UNIVERSES:

- Awal Planes (Indonesian Word for Start):
 - Minaria Main World or Middle Plane
 - God: Aboccoba, Domain of Magic, Balance, and Destiny.
 - God Right Hand Warrior: Talos, Warrior of Storms and Elementals.
 - God Left Hand Sage: Zehir, Sage of Poison, Fire, and Snakes. TOUCHED
 - o Verrona Underworld or Lowest Plane
 - God: Lolth, Domain of Trickery, Chaos, and Spiders. TOUCHED
 - Holds Aramis, Peralat of Armors. TOUCHED
 - God Right Hand Warrior: Kelemvor, Warrior of Death and Cold. TOUCHED
 - God Left Hand Sage: Myrkul, Sage of Necromancy, and Mindflayers.
 TOUCHED
 - Exynn Overworld or Highest Plane
 - God: Pelor, Domain of Light, Sun, and Strength. TOUCHED
 - Holds Porothos, Peralat of Shields. TOUCHED
 - God Right Hand Warrior: Grumbar, Warrior of Earth, and Stone. TOUCHED
 - God Left Hand Sage: Chauntea, Sage of Plants and Water.
- Astral Sea (Beyond the Awal Planes which those in the Awal Planes do not know of):
 - Peralata (Based on the Indonesian Word for *Equipment*) Plane of Sentient Beings that can become Weapons
 - Interactions: Chances of interacting with the Awal Planes are low but when they do, they come down like shooting stars.
 - **Abilities**: They all have the ability to have a Corporeal Form that depends on the type of Peralat, the name for those born on Peralata, they are. Their Peralat Form can be either a Weapon, Shield, or Armor of some kind.
 - History: These creatures were created in the beginning from space rock that was fused from the magical auras that the Astral Sea brought to them, this created the Triumvirate. The Triumvirate are the first three created their names were Athoria, Peralat of Weapons, Porothos, Peralat of Shields, and Aramis, Peralat of Armor. These magical beings have been awake for nearly as long as the creation of the universe and contain immense knowledge. They then began to use part of themselves to create offspring and deviations of Weapons, Shields, and Armor and have been doing so for as long as they have been awake. This length of time they had shows that they have nearly all forms of deviations and unique combinations imaginable.
 - o Dosa (Indonesian Word for Sins) Plane of all Sins Origin
 - Hadaar: Also known as the Red Star or Ever Hungry. This being is from Dosa and enjoys using what power he can reach to the Awal Planes to have these beings indulge in their greatest sins and follow his command, for nothing more than fun. He enjoys seeing all his small interactions do to the people. Although many are unable to see him those who do are immediately terrified. He is seen as a long, thin creature covered completely in red. His body is malnourished, his legs are thin, hands are large with long claws. His face has a large open mouth with sharp teeth and no eyes.

- Hadaar Touched: Creatures that succumb to their most sinful desires, can become Hadaar Touched. Those who are Hadaar Touched act on their sinful desires and will fight for them to death. Hadaar can also use one who is touched as his vessel where Hadaar takes complete control of the creature. A way to tell when one has become Hadaar touched is red tentacles or red lightning coming out of themselves or their magic.
- Hadaar's Vessel: Hadaar is very selective about who he chooses for a vessel. When a creature becomes Hadaars Vessel the voice is the original along with a distortion of his voice. Hadaar being an ancient deity knows all Awal languages and will adapt what he says to whomever he is speaking to. This creature also gains some of Hadaar's Magic on top of the vessel's original strength. The longer he remains in a single vessel that vessel gains more and more strength.
- **Dosa People**: These are creatures that seem to interfere in other planes' matters and enjoy messing with them. With their ancient and powerful magic powers, they are normally able to be stopped. This is also seen as a way of nourishment for them, if they are unable to interfere with their lives, they can't have the creatures they control slowly relinquish their life force to themselves. As of late, they have destroyed many planes and no longer have a multitude of Planes to mess with anymore causing multiple Dosas to be lost and die. For the past millennia, all Dosas have had a malnourished lanky body type due to lack of nourishment.

VACILL

How to Open:

- Items Needed:
 - Elemental Divider; to have the Challenge come up
 - 2 Red Wild Magic Orbs
 - The Key (<u>The Requiem</u>)
- Once the Challenge is Finished and they present the 2 Red Orbs, they split into 4 Oranges then 8 Green, and 16 Blue. The 16 Blue then begin to spin and then the Requiem begins to glow when pointed up the 16 blue orbs spin around the Requiem to have the orbs become notes on the hilt surrounding the handle which then spells out a song called "Awakened Requiem" which is what the Requiem then becomes, The Awakened Requiem.

Challenge:

The 4 Elemental Guardians come from the Door and say that they are here for one more test. They all pull out their weapons and are ready to fight. Once they do, Hadaars Vessel appears slicing one of them open and killing them. Have players roll a d4 to determine which one gets killed (1 - Fire, 2 - Water, 3 - Wind, 4 - Earth) and drop a Supreme Elemental Vial of that element. The rest are chained and then disappear into red mist and are now captive from Hadaar. That ability used up the

last of the current Vessel strength so his essence left the current vessel and the pieces of Eke's body now scattered on the floor. The essence then flies over to Penguin and overtakes him. Now he feels rejuvenated and refreshed with much, MUCH, more power than before. They then explain that with the Elemental Guardians' power, they are able to have the Sins infiltrate the world. Hadaars Vessel teleports the party to a point looking down on Minaria and shows the 7 red gates that open over Minaria. Watch Minaria slowly change not much but slightly adapting to the new plane. The Vessel explains that the party is seeing Minaria rapidly age over a period of 7 years. Then the Vessel laughs and says

"Now that ive had you here watching your plane I think I can send you back now, I do want to kill you here and now it'd be no fun, see you soon."

The party then is teleported back to where they were, Vacil's top now has a crater on it showing the party that Minaria has changed. When looks back at the gate it's now blocked by a light red force field with 7 locks.

ATHORIA'S SHARDS

- There are a total of 10 shards that fell on the
- Locations:
 - 3 under the current control of the party.
 - 3 under the current control of the Justice Bringers.
 - 1 in the treasure of the Dragon guarding the gate that connects all of the planes.
 - 1 inside the Windercanc Lagoon.
 - o 1 on the crown of the Greenash family or the king of Frego.
 - 1 in the Desert around Emberward.

TIME SKIP

- None of the Gods of Minaria, other than Zehir were available during the time skip, and
 unfortunately led to a massive shift in deity worship. Most transitioned to Zehir as she was
 the only one who answered the call for a Minarian God.
- **Goal**: Now the party needs to go back through Minaria and find and kill the Sins that now roam the earth.
 - o The Sins:
 - **Greed**: Sorcerer Lich (The Hierarch) ✓
 - **1.** Choose Undeath: One of the higher political powers of Frego, the Greenash family more specifically Thomas, accepted the money, magic, and slaves that the offer Greed gave him.
 - **2.** Phylactery: His family has continued to grow, especially after gaining more of a magical say in what his kids do. He has had everyone in his family have more children so he has more strength at his disposal.
 - **3.** Un-Passivity: Constantly gaining more cities, money, and power he continues to grow his family in the hope that he can rule over all of Minaria. After having his eldest daughter run away he started to get more upset and

demand even more from his other children. Over time he wanted more money and slaves to make his god complex a reality. Although the twins continued to break them out and always tried to keep him grounded down on earth. Rikas, the son, always used his magic which was always stronger than his father's to defeat him whenever he tried to do something unjustly and Ena, the daughter, always used her dexterity to keep him from physically harming her brother. Until one night when a voice came to him saying he could grant whatever he desired so he accepted. This voice gave him more magic than he could ever dream of and gave him what he wanted. The Greenash Family, including Kelnora, is now under the Hierarch, Thomas Greenash, and is overtaking the south end of Minaria with his now immense magical powers, and letting his son and daughters govern overtaken cities through his blood influence.

- Envy: Artificer Lich (The Necromonoton) ???
 - 1. Choose Undeath:
 - 2. Ritual:
 - 3. Phylactery:
 - 4. Un-Passivity:

The princess of Qrand is very magically gifted in engineering. She was envious of the party being able to just be gone and not see the chaos they left in the wake of the new age. Wanting to save herself and her allies she tried to make a working Necromonoton for all her people including herself.

- Pride:
- Lust:

Gluttony: Vampires??

- Sloth: Druid Lich (The Blight) 🔽
 - **1.** Choose Undeath: A druid leader accepted Sloth to save his land and is now under Sloth's complete control.
 - **2.** Phylactery: The deep forest surrounding the wasted depths, that seems to grow every day overtaking the surrounding area slowly overtaking anything in its path.
 - **3.** Un-Passivity: Controlled now by the Sin of Sloth, his Phylactery grows constantly taking over anything in reach while not moving and relaxing at the heart of the Phylactery.

A druid leader who lived in the deep dark forest around the Wasted Depths was notified by another druid in his circle that Duskpoint was starting to cut the trees and use the land to grow their city. The leader always said to wait and eventually, their questions of why would come as will an answer to their problem. Over the 7-year time skip, the leader slowly lost all members of the druid circle and left him alone. One night a voice hummed in his ear appraising him for his desire to sit and wait and offered him a way to protect

his land, the leader was quick to accept and the Blight was born which slowly overtook their land back and once the land was returned the Blight was content but voice demanded more and more slowly destroying the town and turning all the people into Dusk Heads, a fungus that grows on living creatures there to serve the Blights, or Sloths, command. The command sent from Sloth is to feed off more of the surroundings and overtake it as they sit and do nothing, while the original druid leader now wants this warpath to stop. Sloth has consumed the soul of the druid and uses the Blight as his vessel.

- Wrath: Barbarian Lich (The Scourge)
 - **1.** Choose Undeath: Choose to accept Wrath to fight back Justice Bringers and avenge his family that was killed.
 - **2.** Phylactery: Those he let run on the first night of his awakening to spread his strength within the group themselves.
 - **3.** Un-Passivity: Continuing to fight Against the Justice Bringers until they have been fully fought.

The Justice Bringers brutally murdered everyone from Helmfield except Kyle. He grows up alone, traveling and living off nature, one night his anger grows out of control when he finds members of the Justice Bringers walking around and laughing. He knows that he is powerless to fight them until he hears a whisper asking if he wants the strength to destroy them. Kyle accepts without hesitation turning him into a Scorge. He kills both of them and finds their small hideout nearby killing most but leaving some alive to serve as his Phylactery. He goes around only killing those who align with them. The party meets him in a Justice Bringer fight and after the fight and his rage dies down a little they recognize him by the scars on his face and arms, after his rage dies down from the fight his flames surrounding his head also peeter out. After a bit of talking Wrath knows who they are and tells Kyle to kill them, after Kyle tries to explain who they are he forces Kyles's rage to build and build to have him back in a fighting stance with flames wrapping his head.

OTHER

- I am using Indonesian for translating words to make names for Locations, Weapons, etc.
- Gelmir Grove will have a town of Dragon Bornes. One of the characters is Penguins Character (https://ddb.ac/characters/25177213/voelw9) a well-known persona in the city being the baker who makes amazing cakes. The town is holding a Red Wild Magic Orb that the King will protect with his life, he is greedy, NOT HADAAR TOUCHED, with the treasure that he has collected in his life. He will challenge the party eventually for the right to that treasure, this fight will be based on the Nameless King. A mythic creature with Phase 1 + 2 is the Nameless King fight from Dark Souls III and Phase 3 will be his Ancient Dragon Form.