for more obsidian stelae, so he can bring together the pieces of Mordiggian's spirit and allow the elder thing to be reborn in Radhak's own body.

### **EVERMAW MINI-CAMPAIGN SEED**

Adventures concerning this plane can take a variety of forms. One suggestion includes the following.

#### **APL 1–4**

An alliance between the Red Sisters of Marena and the Eternal Minions of Mot seeks to desecrate the Hagiolatry of Great Saints (see *Midgard Worldbook*, page 388) to bring down the Church of Mavros. The PCs are hired to investigate the theft of the Spear of St. Brigantia from her crypt in Valera. The trail of the thieves puts the heroes up against red cultists while more saint burial vaults come under threat.



#### **APL 4–8**

The trail leads the PCs into the Blood Kingdom where they must contend with frequent attacks by undead forces. The lost Journal of St. Aethenea reveals the PCs' foes plan to use the stolen saintly relics in a ritual designed to imprison Mavros himself. The key to stopping the ceremony lies in Evermaw, but the portal is guarded by the reanimated and corrupted form of the ghoul St. Whiteskull of Bratislor.

#### **APL 9–12**

Once in the Plane of the Undead, the PCs race to recover the relics before they can be desecrated and fed to the great maw. Standing in their way are living avatars of Mot and Marena, who are not pleased by the PCs' meddling.

### **Ginnungagap, the Yawning Void**

Surrounding Midgard, the planes, and the stretching branches of Yggdrasil is the Yawning Void. The thought of this formless abyss of darkness, cold, and madness evokes an image of vast emptiness, but in truth, the Void is far from empty. Far beyond the other planes, Ginnungagap harbors worlds and ancient empires. The voidships of the Lengfolk (**folk of leng**, see *Tome of Beasts*) and the Arachni (**spiders of leng**, see *Tome of Beasts*) trade and battle in the inky darkness. Creatures of unspeakable evil hunt the unwary or plot their fell plans. Dark gods from Addrikah to the White Goddess, from Chernobog to the Goat of the Woods, seem to draw strength from the abyss as do the elder things, imprisoned beings of ancient and mysterious origins. The Void offers great power to those who swear their lives and souls to its causes, but those poor deluded beings who listen to such offers rarely live to see any promised rewards.

## COSMOLOGY OF GINNUNGAGAP

---

The Void is an infinite, confusing abyss cast into perpetual twilight where the normal laws of reality break down or rewrite themselves. Churning clouds of burning phlogiston, snake-like eddies of lightning, waves of water and ice, and chunks of earth float through the darkness. Continent-sized pieces of terrain or even entire planets can be found in the Void, many with their own atmosphere, inhabitants, and dangers. Moving between these scattered points of life requires specialized magic or transportation on a voidcraft specially designed to travel in the Void.

## EMPIRES OF THE VOID

---

Three plane-spanning empires wrestle for domination in the blackness of the Void:

- **The Leng Consortium.** This vast trading guild controls dozens of colony worlds and fleets of voidships. The worlds “owned” by the consortium pay tri-annual guild tithes amounting to a hefty percentage of each world’s wealth. As the folk of leng enforce their demands with powerful voidships, few choose to stand against them.
- **The Hive-Nodes of the Ahu-Nixta.** Once masters of a hundred worlds and several sub-planes, the rebellion of the organo-mechanoid’s two slave races (the celestial dragons and the folk of leng) shattered the Ahu-Nixta Empire. Today, the Concordant Chronosphere, the ahu-nixta’s hivemind prime intelligence, manages their homeworld and a collection of far-flung hive-nodes.
- **Webworlds of the Arachni.** The spiders of leng once ruled a plane-spanning empire, but it fragmented long ago into independent colonies and footholds. Each Arachni Cluster controls a webworld or a fleet of webships capable of traversing the Void.

## DENIZENS OF THE VOID

---

The deep abyss hosts horrors such as nightshades, yithians, gugs, lengfolk, shoggoths, hideous void dragons, spiders of leng, hounds of tindalos, the shining children of Caelmarath, and many more.

## CONDITIONS IN THE VOID

---

There is air to breathe, though it is thin and oddly scented. The temperature is bitterly cold, similar to conditions atop the highest mountains. Unprotected exposure triggers a DC 12 Constitution save every minute; failure means gaining a level of exhaustion. Most places in the Void are devoid of gravity, though most massive objects seem to exert their own gravitational pull.

## REACHING GINNUNGAGAP

---

There are certainly many dangerous methods of traveling to Ginnungagap. Placing a *bag of holding* inside another *bag of holding*, for instance, or leaping off of one of Yggdrasil’s branches or attempting to use the nexus in Voidreach. In terms of “safe” ways of transit, the list is much narrower. Aside from spells such as *plane shift*, travelers are limited to portals or voidships. Neither the World Tree nor the Ever River reach into the Void. The vessels of the folk of leng or the Arachni spiderfolk dock regularly in the Marketplace and trading ports across the planes as well as in their own cities on Midgard’s Plateau of Leng.

## LOCATIONS OF INTEREST

---

The following is a limited sampling of the places found in Ginnungagap.

### ***Biras Padir, Liminal Port***

This multi-level port-city orbits just outside the immediate area around Yggdrasil, close enough to see the World Tree but far enough away to be independent. Biras Padir was originally constructed by disaffected

celestials and fiends desperate to remove themselves from the endless cycles of good versus evil. Today, the free port is an established neutral ground doing a steady trade in piracy, thievery, and smuggling. Ruled over by the Tricouncilors (always one celestial, one fiend, and one mortal), the city offers a safe haven from the rigors of Void travel and is one of the few places constructing new voidships.

### *Horizon Conservatory, Chaotic Arcane Academy*

A strange collection of towers, observatories, dormitories, and other buildings rests on an isolated chunk of terrain far from Midgard. This is the Horizon Conservatory, a guild of planar mages and arcanists dedicated to pushing the boundaries of magic and spellcasting. Led by the fanatical inventor-mage Anhrefn Selsam (human **mage**), the professors and students of the conservatory believe that in the pursuit of the craft no subject is taboo, nothing is forbidden, and no lengths are too far.

### *Locuissi, Palace of the Lost*

A crumbling edifice of dark stone and strange architecture floats in the abyss, occluded from magical detection. Within the obsidian halls is a museum to the lost and broken, names abandoned by liches, cast-off sins of redeemed devils, hearts of forgotten gods, shattered relics, and fragments of arcane tomes. The Caretaker (**solar**) long ago gave up her station in the Celestial Realm to guard and preserve these forgotten things.

### *Node Primary*

The homeworld of the ahu-nixta, Node Primary, is a small planetoid completely covered with arcane machines and factories. They rely on interplanar trade for the resources to maintain their technology. In return, the ahu-nixta will begrudgingly craft clockwork items of great power.

### **PERSONAGES OF NOTE**

A few of the interesting inhabitants of this plane are described below.

#### *Lady Arall Morleidr-Stross, Voidship Captain (and Pirate)*

Sailing aboard her appropriated folk of leng vessel, the *Damned Trouble*, Lady Arall





(human noble) stalks the abyss from Biras Padir to Midgard, searching for something called the Hramlea Working when she isn't plundering voidships or raiding other planes. She claims to be a direct descendant of Melathea Stross, though this seems unlikely.

### ***Orerimong, the Eater***

A mimic the size of a terrestrial mountain, the Eater long ago lost its shapechanging ability and is permanently locked into the guise of an asteroid or planetoid. As such, it lurks in wait for passing ships or void-swimming gargantuan beasts.

Orerimong's mass creates a gravity field on his surface, complete with a Midgard-like atmosphere and a limited ecosystem. The Eater loathes the spiders of leng who once attempted, and failed, to colonize it.

### ***Mr. Vim, Exotic Victuals at Reasonable Prices***

Vim, a steam mephit **voidwracked mage** (see *Creature Codex*) holds the title as the most dangerous chef in the known planes. From his voidship (half restaurant, half hunting lodge), the dynamic Vim offers coin and magical items for rare creatures as well as exquisite meals prepared from the most exotic ingredients. Visitors to Vim's can join safaris or purchase esoteric components from his larder. Whispers suggest Vim hosts a monthly, highly secret dinner entitled "Feast of the Sentient."

## **GINNUNGAGAP MINI-CAMPAIGN SEED**

---

Adventures concerning this plane can take a variety of forms. One suggestion includes the following.

### **APL 1–4**

The selang witch, Xiax Galleborne (see *Demon Cults & Secret Societies*), launches a massive campaign to throw down both the Arbonesse elves and the Court of a Million Stars by anointing the tree-like monstrosity Y'gurdraketh as the avatar of the Goat of the Woods. The PCs are pulled into the adventure while trying to deal with a rise in the cult activity of the Black Goat's flock. The cultists enact rituals to open Void portals across Midgard, unleashing fell creatures.

### **APL 4–8**

Realizing the flock's power stems from beyond Midgard, the heroes follow evidence pointing to a lost fey road on the Void Path ley line. In the Shadow Realm, they must contend with the machinations of the Court of a Million Stars, Galleborne's dark fey allies, and interfering folk of leng. A dangerous interview with the void dragon Phaerliggath provides crucial information about the connection between the Void and Y'gurdraketh, but the dragon's price is high.

### **APL 9–12**

Passing through the nexus in the Voidreach, the heroes must bribe or highjack a Leng voidship to travel to the eldritch machine feeding energy to the walker. Only after severing Y'gurdraketh's link to the Void can the PCs return to Midgard and finally confront Xiax Galleborne.

# Part Three: Magical Equipment for the Planar Traveler

*I needed some luck. I needed a flagon of mead. I needed a voidship to boost me out of this damned place. What I had was a sword and my last potion. It would have to do.*

—Domyar Anchar, planar adventurer

Those who walk among the planes require special tools to make their way and deal with the unique obstacles to be found in the multiverse.

## APERTURE ORB

*Wondrous item, very rare*

This fist-sized black sphere bears engravings of various planar conjunctions upon its glassy surface. You can throw the orb as an action up to 60 feet. The orb implodes upon impact and is destroyed, causing a 5-foot-radius portal to open to a random plane. Each creature within a 10-foot radius of where the orb landed must succeed on a DC 15 Dexterity saving throw or be pulled into the portal. Three Small, two Medium, or one Large creature can be pulled into the portal before it closes at the end of your turn.

## BALEFIRE SIGNAL

*Wondrous item, common*

A boon to those needing to signal a passing voidship or Ever River vessel, this rod-shaped device has an opening at one end and a red crystal at the other. As an action, you can smash the crystal on any solid surface, which causes the other end of the rod to launch a ball of brilliant light up to 1,000 feet away. The energy ball will hover in place for 2 hours before fading. Once used, the item crumbles to dust.

## CLOAK OF THE ELEMENTS

*Wondrous item, common  
(requires attunement)*

A warm and sturdy cloak of finely woven cloth, when you wear this cloak you become resistant to extreme hot or cold climates and no longer have to make saving throws to resist the effects of such environments. This cloak does not protect you from taking damage from cold or heat due to attacks, traps, or other adventuring hazards.

## FEATHER TOKEN—WORLD TREE SAPLING

*Wondrous item, rare*

This tiny object looks like a finger-sized tree sapling. You can use an action to touch it to an unoccupied space on the ground. The token disappears, and in its place, a tree sapling springs into existence. The plant is two feet wide and stretches up into the sky. Though only lasting 1 hour before crumbling away, you can climb the tree to transition to Yggdrasil with only half the usual climbing distance needed.

## GIGGLING ORB

*Wondrous item, rare*

This glass sphere seems to contain a swirling yellow mist. You can use an action to speak the command word and throw the orb at a point you choose within 60 feet of you. Each creature in a 20-foot-radius sphere centered on that point must make a DC 15 Wisdom saving throw or fall prone in fits of laughter, becoming incapacitated and unable to stand

for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on a success. Once used, the item crumbles to dust.

### HANDY SCROLL QUIVER

*Wondrous item, common*

This belt quiver is wide enough to pass a rolled scroll through the opening. Containing an extra dimensional space, the quiver can hold up to 25 scrolls and weighs 1 pound, regardless of its contents.

Placing a scroll in the quiver follows the normal rules for interacting with objects. Retrieving a scroll from the quiver requires you to use an action. When you reach into the quiver for a specific item, the item is always on top.

The handy scroll quiver has the normal limitations that a handy haversack possesses.

### IMPULSE CRYSTAL

*Wondrous item, common  
(requires attunement)*

This small crystal is a clear spindle tinged with gray or black threads. While you have the crystal on your person, you can move through Ginnungagap at a rate equal to half your normal speed. This item has no effect while you are under the effect of a gravity well or on another form of Void transport.

### MADDENING HORNS

*Wondrous item, rare*

This brass musical instrument resembles a double horn with such convoluted tubing that the eye cannot follow its path. You can use an action to speak this horn's command word and then blow the horn, which emits a cacophonous blast in a 30-foot cone that is



audible 600 feet away. Each creature in the cone must make a DC 15 Wisdom saving throw. On a failed save, a creature suffers the effects of a *confusion* spell until it rolls a 9 or 10 on its behavior roll for the spell. On a successful save, a creature is immune to the effects of the maddening horn until it takes a long rest.

Each use of the horn's magic has a 15% chance of causing you to fall under the effects of the maddening song as well.

### NECKLACE OF MONSTERS

*Wondrous item, rare (requires attunement)*

This necklace has 1d4 + 2 magic beads hanging from it, made from bone and ivory. You can use an action to detach a bead and

throw it up to 60 feet away. When it reaches the end of its trajectory, the bead expands to become a monster. The GM decides the type of each bead or determines it randomly. A necklace can have more than one bead of the same type unless indicated.

D20	SUMMONED CREATURE
1–6	One giant centipede
7–12	One worg or two giant centipedes
13–16	One owlbear or four worgs
17–18	One bulette or two owlbears
19	One chimera or two bulettes
20*	One young blue dragon or two chimeras

*\*(only 1 bead of this type is allowed)*

The summoned creature is friendly to you and your companions, and it acts on your turn. You can use a bonus action to command how the creature moves and what action it takes on its next turn or to give it general orders, such as to attack your enemies. In the absence of such orders, the creature acts in a fashion appropriate to its nature. The creature lasts for 1 minute before vanishing.

### ORACLE CHARM

*Wondrous item, common*

This small charm resembles a human finger bone engraved with runes and complicated knotwork patterns. As you contemplate a specific course of action that you plan to take within the next 30 minutes, you can snap the charm in half as an action to gain the benefit of an *augury* spell. Once used, the item is destroyed.

### PLANAR LODESTONE

*Wondrous item, common  
(requires attunement)*

This odd metallic stone is set into a circular metal frame similar to a traditional compass. When you make a DC 15 Intelligence check, you can discern the direction toward a portal within 1,000 feet of your current location.

### ROD OF PLANAR TRAVEL

*Rod, very rare (requires attunement)*

This ornate rod has a crystal button halfway along its length. You can use an action to push the button and then make a DC 15 Intelligence check. On a successful check, the rod opens a gate (as per the *gate* spell) to another plane of your choice. On a failure, you and each creature and object within 15 feet of you are pulled into a random plane.

### SLIPPERS OF THE SERPENT

*Wondrous item, uncommon  
(requires attunement)*

While you wear these slippers, you gain advantage on Dexterity (Stealth) checks to move silently. After using the item 3 times, you must take a long rest before using them again. The slippers do not function if you are wearing heavy armor.

### VERSES OF THE DEATHBRINGER

*Wondrous item, rare*

This small book of poetry has 1d4 + 2 pages with a poem on each page. You can use an action to tear out a page and read it aloud to a creature within 60 feet. That creature takes 2d6 psychic damage from the horrific nature of the poem and must make a DC 15 Wisdom saving throw or become charmed for 1 minute. While charmed, the creature is incapacitated and has a speed of 0.

The effect ends for an affected creature if it takes any damage or if someone else uses an action to shake the creature out of its stupor.

## OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

**1. Definitions:** (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product Identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use," "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

**2. The License:** This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

**3. Offer and Acceptance:** By Using the Open Game Content You indicate Your acceptance of the terms of this License.

**4. Grant and Consideration:** In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, nonexclusive license with the exact terms of this License to Use, the Open Game Content.

**5. Representation of Authority to Contribute:** If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

**6. Notice of License Copyright:** You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

**7. Use of Product Identity:** You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You

agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

**8. Identification:** If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

**9. Updating the License:** Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

**10. Copy of this License:** You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

**11. Use of Contributor Credits:** You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

**12. Inability to Comply:** If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

**13. Termination:** This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

**14. Reformation:** If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

**15. COPYRIGHT NOTICE**  
**Open Game License v 1.0a** Copyright 2000, Wizards of the Coast, Inc.

**System Reference Document 5.0** Copyright 2016, Wizards of the Coast, Inc.; Authors Mike Mearls, Jeremy Crawford, Chris Perkins, Rodney Thompson, Peter Lee, James Wyatt, Robert J. Schwalb, Bruce R. Cordell, Chris Sims, and Steve Townshend, based on original material by E. Gary Gygax and Dave Arneson.

**Creature Codex.** © 2018 Open Design LLC; Authors Wolfgang Baur, Dan Dillon, Richard Green, James Haec, Chris Harris, Jeremy Hochhalter, James Introcaso, Chris Lockey, Shawn Merwin, and Jon Sawatsky.

**Deep Magic: Clockwork.** © 2016 Open Design; Author: Scott Carter.

**Deep Magic: Time Magic.** © 2018 Open Design LLC; Author: Carlos Ovalle.

**Demon Cults & Secret Societies for 5th Edition.** Copyright 2017 Open Design. Authors: Jeff Lee, Mike Welham, Jon Sawatsky.

**Midgard Worldbook.** © 2018 Open Design LLC. Authors: Wolfgang Baur, Dan Dillon, Richard Green, Jeff Grubb, Chris Harris, Brian Suskind, and Jon Sawatsky.

**Warlock 7: Fey Courts.** Authors: Wolfgang Baur, Shawn Merwin , Jon Sawatsky, Troy E. Taylor. © 2018 Open Design.

**Warlock 8: Undeath.** Authors: Wolfgang Baur, Dan Dillon, Chris Harris, Kelly Pawlik. © 2018 Open Design.

**Warlock 9: The World Tree.** Authors: Wolfgang Baur, Sarah Madsen, Richard Green, Kelly Pawlik. © 2018 Open Design.

**Warlock 14: Clockwork.** Authors: Sarah Madsen and Greg Marks. © 2019 Open Design LLC.

**Warlock Guide to the Planes.** Authors: Brian Suskind and Wolfgang Baur. © 2021 Open Design LLC.





## DARK FANTASY FOR 5TH EDITION

By ethereal messengers and stealthy couriers, Kobold Press brings you WARLOCK: a black-and-white print booklet full of new material for your 5th Edition game. Focusing on the world of Midgard—but usable in any 5e campaign—WARLOCK offers new monsters, mini-adventures, magic items, and more! Plus, every once in a while we'll throw in a sticker, patch, or other special surprise...

**BECOME A PATRON TODAY, AND DISCOVER  
THE DARK MAGIC OF WARLOCK!**

[www.patreon.com/koboldpress](http://www.patreon.com/koboldpress)





SUPPORTED BY **PATREON** |

\$12.99  
Printed in USA