



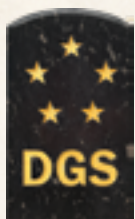
FREEBLADES



Nehvodim

A Campaign Setting for the
Freeblades Fantasy Skirmish Game





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NEHVODIM

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Introduction

Nehvodim Campaign Setting would not be possible without the play testing, assistance and companionship of:

Jacob "Air Bubble" Haase, Jerry "Dice Tower" Black, Caitlin "the Demon" Hill, Colin "You're being Pedantic" Scott, Paul "I'm not from Brooklyn" Trupia, Adam "Moyakaat" Richardson, Matthew "The Bard" Budney, Jacob "The Kuzaarik" Metzinger, Chris "Izchak" Smith, Ed "Brother of the Bear" McCarty.

A Special thanks to the spouses and families of the DGS team. Especially Brandy Gooch and Haley Wing for the hours they have given in allowing Matt and I to build this product for you all to enjoy. They are the real heros of Nehvodim.



WELCOME TO NEHVODIM

Well, welcome to the city gate, anyway.

Peer through there and get a good look. You'll be seeing it a lot closer tomorrow.

No, there isn't much left of it, and what is there has definitely seen better days. I know she looks like the south end of a northbound Grush, but let me assure you there is no more important place in all of Faelon at this moment.

Yes, it is a sun-baked, Ga'al-cursed, pile of sand now, but in its day she was supposed to be something to see, or so I'm told. The capital city of the whole region when the Krai Jan Empire controlled this area.

And when Nehvodim died, and died horrifically it did, all its secrets and all its treasures were left right where they were sitting. Of course, in that same instant, this whole area also became a thrice-accursed desert overrun with angry glowing spirits and those nasty Drakal.

What's that? Why are we here then?

Well, I'm glad you asked. I'm paying you vast sums of money to bring all those secrets and treasures I mentioned earlier OUT of the city and back to me.

What? Of course, it means you have to go in there. You didn't think I was showing you this gate because it's rustic and pretty, did you? Maybe I'm paying you too much.

Anyway, that's enough questions for today. I know you just got here, but tomorrow you and some of the others are going to head in there and see what you can find for me.

Remember,

If it's shiny, I want it.

If it's old, I want it.

If it looks important, I want it.

If it doesn't look important, I want it.

And if it looks dangerous, I really want it.

So, let's get back to camp. You're going to get some food in you, drink however much brew you need to bolster your courage, and get a good night's sleep so you're the best you can be in there tomorrow.

Remember, you're less lucrative to me dead, so be ready, you hear me?

HOW TO USE THIS BOOK

This is the first of what we plan to be a series exploring the exciting World of Faelon. Inside each of these Campaign Settings you will discover all Nehvodim and the disaster that overtook the city turning it into the dangerous ruins they are today.

This book, and those like it, are intended to inspire Gamemasters in writing their own adventures and campaigns for Brightsword and Freeblades. You'll discover inspiring lore and personalities which will aid you in writing your own material.

Players will also discover new talents, gear, and more to help them survive their exploration of these mysterious and dangerous ruins.

Nehvodim is a deadly city where demon Feygates open without warning and angry vengeful spirits attack any on site. It is not uncommon for adventurers to be caught in the middle of these two forces. If not demons or spirits the mysterious Ashen Echoes have been known to consume entire Freebands in an instant.

We hope you enjoy exploring Nehvodim as much as we have creating it and bringing it to life for you! Good luck!

The Nehvodim Campaign Setting is interactive. Many sections contain links to pertinent additional information. These hyper links are presented using [blue](#) text.

This Campaign Setting is intended to be used with the Freeblades Living Rulebook. To Download the most recent copy please visit dgs.games.com/freeblades-living-rulebook/

Have a question about a Freeblades rule? FAQs are pinned in the #rules-questions-and-rulings channel of the World of Faelon Discord server. To learn how to access our Discord server, please visit dgs.games.com/social-media/.

The World of Faelon is housed in World Anvil - all the basic details are available free here:: [/www.worldanvil.com/w/faelon-dgs/games](https://www.worldanvil.com/w/faelon-dgs/games)

Open access provides connection to the world map, descriptions of Faelon's realms and major organizations and an overall world view and history.

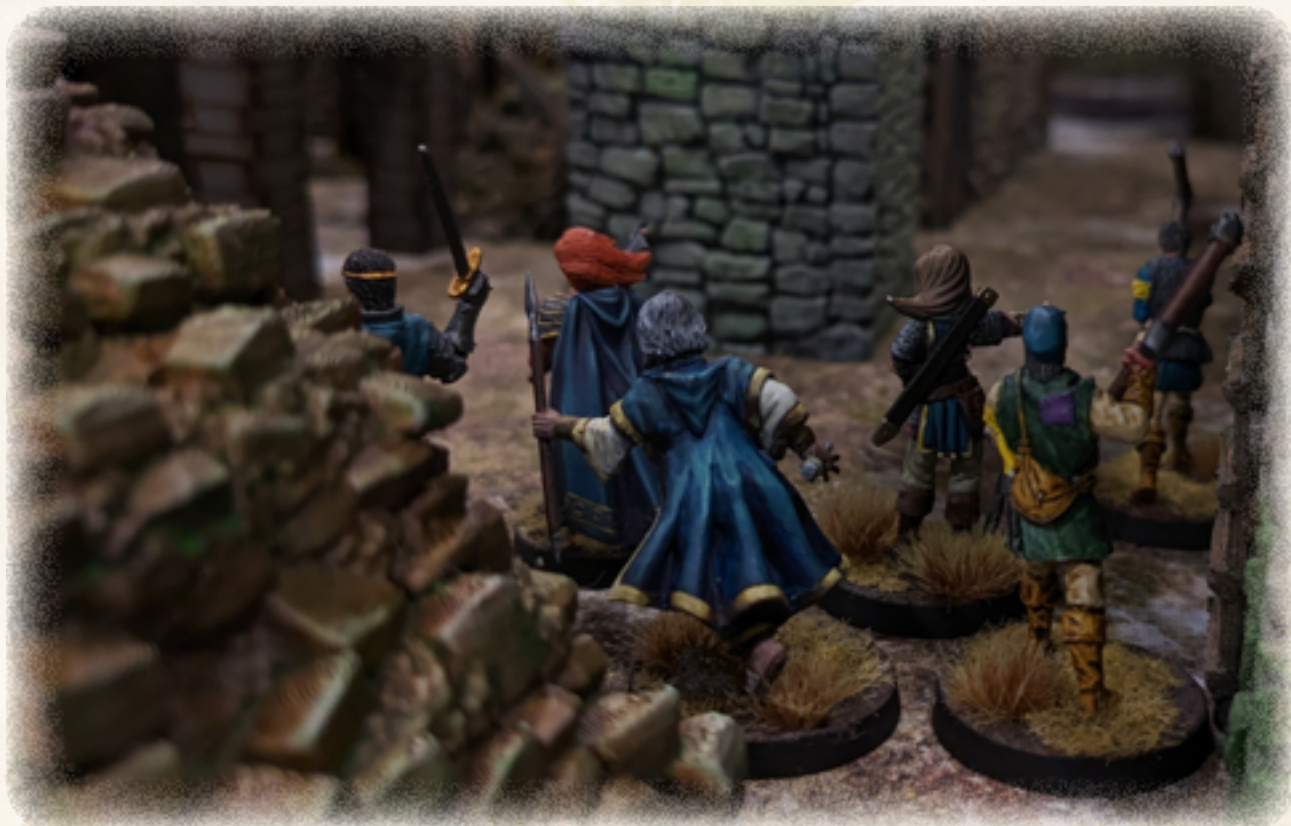
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HISTORY OF NEHVODIM

The history of Nehvodim begins long before a Krai Jan Phalanx ever stepped foot on Isarshael. While recorded history begins with the stories of the Ruby Empire, it is the oral traditions of what is now the Urdaggar people that give the first glimpses of the area in history.

The nomadic hunter-gatherer tribes that inhabited the land when the Krai Jan invaded had little of a formal military with which to fight the invading Phalanxes. They had honed their skills in battles against their nomadic kin from different clans and Tribes.

Their way of warfare was reliant on personal champions rather than professional soldiers. Because of this, they were steadily pushed farther and farther north until the geography of the Moonshadow Mountains and the Dorsang Danar created a natural barrier between the Ruby Empire and the Tribes of the Urdaggar.

The Tribes took their stories of Isarshael with them. They mourned the loss of their land as they would a family member. The land was sacred to them and provided everything they needed to live.

Stories of this time before they were pushed north survive and are told today for two reasons: The loss of their land and the subsequent overcrowding of the northern lands they retreated to left a huge impression on the cultural psyche of the Urdaggar people. Also, the invasion in -25 of Urdaggar Tribes people south into what is now Falkaar, Haradel, and Thormenal also marked a turning point for the Urdaggar and the start of the three civilized Faeler Nations.

The Urdaggar don't know who to count as the largest villains in their stories, the Krai Jan who pushed them off their ancestral lands or the clans that migrated south with Korsar and eventually started the Falkaaran.



HISTORY OF NEHVODIM

In modern Faeron, the word Nehvodim is uttered in hushed tones, as though mentioning the name will bring a curse down upon the land. Only academics, poets, and treasure hunters dare mention it at all. Since the end of the Traazorite Rebellion, the City has been a shell, a wind-blown ghost town so cursed that those who dare to cross its breached walls do not come out.

Nehvodim's story starts with the Krai Jan invasion of Isarshael. The Krai Jan had conquered Ryshael, the southern continent. After consolidating their gains the Krai Jan turned their eyes north across the Straits of Allar. As with their other conquests, the Krai Jan were careful to set up logistical bases as they went. Nehvodim started as a base of operations from which the Krai Jan phalanx supplied their advance. They set their fort high on a rocky outcrop overlooking the Creator's Passage River.

As the front lines of domination pushed north, more and more civilians arrived behind the military. Nehvodim became a proper city, with merchants setting up and farmers coming behind them to take advantage of the

peace the Krai Jan Phalanx had won. Soon, Nehvodim had its name. The small community continued to grow, and the first Mayor set the walls that continued until its annihilation. The Krai Jan organized their holdings in Isarshael into Provinces. The land around the Creator's Passage River was so bountiful that the Krai Jan named it Malshen - Bountiful Land.

Nehvodim was named the Capital of the Province, as it was already the trade hub of the entire region. Only Tehradim, with its ports and strategic position, was more powerful and prestigious. This was helped by a series of roads built at great expense to the Krai Jan. These stone roads were meticulously planned and built by the Empire to facilitate trade, the one thing that kept the disparate parts of the Empire held together.

Between trade and the excellent agricultural land around the city, Nehvodim became very prosperous and continued to grow. Its early buildings were torn down and replaced with even more beautiful buildings. The Governor's Citadel, built high on the hill overlooking the town, sat where the original settlement had stood.



Nehvodim continued to be prosperous over its entire history. Eventually, as the Krai Jan Empire began to decay culturally, socially, and politically, that wealth went from beautifying the town to enriching the social elite. The working classes grew more restless as the politicians and mages controlled more and more of the everyday life of its citizens. Further division came as people began choosing one or two of the nine gods to worship instead of worshipping them as a whole or equally.

There had already been several periods of unrest in Nehvodim when news spread of a rebellion of Runah worshippers that had broken out on the southern continent. The people of Nehvodim paid little heed to these tidings, but as news of the Empire's disintegration trickled back into the city, the people became fearful.

By -647, the bulk of the Krai Jan Empire had been dismantled by Runah zealots, and the north shore of the Shining Sea had also been taken. The remaining Krai Jan on Isarshael knew it was only a matter of time before the war came to their cities.

By -552 the Traazorites had advanced and encircled all the cities in the Creator's Passage Valley. The Traazorite strategy was to use their superior numbers to strike everywhere at once, ensuring the scattered Krai Jan troops couldn't ride to the rescue of the others.

It worked.

One by one, the cities of Malshen fell. Of the cities along the Creator's Passage River, Nehvodim held out the longest. They had grain stores for food during the siege and soldiers from a nearby fort to defend the walls.

Twice, major Traazorite attacks were broken up before the walls, buying Nehvodim some time. However, it only delayed the inevitable. The suffering of the people of Nehvodim increased. The people of the Lower City were long ready for an end to Krai Jan rule. They were making plans to rebel and let the Traazorites through the gates.

About that time, another plan was hatched, far more dangerous than the rebellion of the Lower City. The elite of Nehvodim knew their time was coming to an end, and there was much dissension about what to do. Some in the city, including the Governor, were ready to lay down arms and surrender. The Mages, however, believed that they had found a way to turn the tides of war against the Traazorites.



Below Hamal's Tower, they had found scrolls containing information on the Earth Dragon, the study of which was a pastime of Hamal, Nehvodim's first Raznam. The head of the Mages at the time, an elder and very learned man, was Ataral Zordeen. Ataral had been studying Hamal's notes for some time before the siege. As Nehvodim's defenders became desperate, Ataral hatched a reckless plan. Ataral and a small group of Krai Jan Mages convinced themselves that if they could summon Baravael, the Earth Dragon, their combined experience and power could bind it to their will.

He conferred magically with his brothers and sisters in Laz Hihir, northwest of Tethradim. Their assurances gave Ataral the confidence he needed to move forward, and they also began preparations to bring forward Arazakan, the Dragon of Water. With Baravael, Ataral reckoned they could crush not only the siege around Nehvodim but also go on to destroy the entire Traazorite rebellion. Such hubris shocked the military and the Governor, who forbid the Mages from meddling with such powerful forces.

Ataral didn't listen.

After a winter of attrition, the Traazorites began a new assault in the spring of -553. It was obvious they would overwhelm the city with the forces they had gathered. As the Traazorites began their attack, the Mages of Nehvodim prepared their summoning. They never got to finish it. At some point in the summoning, something went terribly wrong.

History of Nehvodim

Nehvodim's Archstone exploded. The Governor's Citadel was vaporized in an instant. The powerful magic necessary to bring forth dragons in two locations so close to one another had tragic and devastating side effects. The summoning caused magical feedback that interacted with both city's Archstones. Overwhelmed with energies they were never built to contain only nullify, they both exploded.

In Nehvodim, the explosion destroyed everything in a radius from Hamal's Tower as the epicenter all the way to the southwest corner of the Bazaar. The explosion wasn't the worst part. The magical energy unleashed washed over Malshen, destroying all life instantly.

The Traazorite armies, the Krai Jan armies, all civilians, all plants and animals. Gone in an instant. The magical backlash turned the entire region into a desert in the blink of an eye. The bountiful land of Malshen was gone. In its stead was the Dathglar - The Blood Plain.

The magical energies that destroyed all life in Malshen separated souls from the bodies of those in the area, leaving them as spirits wandering endlessly through the magical desert. The Traazorites rightly treated the area as cursed and steered clear of it as much as possible. After losing supply trains in the Dathglar they built new road systems that went miles out of their way to circumvent the cursed sands.

When the Traazorites were pushed off Isarshael, there was a renewed interest in the Dathglar. It's northern reaches around the Inner Sea, not near as treacherous as the southern areas around Nehvodim, became a disputed area between Falkaar and Haradel. Reports about spirits walking the sands and run-ins with demons have fascinated and repelled experts and treasure hunters alike, who have wanted to delve into the area but are leery because of the dangers.

Those who have pushed farther into the sands, particularly the city of Letheradim just north of Nehvodim, have reported that the veil between Karelton and Faelon is particularly thin. Demon incursions are numerous and come with little warning. It takes very little to rip a gate into reality, and often they form on their own, needing no summoner or demonologist to open it.

All of these dangers, as well as the magical creatures that stalk the unnatural desert, have kept most people out of the Dathglar, especially its southern reaches. Nehvodim has been off-limits for as long as anyone remembers. This hasn't kept everyone out, however.

Every year more are sure they have the perfect crew, the gear, and the magic to make it beyond the walls of Nehvodim and find their fortune. Their angry, roving spirits are added to those that haunt the ruins. Those few that make it out ramble for the rest of their lives about the horrors they witnessed in the city.

No matter the size of the force sent into Nehvodim, the result is always the same. Demons, spirits, and other strange creatures would halt fighting each other and destroy any interloper in the city.

About this Supplement

In the Following Pages you'll discover the secrets of Nehvodim. The content will inspire GMs to come up with their own adventures in the Ruins of Nehvodim

You'll find Gazetteers on the various districts of Nehvodim.

New monsters for Freeblades and BrightSword

New Patron Personalities, their motivations and machinations.

And much more. We hope you enjoy this Campaign Setting for the World of Faelon.





DISTRICTS OF NEHVODIM

For years before the Voice of Dust came through Nehvodim and took control of the angry spirits there, the city was plagued with constant warfare. The Cataclysm not only destroyed all life in the Dathglar but also ripped apart the boundary between Faelon and Karelion.

Feygates spontaneously open throughout the Dathglar, but especially in Nehvodim, where the Cataclysm originated. The Demons that poured through these gates were immediately set upon by the wandering spirits of the area, and there became an eternal battle between the two otherworldly opponents.

It was this constant struggle that kept away any intervention in Nehvodim. When any other party appeared, both sides would turn violently upon them and destroy them.



MAP KEY

- | | |
|-----------------------------|-----------------------------|
| 1. Caravansary | 16. The Lower City |
| 2. Caravansary Gate | 17. The Mage's Square |
| 3. Governor's Gate | 18. Creator's Passage River |
| 4. Aseldam Gate | 19. The Governor's Citadel |
| 5. Ramanar Gate | 20. The Bazaar |
| 6. Letheradim Gate | 21. The Upper City |
| 7. Mage's Gate | 22. Riverside |
| 8. River Gate | 23. Military Barracks |
| 9. Temple of Ga'al United | 24. Makers' Corner |
| 10. Temple District | 25. Academic Block |
| 11. Lake Adela | 26. High Market |
| 12. Council and Courts | 27. Grain Authority & Silos |
| 13. Arena | 28. Hamal's Tower |
| 14. Upper Merchants Quarter | 29. Barge Wharf |
| 15. The Stalls | 30. Fisher's Wharf |



DISTRICTS OF NEHVODIM

Presented below are Gazetteers of each district and location of interest in Nehvodim. Each district will first outline what it was like during Nehvodim's height as well as decline. Following that a Present Day section will briefly outline what adventurers can expect from that area today. Use these to build environs to create unique and unforgettable encounters or for locals for your adventurers to uncover the sad reality of what happened to the people of that district during the Cataclysm.

We hope you enjoy exploring Nehvodim as much as we did.

Caravanserais

Though the might of the Krai Jan phalanx might have won the Empire from its many disparate groups, it was the power of trade that kept it together. The trade that had bonded these diverse groups of people before

the Empire was used and improved upon by the Ruby Emperor to keep the Empire peaceful and prosperous. The Krai Jan were logistical geniuses if nothing else.

Each city in the Empire had space set aside for the Caravanserais. Caravanserais are large enclosed courtyards where trade caravans could enter and stay safe, surrounded by buildings where the drivers, merchants, and guards could sleep for the night.

Nehvodim's Caravanserais were numerous and large, able to accommodate any trade caravans carrying goods back and forth from Tehradim into the northern parts of the empire. In the early days of the Krai Jan's rule, cities were often just the Caravanserais, the outer buildings acting as walls to protect the trade caravans from the predations of the northern continent warring tribes, groups of people now known as the Urdaggar.

In Nehvodim, the Caravanserai is located in the southern part of town along the main road just inside the gate. Both sides of the road were lined with these walled-in communities, allowing several trade caravans to seek shelter from dangers outside the city and from thieves inside the walls.



Present Day

The Caravanserai district of Nehvodim is mostly intact, the walls still standing to this day, though there is extensive damage to the Caravanserai west of the Tehradim - Ramanar Road.

The Caravanserai in the southeast corner of the wall was almost untouched by the blast itself, though there has been extensive decay over time, with some of the walls beginning to crumble into the sand and dust that engulfed everything.

Caravanserai Gate

The Caravanserai Gate is located on the southeast wall of Nehvodim. In its heyday, it saw more traffic than any other gate in the city. Cart loads of goods came north from Tehradim for sale, and many left by the same gate headed back to Tehradim.

The Caravanserai gate saw constant traffic at all times of the day. The Gate was manned by the City Guard, the Ruby Watch, and a full contingent of assessors and tax collectors.

Present Day

The Caravanserai Gate is one of the primary entrances to the city. Originally collapsed during the cataclysm, it is still one of the more accessible areas of the city.

Governor's Gate

The Governor's Gate was one of two western gates accessing the city of Nehvodim. The Gate gave access to the Governor's Citadel, the courts, the Arena, and the Upper Merchants. It was also the shortest route from outside into the temple area.

The Gate gave way to the Nehvodim - Laz Hihir Road. Laz Hihir was the sister city of Nehvodim, and it was destroyed about the same time as Nehvodim in almost exactly the same way.

Present Day

The Governor's Gate, like most of the area around Hamal's tower, was almost completely destroyed during the cataclysm. The walls were leveled, as were the buildings around it. The gate, nothing more than



rubble amidst the sand dunes, no longer stands and the west-central side of Nehvodim stands open to the ever-blowing dust.

Aseldam Gate

The Aseldam Gate leads into the eastern side of the Caravanserai district, guiding trade caravans from the mountain city of Aseldam into Nehvodim. Though less busy than the Caravanserai Gate, the Aseldam Gate was bustling and passed trade east through the Three Valley Pass into Aseldam.

Present Day

The Aseldam Gate is intact, it's huge wood and bronze gates blasted open when the Archstone exploded. Beyond them lies the eastern Caravansary District.

Ramanar Gate

The Ramanar Gate led visitors through the east side of the walls into the Bazaar. It was a favorite gate with visiting merchants for Firstmarket, the large weekly market held on the first day of the week that attracted large crowds and larger crowds of merchants and sellers than the everyday workings of the Bazaar.

The Nehvodim - Ramanar Road leads off northeast to the Krai Jan mines and Ramanar, now Haradel's Raman. Gold and other minerals came south from Ramanar into Nehvodim and passed through to Tehradim. The Ramanar gate was not as busy as Ramanar had access to the fertile territories that lay to its east. This made Ramanar not as dependent on trade coming from Tehradim and instead was a hub for the economic area of cities and land that would later become Haradel.

Present Day

The Ramanar gate and the Bazaar beyond it were not destroyed in the blast but did incur damage. Some buildings were partially destroyed, and a few leveled, especially on the southwest corner of the Bazaar and along the riverbank.

Letheradim Gate

The north end of Nehvodim was serviced by the Letheradim gate. The Tehradim - Korolar Road, the longest continual road in the Northern Continent's Krai Jan holding, passed through Nehvodim and continued north along the Inner Sea. From there, it led northwest to the Moonshadow Mountains. It passed through several cities and fortresses before coming to its northern terminus.

The Letheradim Gate sees much traffic from the north as goods are brought south into Tehradim. Of all the gates in Nehvodim, the Letheradim Gate is the second busiest.

Present Day

The Letheradim Gate and the northern wall were almost untouched by the explosion and remain standing today. The wall stands as a buffer to the sands blowing in from the west and north.

Mage's Gate

The Mage's Gate is along the western wall, farther north than the Governor's Gate. It was the fastest way into Mage's Square and the University Block. Though not as busy as the other city gates, it was used by Mages coming back and forth between Laz Hihir and

Nehvodim. The scholarly traffic between the two cities was considerable, as both had bustling schools and Mage communities.

Present Day

The Mage's Gate was destroyed by the explosion. This part of Nehvodim was in the direct path of the blast when the Archstone exploded. Most buildings were leveled. The rubble scattered over the area haphazardly. The western walls of the city south of the Mage's Square are gone.

River Gate

The River Gate was an internal gate that ran south of Mage's Square on the west side of the river. It served as a wall between the commercial areas and Temple and Government areas.

The River Gate was manned by the city guard at all times of the day. More of a garrison than a gate, the Ruby Watch could respond to problems in the Temple area, the Mage's Square, or anything north faster than the Nehvodim Garrison could. The Gate was also equidistant from two bridges, allowing the troops of the River Gate to cross over into Eastern Nehvodim quickly.

Present Day

The River Gate was leveled when the Archstone exploded. Its garrison was killed in an instant. Although some of the Temple areas withstood the blast, none of the walls and gates still stand.

The Temple of Alcha Garak

The Temple of the Alcha Garak was the most beautiful building in Nehvodim. It was also the largest, towering over even the Governor's Residence. The Temple was the centerpiece of the Temple District and could be seen from everywhere but the Lower City.

Created of beautiful marble and adorned with precious stones and metals, the Temple of Alcha Garak was the pinnacle of architecture and aesthetics in Nehvodim. It was built early in the Nehvodim's history when the town clung to the hill and cliffs on the west side of the river and was little more than a trading post.

The Krai Jan were worshippers of the Alcha Garak - The Ga'al. In a city of any size would house a main temple and nine smaller ones. Small towns and villages may have a single building with nine shrines where people could lay offerings or pray. Likewise, most towns would have ten Hinpa, or Priests. There would be nine, one devoted to each of the Alcha Galak, but one would be assigned to the duties of Hinpa Jaleer, a High Priest, and a new priest would fill their spot.

In a city the size of Nehvodim, there would also be many attendant priests of lower rank helping the ten primary priests. Lay people also worked in the temple, creating a large community of clergy in Krai Jan cities. In the Temple of Alcha Garak, religious programming occurred every day of the week, including education, temple services, prayer times, and daily rituals. The Temple District, and especially the Temple of Alcha Garak, was teeming with people at all times of the day.

The Temple of Alcha Garak comprised one main building and two wings that extruded to the south. The main building could fit thousands, and the wings thousands more. Between the wings was a large courtyard through which worshippers would pass, and special ceremonies would be held. There was a large gate connecting the ends of the two wings. Here, ritual pools were set into the ground for ritual cleansing.

Present Day

Miraculously, most of the Temple of the Alcha Garak survived the blast despite its close proximity to the epicenter. The Temple can be seen from all areas outside the town and approaching it. There is the usual speculation that the Temple was warded, or that the Alcha Galak protected the Temple erected in their honor. It is a mystery to those who have seen it, as nothing else withstood the magical blast.

Temple District

The Temple District itself revolved around the Temple of the Alcha Garak. The other nine temples were west of the main Temple, nestled between the wall and the road at the base of the citadel wall.

The other temples were constantly busy. They featured religious programming focused on one of the Alcha Garak. It is known from extant written pieces what the names of the other temples were and a few of the practices associated with them. Evidence from other Krai Jan cities that wasn't destroyed by the Traazorites,



such as the collections held in Mulaslen, point to a few of the practices that were probably common in Krai Jan Temples.

Religion under the Krai Jan formed a moralistic impulse in their society. Reverence of the Alcha Garak went from an appreciation of their roles in creation and a celebration of those roles to tribalized sects.

Each tried to outdo the other in matters of piety and worship until there was violence between the followers of different Alcha Garak. In the larger temples dedicated to the entirety of the Alcha Garak, followers of certain gods would stand in groups and wear distinctive clothing or adornments to identify their chosen god.

At the same time, many of the nobles detached themselves from the moralistic impulses of Alcha Garak worship. They became hedonistic, cruel, and power-hungry. They used religion to rule the people and keep them in their place even while they pursued pleasure, knowledge, and power with wanton abandon. This, in turn, began to infuriate the citizenry, and the gap between the ruler and the ruled became ever more apparent.

The growing divisions between the worshippers of the Alcha Garak and the glaring divide between what the nobles preached and what they practiced led to organized violence across the Empire. It was also the spark of the Traazorite Rebellion.

In Nehvodim, each of the Temples had a grandiose name. There is evidence from earlier times that they were identified by the name of the Alcha Garak. This is further evidence of the Krai Jan slide into sectarianism and religious violence in its later years.

Present Day

Surprisingly, and no doubt due to the protection of the Alcha Garak, the Temple District stands almost pristine, the only buildings within the blast radius to do so.

Lake Adelra

Lake Adelra is a fancy name for a wide bend in the Creator's Passage River, where it suddenly turns to the west below Citadel Hill and continues out the city walls. The Lower City sits on the banks of Lake Adelra, and is often flooded with the spring runoff that flowed from The Inner Sea.

Present Day

The entire Creator's Passage River dried up in the wake of the disaster, and all that remains of Lake Adelra is a parched depression in the earth where the water used to lie.

Council and Courts

The center of Nehvodim's government was centered in the expanse of buildings that ran west from Citadel Hill and north of the Governor's Gate. In the shadow of Nehvodim's Wall and Citadel Hill lay a group of buildings that held both the Nehvodim Council and the City Courts, where the justice of the Krai Jan Empire was administered.

The Nehvodim Council's history is tied to the rise and fall of the Krai Jan Empire. The idea of a People's Council was highly regarded in the early days of the Ruby Empire. The Council was made up of representatives from each of Nehvodim's wards and had a voice with the Raznam and their administrators.

As the Empire went on, however, trade, magical, and military interests began to dominate politics, which came to be reflected in the makeup of the Councils. Gone was the people's voice; replaced with appointees made by the Raznam or the Governor. Councils were merely sycophants of higher authority and represented only the elite rather than the people that they had once stood for.

Sadly, as the people were represented less and had no political recourse, they turned to the religious institutions and fictionalized. Thus the Empire split apart long before the Traazorite Rebellion sundered it and sent the Krai Jan into the annals of history.

The Courts also stood in the administrative heart of the City. The Courts of the Krai Jan were hailed as the great equalizer of the Empire. There, amidst the beautiful architecture that showed off the grandeur of the Empire, every person was equal.

Advocates parlayed and practiced their rhetoric and arguments to be heard before Adjudicators, whose word was law. The Adjudicators were looked upon with the utmost respect, and the Advocates took great pride in being uncorruptable.

That was the golden age of Krai Jan law. As the Empire grew corrupt and autocratic, the administration of law also changed. No longer seen as the great equalizer, the Courts began to favor the wealthy and the privileged. Advocates took too much pride in their silver tongues, and not enough in the actual outcomes of their cases.

The Equalizers became a tool for Imperial control, and soon the people of the Empire could no longer count on the Courts for justice.

Present Day

The Courts and the Council Chambers were leveled with the Cataclysm. So close to its epicenter, the buildings were wiped away by the explosion. Records of the city, its people, and its history are rumored to have survived, but how is unknown.

Arena

A hallmark of Krai Jan's entertainment was gladiatorial combat in the Arena. Everything from one on one fights to mass armies of slaves and captives fighting to the death could be seen by people that attended the se spectacles. It was not always so. In the early days of the Empire, the idea of gladiatorial combat was anathema. This was when the Empire was young and still in its idealistic phase. The Krai Jan, who undertook to unite the people of the Southern Continent, still had fanciful ideas of bringing their civilization to everyone else; whether they thought it best or not.

Then, artistic pursuits were still central to entertainment for the Krai Jan; they had no idea how far down the dark road their naive vision for Ryshael would take them. In just a few generations, the Ruby Empire went from the arts to the blood-soaked sands of the Arena.

By the time Nehvodim was built, Arenas were common sights in Krai Jan cities. There the citizenry and the upper crust of society would sit and cheer for their favorite fighters, going so far as to form clubs and betting blocks that supported certain warriors. Famous local fighters fought in the Arena; Krai Jan who represented the good and virtuous people of the Empire. Opposing these fighters were enemies from two different continents. Prisoners taken in battle were brought into the Arena by the dozens. In Nehvodim, most were from the Urdaggar Tribes.

There were fights at least once a week. When prisoners were scarce, wild animals were brought in to fight the gladiators, called Shilpahtel Eshmai - Men of Weapons - and keep the crowd entertained. Favored Shilpahtel Eshmai became legends, their names and deeds etched into the popular culture of Nehvodim. The populace cheered them raucously, and would often go to blows with fans of opposing gladiators in the streets, further dividing the population.

Present Day

The Arena was obliterated by the explosion. Standing now is only its foundational stone. They stand shoulder-high, and so form a maze of broken passages and rooms that once existed underneath the massive structure of the Arena.

Upper Merchant Quarter

The Upper Merchant Quarter was home to the most prestigious merchants in Nehvodim. There, in wide streets lined with trees and flowers, the most expensive and rare goods of Isarshael could be purchased. Jewelry finished cloth goods, and other luxury items were to be found in the Upper Merchant Quarter. Items imbued with magic, potions, and concoctions as rare as they were expensive could be had there. It was visited daily by people coming and going from the Citadel, usually nobles, religious leaders, and military personnel.

Really, these were the only people in Nehvodim who could afford the goods sold in the Upper Merchant Quarter. For everyone else, the Upper Merchant Quarter was a once-a-year stop or a place where people would go if they came into large sums of money.

Present Day

The Upper Merchant Quarter, like the rest of Citadel Hill, was destroyed by the blast of the disaster. Its buildings, goods, and merchants were obliterated in the blink of an eye. However, the magic items that were sold there may have persisted. If they did, would they have been changed by the magical energies unleashed when the Archstone exploded?

The Stalls

Located near the Arena, the stalls were a group of



vendors that operated out of gaudily colored stalls and sold food and trinkets to Arena-goers. Some vendors sold clothing items that signified your support of a particular fighter. The stalls only operated on fight days but were very busy.

Present Day

Although the Cataclysm wiped out the stalls, only their frames were destroyed; there was no spectacle on the day of the explosion, so no one was in the stalls.

The Lower City

The Lower City sat south of Lake Adelra and west of the Tehradim-Nehvodim Road. The Lower City was a maze of buildings, narrow roads, back alleys, and courtyards where much of Nehvodim's workforce lived. The city's working class had always lived along the water's edge. The Lower City was devoted almost entirely to cheap housing for the working class.

The Lower City was prone to spring flooding from Lake Adelra, so many of the houses, especially along the edge of the lake, were either on stilts or built up to withstand the waters. Fishing along the edge of the lake was always one of the biggest industries in Nehvodim, as most agriculture was done outside of the city. Many workers from the Lower City would spend their days working on the larger farms outside the city walls and wander in at night after the workday.

The Lower City had many taverns and other places where the working class would gather after hours. They also had their own baths, small markets, and all the infrastructure they needed to be a city in themselves.

There was also a shrine to Karinu in the Lower City. Karinu was a patron Alcha Garak of the working poor, the god of hard work, desolation, and hunger. The shrine became a meeting place for workers to air their grievances, where offerings were made begging the god to spare people from starvation, and a rallying point when the workers rioted.

Present Day

Though it sustained heavy damage, it was not destroyed by the blast. The magical disaster that affected the entire region still wiped out all life in the lower city, dooming its citizens to an eternity of wandering Nehvodim as spirits.

Now the coarse winds howl down the narrow alleyways, and sand builds up in the little courtyards that used to teem with life. Only the shades of those killed in the Cataclysm and the demons who have broken through the barrier into Faeron roam the twisting maze of the Lower City.

The Mage's Square

The Mage's Square in Nehvodim was a place of learning, magic, and the exploration of power. The Mage's Square was the home of Nehvodim's Mage Consortium, and where the magic users of Nehvodim could practice their arts in the hopes of achieving higher forms of magic and control over it.

Magic had always been a fascinating subject for the Krai Jan Empire. Magic had been a foundational part of the Krai Jan People's rise to power. Their mastery over magic, especially imbuing items with magical abilities, made them famous throughout Ryshael. People from all over the continent came to trade valuable items and receive the magical expertise of the Krai Jan.

After the formation of the Ruby Empire, The Krai Jan's thirst for magical knowledge and power continued. Any city of size would have hosted a Mage's Consortium. Over time, the Consortiums became very powerful politically. Mages often sat on Councils and as the Raznam of cities.

The Consortiums became flash points of conflict between magic users and the citizenry. The Mages continuously pushed the limits of their magic, far beyond their practical uses in everyday war and life. Many Mages pushed into controversial magics such as necromancy and sanguimancy. These two disciplines, were anathema to the Krai Jan and the early Krai Jan. As the moral foundations of the Empire crumbled, the Mages strolled casually over the lines in the sand that Krai Jan culture had set up around the use of magic.

Popular and religious uprisings killed these many errant Mages. The Necromancers traveled to what is now Kandor, where necromancy was encouraged.

Likewise, there were enclaves of sanguimancers scattered throughout the Empire where the local population was unaware or had no moral quandaries with their practices. Sanguimancy was so despised that often its practitioners would have to hide in the communities of their own kind, built in some far-flung place of the Empire.

Even where ordinary magics were practiced, there was still the chance that a powerful Mage might rouse the public against a rival. Some of the most violent and desperate public rows came when a leader from one of the temples would lead a moralistic crusade against one of the Mages on the notion that the magics they were practicing were unnatural or unholy.

Nehvodim was known for three kinds of magic: Earth Magic, Water Magic, and Sun Magic, associated with Runah. Earth Magic was associated with Shukur, while water magic was associated with Qarib.

It is little wonder that Water Magic and Sun Magic were practiced and learned in Nehvodim, as the true wealth of Nehvodim lay in the arable land around all along the Creator's Passage River. Earth Magic was commonly practiced in the Ruby Empire. That it was taught in Nehvodim is unsurprising. Earth casters were highly prized in battle and construction and could write their ticket anywhere in the Empire.

Present Day

As a group of demonologists tried to bring Baravael into Faelon, some mages rushed to protect the Nehvodim, feeling in the ebb and flow of the Gaalbohr what was about to happen.

A group of Mages managed to ward the Mage's Quarter from the blast, but not from the magical cataclysm that took all life from Nehvodim and the region around it. The Mage's Square, like the Temple District, stands mysteriously without damage from the blast, although the sands have collected around and in the buildings like the rest of the haunted city.

The intact buildings of the Mage's Square have long been eyed greedily by those that wish to deprive Nehvodim of her riches. Those who have tried, however,



are quickly set upon by the angry revenants or viciously attacked by the demons that have clawed their way in and fight the Krai Jan apparitions daily.

Creator's Passage River

Before the cataclysm that overtook Nehvodim, The Creator's Passage River drained the Inner Sea. It ran south until it merged with the Fel Sha'Elthi above Tehradim. The river made the lands around it extremely fertile, perfect ground for farming and raising livestock.

Nehvodim, Letheradim, Maldeen, and Jaleer Manazdam were all centers of Agriculture along the Creator's Passage River. These four cities were the breadbasket of the Krai Jan Northern colonies, with Nehvodim as their Provincial Capital of Malshan.

The four principal cities of Malshan funneled their harvests across the Krai Jan territories on the Northern Continent. Much of the excess was brought on barges down the Creator's Passage River to Tehradim, where it was sold to merchants or shipped across the straits to Arajan and sold on Ryshael.

Present Day

The Creator's Passage River was completely dried up by the magical cataclysm that enveloped Malshan. Its channel is now just a lifeless ravine that extends from the Fel Sh'Elthi in the south nearly to the Inner Sea to the north.

The Governor's Citadel

As far as the Krai Jan was concerned, the Governor's Citadel was the most critical place in Nehvodim. Nehvodim was selected as the Capitol of the Malshan Province because it was the southernmost city along the Creator's Passage River and the furthest from the Urdaggar presence in the north. It was considered relatively safe from the constant raids that its northern sister cities suffered.

Nehvodim was built purposefully on a bend in the Creator's Passage River where a large promontory stood over the west side of the river, looking down on the farmland around it. This rocky hilltop was quickly walled and fortified, turning it into a fortress and a

home for the Governor of Malshen and his personal military contingent. In fact, there was no place more protected in all of Malshen. Because of its location on the trade route and proximity to the port of Tehradim, it was destined to be a highly militarized city.

Nehvodim was already a mighty fortress, with tall walls and a robust military presence. The Governor's Citadel was further reinforced by a square bulwark around the hilltop. Within this wall were military barracks housing the Elite Ruby Guard, the Governor's cadre of personal escort troops.

At the time of the Cataclysm, a company of Ruby Guard was defending the Nehvodim, led by Kyrik Fehraba, the Governor's military attache. Further military forces were barracked a run or two away at Kisin Manazshaja - Fort Greentree - named for the ancient oak that stood at the center of the fort. When possible, the Krai Jan kept military forces and commercial interests separated, if even by a short distance. While the Krai Jan phalanx may have won their wars, their commercial opportunities and infrastructure held the Ruby Empire together.

At the height of the hill was a third circular wall that enclosed the Governor's home, offices, and the tallest building in Nehvodim, Hamal's Tower. These buildings overlooked the city and the farmland beyond. Hamal's Tower housed Nehvodim's Archstone, a powerful artifact that kept magic from being used against the city.

Malshen Province's final Governor was Murlem Salra, an intelligent, no-nonsense governor different from so many of those that had fallen to vice and decadence during the late years of the Krai Jan Empire. Murlem was a sober individual, alienating himself from the other high-society citizens at the time. He had kept up with current events and knew it was only a matter of time before the Traazorite war machine rolled up to his gates.

He had prepared well and kept the attackers at bay for almost a year. The citizens had ample water, despite the Traazorite attempt to damn the Creator's Passage River, and food stored for several years in preparedness for the eventual siege. What Murlem did not count on was the sheer number of troops the Traazorites were able to bring against them. He held bravely, but as the end looked to be nigh, the mages of Nehvodim began to formulate their own plans to defend the city. Murlem condemned these schemes and planned to surrender to spare his city. He never got the chance.

The Governor's Citadel was the most beautiful place in Nehvodim and overlooked the entire city. There wasn't a point in town where the Citadel and its red domes could not be seen, and no one who saw them could say they were anything but beautiful.

Present Day

The Governor's Citadel was at the epicenter of the blast. It didn't stand a chance against the magical powers unleashed by the Archstone. There is very little left of the Governor's Citadel, just some low chunks of wall and rubble everywhere.

Though described in all its glory time and again through song and script, it is hard to imagine anything standing on that hill today.

The Bazaar

It was oft said of Nehvodim that the beauty and bounty of Malshen passed through its Bazaar. Because of its location and the generosity of the land around it, the Bazaar at Nehvodim was one of the largest and most diverse in Isarshael. Only Tehradim's markets had more products.

The Bazaar in Nehvodim sat at the busiest crossroads in the city. The roads that led out from it each went to a gate at the cardinal directions of the city. Those roads led through the beautiful, fruitful ground and onto other large cities of the Krai Jan Empire. Where these four roads met in Nehvodim was set aside for the Bazaar. The Bazaar was part shopping area, festival, and meeting place. It was ringed with permanent buildings, home to Nehvodim's oldest and most trusted merchants. Within this ring of buildings was a sea of brightly colored awnings and carts that sold everything under the sun, from street food to the finest leather goods. Street performers regaled crowds day and night. Music, laughter, stories, and applause rippled continuously through the brightly colored ocean of canvas.

But on the first day of the week, it was something even more. The first day of the week, named for the Alcha Garak United and given over as a weekly holiday, was always market day in Nehvodim. The sea of bright awnings became a swelling flood threatening to engulf the entire city as sellers from the countryside poured in to sell and shop on their one day away from the fields.

On Market Day, the Bazaar served as the epicenter for the greatest open market north of Tehradim. The city's population doubled and tripled as the entire countryside poured into Nehvodim for the shopping and festivities. Market Day was so busy that people were often swept away by the throng of moving people. Injury and death from trampling were not unknown. However, the goods of all the known world were on display to gawk at and even purchase on Market Day.

Market Day's business gave rise to a booming black market as well. It was almost impossible to police anything on Market Day, and back-door dealings thrived where there was a market and little the Governor could do to enforce the laws of the Krai Jan upon it. Religious or magical services, by law the purview of the priesthood and mages, were the most frequent black market goods. Weapons came to be popular as well, as were narcotics and alcohol. All these things were regulated within Nehvodim, but the regulation was only as good as the Governor's ability to enforce those laws.

During the siege, the Bazaar was turned into a Sanatorium. The wounded were laid out under whatever cover could be found, but generally in the open air. Men and women passed their final moments here waiting for the priests and healers who tried desperately to tend to the casualties as the Traazorites neared the end of their Siege and Campaign.

Present Day

The Bazaar is now a hollow shell, barren and deserted in a mockery of what it once was. Where once a sea of vibrantly colored stalls covered the land, the sand piled up in the open spaces, moved by the ever-present wind. The southwest corner of the Bazaar suffered damage from the blast. The outer ring is mostly intact, if not dilapidated and decaying from the constant battering of sand and wind.

So many perished here as the Bazaar was turned into a Sanitarium. The place is now a center for spirits and revenants who died terribly waiting for the healers. The hatred of the revenants here is unrivaled in the rest of the Nehvodim, many of them being born before the disaster wiped out the city and turned both armies and the citizenry into angry spirits bound to the ruins.

Upper City

The longer the Krai Jan Empire persisted, the more striated the people became socially. When the Empire was toppled by the Traazorites, the people were divided heavily by class and faith.

Nowhere was the divide more readily seen than in the different neighborhoods of Nehvodim. The Upper City was the haunt of the rich and powerful. Merchants, Courtiers, Mages, and others of ready assets kept their homes in the Upper City, where the domiciles were



spacious and usually single-family dwellings. The streets in the Upper City were wider, spacious, and lined with trees. Fountains dotted the small courtyards, and the High Market was never too far away.

The Upper City lay in the northwest corner of Nehvodim, north of Mage's Square and west of the Creator's Passage River. Those with no business in the Upper City were asked not to go there, sometimes politely and sometimes not. The Upper City was often the scene of unrest in the later years of the Empire. Riots would break out of the Lower City and march on the Upper City. Many such riots ended in destruction. Each time it was rebuilt, it became more splendid than before, and the builders added amenities, making the social situation worse.

By the time of the cataclysm, the Upper City had baths, tree-lined roads, and immediate access to the High Market. The only thing that spoiled their enclosed

world was the Barge Wharfs, where barges coming down the Creator's Passage River could unload their cargo.

Present Day

Although all life was extinguished from the Upper City, the buildings there took less damage from the blast, being farther away than any other neighborhood from the explosion. Some houses took damage from debris, while others collapsed from being flimsily built. The trees twisted and petrified, glowing strangely with magical energy.

It is thought that most small treasures still worth finding in Nehvodim will be found here, where the wealthy made their homes, and where there was minimal damage from the blast.

Riverside

The Riverside communities are working-class neighborhoods along the Creator's Passage River. Dock workers, fisher people, and warehouse workers ply their trade in these communities on the east and west sides of the river. The neighborhoods here are mixed residences and businesses, with small fishing boats and barges moored on wharves, jutting out into the river. The houses there are nicer than in the Lower City, though nowhere near as fancy as those in the Upper City.

Decoration takes a back seat to pragmatism in the Riverside neighborhoods. Multi-family housing was the norm, where several families would share a building. Private quarters were plentiful, but cooking areas and courtyards were shared between several families.

The fisher people of Nehvodim, who took their living from the river, sold their goods from Riverside instead of taking them to market each day. Citizens could purchase the day's catch from rickety stands right on the water's edge.

Riverside was well known for its rowdy taverns and rowdier patrons, who both worked hard and played hard. The City Watch often prowled this area to clean up any belligerent drunks who lost their way getting home late at night after a hard day's work and a night of drinking. Crime in the Riverside community was nowhere near as prevalent as in the Lower City. However, the people were just as divided religiously by the end of the Empire's life cycle. By then, the class

rhetoric prevalent between the rich and powerful and the residents of the Lower City was spilling over into Riverside.

Present Day

Parts of Riverside were destroyed by the blast when the Archstone exploded. These were the areas closest to Hamal's Tower. The Fisherman's wharves and boats were all lost to the explosion, as well as a good portion of the warehouses behind the Caravanserai.

Further North, however, the destruction became less complete, with ruins dotting the riverbanks, and then finally, at the northern end Nehvodim, very little physical damage from the blast can be seen. Only the ravages of time and the sand are witnessed on the buildings and infrastructure of the city.

Military Barracks

The Military Barracks of Nehvodim lay behind the Governor's Citadel, in the first ring of fortifications. The Military barracks housed two different units of soldiers, the Ruby Guard, the Governor's personal guard, and the Nehvodim Watch, a quasi-military unit that policed and patrolled the town, keeping the citizens safe and deterring crime.

The Military Barracks housed soldiers, had a parade ground for inspections and training, an arsenal, and even a tavern where soldiers could relax after duty. Their fortress was self-contained; it had its own water supply and storehouses for food. Even after the town fell, the Governor's Citadel could hold out if the wall had not been breached.

The Ruby Guard was one of several Elite Krai Jan military units that served as guards for Dignitaries and were attached to a public figure or a specific city. At the time of the disaster, a company of Ruby Guard was defending the western walls of the city, led by Kyrik Fehraba, the Governor's personal military attache. Further military forces were barracked a run or two away at Kism Manazshaja - Fort Greentree - named for the ancient oak that stood at the center of the fort.

The Nehvodim Watch also sported nearly one hundred soldiers, even if they were trained for peacekeeping and not war. They were led by Zhentark Raktar Dorolo defending the southern walls when the disaster happened.

Present Day

Like the rest of the Governor's Citadel, the Military Barracks were flattened in the Cataclysm. Their proximity to Hamal's Tower ensured that the area was destroyed in the blast.

Makers' Corner

The Maker's Corner, along the eastern wall between the Raman Gate and the Aseldam Gate, was home to the community of artisans and makers in Nehvodim. Artisans of all kinds were found here. Metalworkers, leatherworkers, jewelers, and clothiers plied their trade, selling their wares from shops or stalls in front of their workshops.

Crafts people in Nehvodim had the pick of the litter of resources. As the trade crossroads in Malshen, almost all goods going to Tehradim came through Nehvodim, and the maker community took advantage of their good fortune and purchased the finest Isarshael had to offer.

The streets in the Maker's Corner were narrow, colorful, and lively. The pounding of hammers, the yelling of workers, and the calling of sellers assaulted the ears. Brightly colored awnings spread out into the street, and underneath them was the epitome of craftsmanship in Nehvodim. During day and evening, Maker's Corner was busy with customers and crafts people. When many other areas of the city had become quiet for the night, the Maker's Corner was boisterous and active.

Present Day

Maker's Corner escaped total devastation at the hands of the blast but incurred a lot of damage as it was close to the blast radius. Tools of the Nehvodim Craftsmen can still be found in the district. The echo of hammers is said to be carried on the winds here. Would be plunderers should be weary, the spirits of the long forgotten have not left their craft behind.

Academic Block

Nehvodim was the center of academics in the Malshen Province. Education was an underdeveloped principle with the Krai Jan, as each family was responsible for educating their children. Literacy rates were high, but any hope for a job in the government or as a merchant required higher education. To that end, three schools

were started in Nehvodim. They stood in an area on the western side of the river between The Upper City and Mage's Square.



The first was a military academy. Its purpose was to train young officers for the military and prepare them to lead the Krai Jan Phalanx in the field. Children as young as ten were accepted into the Nehvodim Military Academy, and by the time the students were fourteen, they were transferred to Kisin Manazshaja to begin proper field training.

The second school was strictly run by the Merchant's Guild. This school was for the education of Merchant's children or other people they were allowed to sponsor into the schools. It was advanced education by the standards of the day. It provided the essentials of reading, writing, arithmetic, languages, and some cultural nuance to affluent young people who would soon be in charge of the Empire's most important asset: its trade.

The Imperial School of Nehvodim was a school for young people that showed promise for government work, administration, and even leadership. Beyond the basics, the Imperial School taught law and offered hands-on work in City and Provincial government. The Imperial School was funded by The Emperor. It worked closely with local leaders who scoured the school for the most gifted to apprentice within the halls of power. The School started as a great equalizer, where any child, regardless of class or birth, could apply and be

tested. If they met the standards, they could get into the school. This ensured the best and brightest from all over the Ruby Empire would go on to run the government.

However, by the time the Empire was brought to heel by the Traazorite Rebels, the Imperial School was a political appointment, a place where the sons and daughters of the powerful went, no matter their ability. What was once a great force for good and stability had devolved into nothing more than cronyism, another symptom of a crumbling Empire that was ultimately laid low.

Present Day

The Academic District saw widespread damage but escaped absolute destruction by only a few paces. There is much debris and other damage in the Academic Block. There was no school during the siege, and at the time of the disaster, the Academic District was used as a field hospital for the wounded coming down off the wall.

High Market

The wealthy did most of their shopping at the High Market, a square of very elite merchants located in the far north of town in the middle of the Upper City. The merchants of High Market represented the richest and best connected in Malshen. Through political and social connections, the Merchants set up in the High Market, selling to the wealthiest in Nehvodim. There is nothing that the merchants of High Market could not get. Money was not an issue, so only scarcity got in the way, and with the prices that their clients paid, not even that was an obstacle.

Though the High Market was known for opulence, it was also one of the hottest black markets in town. Price not being an option, a person could buy almost anything they wanted there, and the merchants of High Market were happy to supply it for them. Only the Lower City had a more active black market.

Present Day

The High Market endured a lot of damage but was intact after the disaster. Treasure Hunters believe this is the easiest path to riches.

Grain Authority and Silos

The bounty of Malshen was evident everywhere in the province. From the green fields during the growing season to the bustle of activity and extra workers during harvest, Faelon gave its bounty freely to the farmers of Malshen. In each town along the Creator's Passage River, this bounty was bought, collected, stored, and sold again. Each city had its own Grain Authority, and each had silos where excess grain could be stored until it was ready for sale or transport.

The Grain Authority in Nehvodim was along the north-central walls next to the Letheradim Gate. When it was built, it was decided that most of the grain would enter from the northern side, and the Governor who oversaw the building decided to put the Grain Authority there.

The Grain Authority consisted of a large building where buying and selling were done. Rows of silos stored purchased grain until it could be moved. There was also an entrance to underground vaults where more produce, purchased by the Krai Jan or the Governor of Malshen, could be stored for use in times of famine or war. This store of grain was getting depleted by the time of the disaster. Nehvodim had been rationing it for some time as Traazorite raiding parties had been pillaging the countryside to disrupt Malshen's harvest ahead of their planned siege.

Present Day

The Grain Authority was almost as far away as anything in Nehvodim could get from the blast and suffered little damage. The silos are mostly intact, though time and the desert climate have done them no favors.

The entrance to the underground grain storage is still there, though given the horrors that walk the streets of Nehvodim, there is no telling what stalks underneath them.

Hamal's Tower

Hamal's Tower ended up being the epicenter of the disaster that overtook Nehvodim. The Tower was named for Hamal Darzin, the first Raznam of Nehvodim. Hamal was also a highly trained and capable Mage who practiced Earth Magic. When Nehvodim was named the capital of the Malshen province and the first Governor, Damrin Armolos was appointed, an aging Hamal stepped down from his position of Raznam, becoming an advisor to the new Governor.

Hamal built his Tower soon thereafter, a place that housed his library, a collection of magical items that he had amassed over the years, and a place to put Nehvodim's Archstone, which he oversaw the making of and sacrificed the last of his life to bring to full strength.

Hamal built an underground space where many of his treasures were housed. This space was connected to the catacombs running under Nehvodim and the grain storage and military tunnels that were built later.

Hamal's Tower became the focus of magical practice and studies in Nehvodim. It served as the predecessor to Mage's Square, and even after completion, it was a place of learning and wonder.

Hamal was many things, and one of them was a demonologist. His studies into the demons of Karelion spawned a long line of devoted demonologists and warlocks that practiced in Nehvodim. Hamal was long dead by the time the Traazorites encircled and besieged his beloved City. Yet it was a warlock of his established academic line who convinced the other mages of Nehvodim that they could summon and bind Baravael to their will and use him to destroy the Traazorites.

Obviously, those mages were wrong. Their actions destroyed an entire province and poisoned it with dust and magic to this day.

Present Day

Nothing remains of Hamal's Tower. As the epicenter of the blast and magic cataclysm that overtook Nehvodim, everything except the Archstone was obliterated in the blink of an eye. The Archstone was blown into millions of shards, each with residual magic effects from the catastrophe. These are prized possessions amongst treasure hunters

Barge Wharves

Traffic on the Creator's Passage River was done by barge, especially traffic moving north to south. This traffic often terminated at Nehvodim, though a fair amount stretched through to Tehradim before being loaded on a boat and carried across the Strait of Allar and onto Ryshael through Arajan.

The Barge Wharfs were on both sides of the Creator's Passage River just through the north wall of Nehvodim. Barges looking to stop in Nehvodim, often carrying

grains from further north, would stop at the Wharfs, find a buyer, and if successful, off-load their goods. Grains would go to the Grain Authority to be stored or sold. If it was another good, it either went directly to the buyer



or a warehouse, several of which existed along the river where you could temporarily rent space to store goods.

Other services along the riverfront attempted to lighten the coin purses of those that had just made large sales. Taverns, gambling houses, and brothels lined the waterfront south of the Wharfs.

Present Day

The Barge Wharfs now juts out into nothing, their pylons exposed as the water dried up in the magical disaster that followed the explosion of Nehvodim's Archstone.

There were few barges on the river during the battles for control of Malshen. Several were tied up at Nehvodim awaiting the lifting of hostilities. These boats now lie on a dusty riverbed, their wood dried with time and dust.

Fisher's Wharves

The Fisher's Wharves were just northeast of the Governor's Citadel. Right behind the wharves lay the homes of Nehvodim's fisher people, along with their shops and stalls where the fish were sold.

Fishing was no small part of Nehvodim's economy, and the Creator's Passage River was full of fish. Though not a huge fleet, there were always boats tied up at the Fisher's Wharves come the end of the day. Fishing was considered a lower-class occupation, but socially speaking fisher people sat higher on the social ladder than the laborers of the Lower City.

Present Day

The Fisher's Wharves were on the edge of the explosion and did not survive. The homes behind were heavily damaged from the blast. The blasted remains of boats once tied to their moorings lay in splintered ruins on the dried riverbed.

The Catacombs

The Catacombs of Nehvodim is the general name for the many underground spaces below the city. Many were planned and are at least known about, and countless others have been clawed out by evil forces now residing in Nehvodim or dug out by people at the time for one reason or another.

Some catacombs stretch from the Temple District to the Governor's Citadel and reach further south to the Arena. Most of these are actual catacombs. Extending from the Governor's Citadel were several large areas where grain and water were stored to help feed the military should a disaster strike or war break out, as it did at the end of Nehvodim's life.

Extending west from the Military Barracks were several mines that were dug to shuffle troops underground and help break up sieges. These were used during the Traazorite Rebellion to break up initial attacks but were abandoned and backfilled after the successful counterattacks. It is not known how many of these tunnels survived, or how many existed in the first place.

The mages of Nehvodim kept a massive trove of artifacts and lore under Hamal's Tower. It is thought that these tunnels are connected to the tunnels of the catacombs, but that is only a rumor. It is also unknown how much of the space was destroyed during the blast,

There were extensive underground spaces under the Grain Authority to store excess grains and protect them from weather damage. These areas weren't connected to anything known and existed on the east side of the river.

Several underground spaces exist below the Lower City. Some were meeting spaces, some were weapons caches, and others were used for nefarious purposes. What isn't clear is where they are and if they are connected.

Present Day

It is unknown what damage was done to the underground spaces of Nehvodim. Few people have gone into Nehvodim and come back out. Those that have were forced out by the dangers of the city long before they were able to explore its depths. Therefore, the Catacombs of Nehvodim remain largely undisturbed. What lay in the dark and dusty depths is known only to the dead.



FAITH OF NEHVODIM

The Temple District of Nehvodim stood on a low hill that overlooked the entire city of Nehvodim. The rest of the city could look to the west and plainly see the Temple of Alcha Garak. The Temple's size and elegance stand as a testament to the importance of the Alcha Garak as a unified whole in the time of the early Ruby Empire when Nehvodim was built.

The importance of the temples later changed as religion became a driving factor behind division and unrest in the later empire. By the time the Traazorite Rebellion got underway, the impetus of Alcha Garak worship had changed from venerating the nine aspects of the creator together to picking one or two and staking an individual's entire religious life upon those individual deities.

This, along with many other social and political factors, had deeply divided the people of Nehvodim long before the Traazorite Rebellion stoked the flames of Civil War. The Empire was destroyed by the rebellion militarily, but it had long ago been infected with the rot of social and religious divisions that made the Traazorite Rebellion possible.

FAITH OF NEHVODIM

The ancient Krai Jan worshiped the nine essences of the Creator that it split itself into when it deduced that its creation could not comprehend it. The Faeler people call these nine essences the Ga'al. The Chaler people call them the Alcha Garak.

Although the Krai Jan worshiped the Alcha Garak throughout their history, how they worshiped them changed considerably from the time they were simply a people in the Great Valley until the destruction of their Empire at the hands of the Traazorite rebels.

At the beginning of their Empire, worship was pure, communal, and not meddled in by the elders and nobles of the Ruby Empire. Each Alcha Garak had its place in the life of an individual and each was paid its due and sacrificed to as necessary depending on the life events of a family.

As time wore on, however, that changed and religion became a primary way for the nobility to control the peasantry and vassal peoples of the Empire. Certain Alcha Garak were proclaimed as superior to others. Cults grew up around the Alcha Garak, each with their own purposes and political power.

The people of the Empire began to fragment and divide over which Alcha Garak they chose to primarily follow. Each Krai Jan city was different, and religion became such a controversial issue that violence broke out between the people because of it. The Traazorite Rebellion was a direct result of this divide and the zealotry that such religious schisms produced.

Nehvodim did not escape this turmoil. The leaders of the city, long abandoning the Krai Jan principle of not mixing religion and ruling, had begun manipulating the people using their faith. By the time the Traazorites encircled the city, the followers of certain Alcha Garak had been shunned by the powers-that-be and had plans for joining the Traazorite rebels in their fight against the Empire.



The weaknesses and infighting that religious fragmentation brought with it doomed the Krai Jan to defeat. Already many in the Empire already agreed in spirit with the Runah-worshiping rebels. The seeds of manipulation and control that the Krai Jan had planted for years using religion as their substrate had finally produced fruit; when the end came many peasants in the Krai Jan Empire welcomed it.

RUNAH

The Temple of the Eternal Sun was the name given to Runah's temple, the Chaler name for The Lamp. There was celebrated virtue, light, and warmth.

The cult that grew up around Runah was moralistic. Runah's list of virtuous do's and don't grew to be sizable over the years. The adherents of Runah kept themselves to a code of behavior and were known for being a strict and severe cult. In Nehvodim they were also very fiery and evangelistic. They were known for extolling the virtues of Runah and not giving place to the others. At the same time, they tried to woo others into his worship.

Finally, Runah worshippers developed into something of a fertility cult. A hallmark of their belief was that the sun gave life to all things. Without it, nothing would grow or prosper. Runah became associated with fertility rites in the fertile farming ground around Nehvodim and was invoked in the field blessings each spring. Among Runah's chief directives to his followers was to "Protect that which gives," a directive taken by the fertility-minded to include fields, bodies of water, and even women.

NARM

Narm's Repository was the Temple of Narm, the Eyes. Narm has always been associated with Faelon's two moons, the stars, and the night. Narm's domain is learning and wisdom. It became a popular choice for patron deity, especially among Nehvodim officials.

The worship of Narm revolved around learning and wisdom, which would lead to Virtue. Narm's ways were gentle but rigorous. To become wise, one would devote oneself to a lifetime of study. Adherents to Narm were studious, academic, and always finding ways to expand their knowledge and test their wisdom.

Besides the School of Narm established at the Nehvodim temple, two secret organizations spawned from Narm's Repository. Both were cults of knowledge, though one was practical and the other was simply a matter of social standing. The first, the Archival, is thought to be the parent organization of the Archivists.

The second, Narm's Ladder, was a hierarchical cult that tested the wisdom of its members before letting them in on "secret knowledge" that they guarded jealously. Narm's Ladder was a Who's Who of the aristocratic elite in Nehvodim, and admittance into the organization could be a turning point in the life of the working class or lower classes.

Narm's Repository was a place of learning and the worship of knowledge itself. Those that revered Narm were often scribes, mages, students, and teachers. Philosophers also held Narm above the other Alcha Garak.

In later years, the adherents of Narm became separated and distant from the rest of the Nehvodim. They kept mainly to themselves, and those who approached them were often given trials before they were allowed to join the temple. Their love of knowledge became even more esoteric and out of touch, making them suspicious of those outside of Narm's circle.

SHUKUR

The Forge, the name given to the Temple of Shukur, became a place where the merchants and makers of Nehvodim found an oasis with like-minded individuals. Creativity, craftsmanship, and profit was associated with Shukur.

Sacrifice to Shukur was simple and practiced by many people in Nehvodim. Bringing the first of your product, harvest, or money made and offering it on the giant anvil altar was said to bring increase and skill in your endeavors. Far from being just a place where skilled laborers went to worship and seek fortune, Shukur took on the air of a fertility cult as well, though with a twist.

Runah's followers fell into fertility rites because the sun is an uncontrollable force looked upon with mystery and reverence. Shukur, on the other hand, represented a force that rewarded skill and creativity. Far from being uncontrollable, devotees to Shukur actively sought to gain more control over their abilities and saw Shukur as the avenue to do that.

Because many people from different walks of life celebrated Shukur and sought its gifts, The Forge was one of the most visited temples in Nehvodim. It brought together people from all walks of life, from farmers who worked the ground to merchants who bought and sold goods to crafts people who

created things. Even unskilled workers came to the Forge seeking skills to better their position in life.

Priests of Shukur focused on creativity as the defining trait of life and celebrated Shukur for being the creative force behind the world. The cult of Shukur believed that it passed along part of that creativity to the Krai Jan as a reminder of where they came from but as a way to surpass even Shukur itself.

Even while celebrating Shukur as the giver of creativity, the cult of Shukur became insular. They eventually became apologists for the Empire. They taught that the other races of the world needed the creative spark to awaken within them, something only an understanding of Shukur could bring out in them.

QARIB

The Temple to Qarib in Nehvodim was known as Qarib's Rest. It was set up to house and care for those passing through Nehvodim as part of a Caravan or as travelers on some other mission.

It was customary to lay an offering at Qarib's Temple in every town you visited. The offering, generally a good if you were part of a caravan, and anything else of value if you were traveling, was a gesture of thanks to Qarib for seeing you through this part of your journey and supplication for safety and increase on the next part of the journey.

Qarib was traditionally a goddess of travel, travelers, and adventurers, but amongst the sedentary Qarib also came to be associated with the human journey. Offerings were left by people about to start another part of their journey. Young couples often sought blessings from Qarib before marrying. Couples about to have a child would leave an offering on Qarib's altar, asking for the favor of Qarib for their new baby's journey.



In some places, the Priest or Priestess of Qarib would bless boats, wagons, and even beasts of burden. On the Southern continent, they would be blessing animals such as the Korzol. In the Northern Continent locations, it would be oxen or horses that would receive the blessings.

The Temple of Qarib became popular in the later period of the Krai Jan Empire. Everyone identified in some way with Qarib and would claim allegiance to her. Even then, traditionalists abounded at the temple. Some hard-line priests refused to interpret Qariban texts as having to do with a spiritual journey and would not receive the offerings of those seeking guidance for a new phase of their life. These priests and priestesses were usually located in smaller villages.

Sometimes traditionalist Priests who would take over higher positions and try to control what happened in the temples. These attempts would fail after a short while simply because the people demanded that Qarib hear them and would sacrifice despite what they were being told by High Priests. It a matter of the laity determining orthodoxy.

BALA

Bala's Temple was known as the High Place and referred to as the stone dais. The Priestesses of Bala would sit upon to make their prophetic utterances to the people. The High Place was popular with all people of the Ruby Empire, though Bala Worship tended to be situational rather than continuous.

The interior of the High Place was covered in a round stone dais that stood two paces above the floor and upon which sat a Priestess of Bala. Visitors to the Temple would lay an offering at the foot of the dais, then approach the priestess and ask her three questions.

The Priestess would then go into a ritual trance and chase down the answers the person sought. When she awoke from the trance, the Priestess would offer an answer to one of the questions. Another question the Priestess would answer as a riddle. This riddle was often hard to understand. The third question the Priestess would offer no solution to. It has been postulated that this third answer is unknown. Other sources confirm that only two answers were given to the three questions.

People looking for answers to life's questions would often come to the temple, as would people about to make big decisions such as choosing a life partner. Some people are naturally curious and made their pastime out of going to Bala's Temple and asking questions.

A well-known event in the life of a young child was the day, around their tenth birthday, when a child's parents would bring their child to Bala's Temple, present them formally to Bala, and ask three questions concerning the child's future. The answers to these questions would often guide the child through their life. This coming-of-age ritual was practiced by many parents throughout the Krai Jan Empire, and children who were presented to Bala were given a small amulet with an orange stone in it to wear. They were referred to as Children of Bala and were treated as children of destiny and purpose.

MURAZ

Nehvodim's Temple to Muraz was called The Table of Muraz. In its hallowed halls was celebrated family, friends, hospitality, and the earth that yielded its bounty.

Muraz's cult was popular in Nehvodim, where the fertile ground yielded massive crops to the farmers who worked the soil. Nehvodim was a regional agriculture center and sent its bounty south to Tehradim. Because of the abundance of farms around Nehvodim, The Table of Muraz was a well-attended temple. Muraz's domain included blessing the land for the safe and efficient harvest of crops. She was pictured in drawings and cult paraphernalia as acting hand in hand with Runah in the growing of crops.

Muraz was also the goddess of family and home and was often invoked in many ways around the house. Small statues of Muraz were placed in each room to keep evil spirits and sickness away. Food offerings were placed on family altars that were in most houses.

The Table of Muraz held special rites for weddings, birthing of children, and the buying of livestock. These cult rites were practiced throughout the Krai Jan period, and some even carried over into the Traazorite era. The cult of Muraz was the hardest for the Runah-worshipping Traazorites to snuff out in their quest for dominion in all things physical and spiritual.

Muraz died hardest in the rural areas where her rites had been practiced daily for generations. The farmers knew no other way and were uninterested in giving up their practices for Runah. As far as they were concerned, Muraz and Runah worked together. Giving up one of them was believed to bring bad luck and poor crop performance.

Over time Muraz was replaced with Runah, but her rites are still practiced. They are attributed to Runah, but a scholar would know that many of the Runah fertility and harvest rites were once practiced under the name of Muraz.

SAFA

One of the least attended temples in Nehvodim, and indeed in much of the Krai Jan world, was Safa's. In the Krai Jan religion, Safa was the god of death and dying. It also represented disease, decay, and aging.

Safa's Temple in Nehvodim was called The Door, in reference to the Krai Jan concept of an underworld and Safa's Temples being the gateway to them. The Krai Jan believed that Muraz bestowed a unique soul upon each person born, and at the end of life, Safa took that soul into the underworld.

This belief gave rise to many different practices and cults in Krai Jan culture, including the study of necromantic magics. Towards the end of their reign, these practices grew out of control and became a threatening force in Krai Jan society. Many necromancers were forced underground because it was believed that they played with powers not meant to be manipulated. In many instances, Safa's temples became synonymous with necromancy, whether they were or not, and often saw protests and violence break out near them.

In Nehvodim, Safa's Temple was traditionally used for funerals and to leave offerings to the dead. Eventually, The Door was used for other purposes, especially as necromantic magic and knowledge became more readily available in the Krai Jan Empire.

By the end of the Krai Jan Empire, families could pay to have one of the Temple's priests bind the soul of a loved one to the Temple by necromantic magic. The soul could be consulted by the family at any time. Such magics held taboos for many of the Krai Jan Empire, so such rituals were secret.



AIKEL

Though the Temple to Aikel at Nehvodim was small, it was nonetheless well-attended. Aikel was believed to be the god of crime, corruption, and both physical and emotional imprisonment. Aikel's Priests and Priestesses taught that imprisonment could take many forms, the most damaging of which were self-inflicted. They sought to treat addictions and bad habits as well as cure curses they believed were holding people back.

Aikel's Temple was a place where you could make offerings on behalf of those caught up in a life of crime or imprisoned. It was believed that Aikel would accept bribes and release those that it had caught ensnared. Bribes could also be offered to free people from emotional bondage.

There were also secret cults that were associated with Aikel's Temple. Aikel was the patron god of thieves and criminals, and they could seek asylum within the Temple walls. Not surprisingly, the Temple was referred to as The Sanctuary.

Criminals in Nehvodim banded together and offered sacrifices to Aikel to pull off jobs and stay safe while they committed crimes. It was considered bad form to do this outside of the temple, even if it meant that authorities could monitor

the temple for criminals' whereabouts, even if they were traditionally not allowed inside without express permission.

Darker cults were also associated with The Sanctuary. Anarchist elements within the Empire often had meetings there, as did bandits and other criminal leaders looking for recruits. These were all done in as much secrecy as possible.

KARINU

Karinu was celebrated throughout the Krai Jan Empire as the god of the working person. Anyone who labored day in and day out found a patron in Karinu. Not only did Karinu give the strength to keep at life no matter how physically difficult it became, but it offered relief when food was scarce or when there was much labor but little return. Karinu's influence was often cited as the reason for worker riots and political unrest from the lower classes. This was usually correct. The Priests and Priestesses of Karinu were well-known rabble-rousers.

Because Karinu is also a god of control and domination. Both upper and lower-class people would worship Karinu. The nobility, the military, and the government would often give mass offerings to Karinu to help them conquer and control. The Ruby Guard was known to worship Karinu, offering choice weapons and captives after a battle as a propitiation for further victories. The working class would go to Karinu for comfort amidst their toil and beg for the strength and will to overthrow their oppressors and become their own masters.

Because Karinu meant different things to different people, worship and propitiation often went underground into secretive cults. The Inevitable was one such cult. The Inevitable's members were high-ranking government officials, military officers, and Krai Jan Mages, that took their name from Karinu's scriptural references to itself. They gave strict allegiance to Karinu in exchange for strength to rule their provinces. This had a catastrophic effect, as the more domination Karinu granted them, the

more the masses of people they ruled squirmed under the oppression, eventually leading to mass rioting and, of course, the Traazorite Rebellion.

Another Karinu cult prominent in Nehvodim was a worker's group known as the Bloody Hands. These day workers and laborers lived in the Lower City, a place known for its poverty and crime. The Bloody Hands felt neglected by the Empire and specifically by Nehvodim's Raznam and Priestly class. This cult would riot, burn down houses, and even assassinate those they believed were taking advantage of them. Though they found refuge in Karinu's Temple, they were actively sought by Nehvodim authorities and imprisoned or executed whenever found.

During the Traazorite envelopment of the city, at what could have been a turning point in the defense, the Bloody Hands assassinated the Raznam of the City, Fehran Majreem. The riots that accompanied the assassination were blamed on the Traazorites.

Karinu's Temple never had an official name, Although some called it the House of Toil or The Map, a reference to Karinu being seen as a consummate planner and being methodical in its attempts to control others.



PATRONS AND PERSONALITIES

Nehvodim has always attracted unique personalities. Long before it was destroyed, Nehvodim was a haven for explorers, conquerors, and dreamers.

As the Krai Jan pushed north into Isarshael, three kinds of people were needed to drive their expansion: soldiers, traders, and bureaucrats.

Soldiers paved the way. The Phalanx of the Krai Jan needed brave and capable leaders to drive back the indigenous tribes that lived in the area and to secure strategic points that allowed the second group of people to the traders.

Traders had always been the heart and soul of Krai Jan culture. It was trade, rather than war, that built the majority of their Empire, and trade that sustained it long after treaties were signed or battles won the land from the indigenous peoples. Traders were not far behind the soldiers, eager to set up shop and capitalize on what had been won.

Finally, the bureaucrats came, bringing order and organization to the lands and administering them in the name of the Ruby Emperor. In times after the land had been conquered, whether by land or war, the politicians took over and became the dominant personalities throughout the Empire's existence until the Krai Jan Phalanx would be called on once again to defend the Empire's existence from their ultimate downfall, the Traazorite Rebellion.

Not much has changed in the Fifteen Hundred years since Nehvodim was destroyed. Once again Soldiers, Traders, and Bureaucrats come to Nehvodim looking for riches and honor beyond their wildest dreams.

PATRONS & PERSONALITIES

Despite the dangers, many different organizations are interested in the city. Each has its own motives for delving into the ancient city, and each has methods that they have employed to try and gain a foothold.

Assembly of Stone

To the outside world, the Assembly of Stone is simply a group of zealots who worship Baravael, the Dragon of Earth. Most see them as nothing more than deranged cultists. This is an easy way to categorize them, but it is not a complete picture of who they are and what they seek.

At its core, the Assembly of Stone is a philosophical movement that coalesced around its founder Doraz Kyntai. Doraz is an academic and philosopher who has wondered about southern Isarshael gathering knowledge from every institution he can find.

Kyntai's philosophy is unusual, and in many places, he has been laughed out of the Academy that he has come to learn from. This hasn't stopped him, however. Throughout the journey, Kyntai has attracted a large group of followers.

Kyntai's philosophy centers around stone and its centrality to Faelon's creation. According to him, rock is the foundational element of creation. Without it, everything else is detached and fluid. In Kyntai's cosmology, rock is the anchor of reality.

Rock is the foundation of creation, and also it's undoing. With time even rock is made into dust. It is carried away on the winds and waters of the world, blown into the cosmic breeze where it will coalesce again given time. But it is not destroyed, only changed.

In Tehradim, Kyntai met Chaler Krel. Krel is an Earth caster and demonologist. Krel convinced Kyntai that not only is his philosophy correct, but that it aligns perfectly with what Krel had learned about Baravael, the Dragon of Earth, through his unconventional studies.



Doraz Kyntai

The two became fast friends and eventually lovers. The gathering of like-minded philosophers that had congregated around Kyntai began to grow until he had a large following. Krel convinced Kyntai that the answers to their questions could be answered in Nehvodim.

In Nehvodim, Krel argued, the library of Hamal Darzin would contain even more answers about the true nature of Faelon and how they were embodied in Baravael.

Their early attempts to enter the Nehvodim were thwarted by the spirits and demons that roamed the city, but they didn't give up. Their following of philosophers began arming and training, wary of the dangers of the Dathglar and aware that they may have to fight their way into the city to gain the knowledge they seek. The Assembly of Stone has built a large encampment on the south edge of the Dathglar, waiting for a sign that they can enter Nehvodim.

Patron Rule:

The Way of Stone Tattoos: One Hero in your freeband has been imbued with magical tattoos which allow them to move through stone as though it were air. They treat non-magical terrain features made of Stone as easier terrain. Impassible becomes very rough, very rough becomes rough, rough becomes easy. This ability only affects movement and not line of sight. They may not end their move in Impassable Terrain.

The Emerald Warders

The Emerald Warders have had their eye on the Dathglar in general, and Nehvodim in particular, for some time. They are Modo worshippers focused on healing people and the land. They are mostly made up of Haradelans but have gained adherents from the Urdaggar, Thormenal, and Falkaar as well.

The Emerald Warders have always been fascinated and disgusted by the Dathglar. The whole area was fertile farming land. It was the breadbasket of southern Isarshael. Now, the area from Nehvodim to the Inner Sea is a magical desert overrun with demons and restless, angry spirits.

The Warders have strategized several ways that they can heal the cursed land, but have had little luck in the Dathglar. They have theorized that Nehvodim must be the center of the magical taint, but have not been able to break into Nehvodim because of the danger there.

The Emerald Warders are led by Lady Laria Karn, wife to the Warden of Erladan. Laria is one of the woods folk steeped in Modo lore and magic. It is customary for the Warden of Erladan to marry one of the forest girls, and Lady Laria's fierce intelligence and magical abilities make her a prime candidate.

While her husband runs the Ward and plays political games, Laria works tirelessly with the Temple of Modo where the Emerald Warders are based. While usually focused on healing people, they have a vested inter-

est in healing the land and have partnered with the Golats to aid in that sacred quest. After meeting with limited success on the very edges of the Dathglar, Lady Karn is eager to test the Warders' powers deeper in the Dathglar.

The Warders are an eclectic mix of Woods folk, Modo Zealots, Questing Knights, Nature Casters, and Golats. Throw in a few militias, Kantor and their attending Swords of Vidunar, and you have quite a fighting force. They are militant but prefer healing to fighting. Their Nature Casters lead them and are focused on healing while the warriors clear the way.

Patron Rule:

The Grace of Modo: Restoring the Natural world is central to the Knights of the Emerald Warders. A small number of these Warriors are touched by Modo Himself bearing a mark on their flesh appearing as a Emerald Tattoo which glows faintly in the lush forests of Faelon. These men and women possess a measure of the gods grace to restore that which may otherwise be lost.

One Non-Caster Hero in your Freeband may gain Wild Magic d6 [Modo's Mending]. You may select this hero at any point during the campaign. If this character dies or retires you may select a new one. [*Modo's Mending: Target within 9" regains 1LP it had lost earlier in the Encounter*]

Note: You must still pay the standard 5g for Wild Magic users in Nehvodim.



Lady Laria Karn

The Three Jesters

Treasure hunters have long tried to sneak into Nehvodim to rob her of her supposed riches. Over the years, so many have tried, and so many have failed to make it into and out of the city with something of value. However, the failures of others have not stopped certain organizations from eyeing Nehvodim and looking for an opportunity to pillage it of any riches it holds.

The Three Jesters is a criminal organization with the veneer of treasure hunters. They are the best treasure hunters in Faelon, and are the Black Market connection for Faelonian artifacts. Three Jesters treasure hunters can be found everywhere in Faelon, selling rare artifacts to the rich and powerful.

The Three Jesters are more than a treasure-hunting organization. They are organized, militant, and politically savvy. They have used their business to gain influence all over Faelon, giving them exclusive rights to treasure hunt in certain areas that they know contain powerful and expensive artifacts.

Nehvodim has been in their mind for some time. They have sent countless operatives into the ruined city. Only a few have returned with harrowing tales but little else to show for their efforts. With the supernatural resistance the group has met just scouring the desert, they know it will take more than brute force to open Nehvodim up to them.

Patron Rule:

It's not what you know, but who you know: A Freeband with the Three Jesters as a Patron may start the game with a Artifact, but not a Greater Artifact, of their Choice at no cost, though this still counts against your FV.



Jester



The Moyakaat Illuminated

The fel magics that created the Dathglar have long interested many parties, but perhaps none more so than the Moyakaat Illuminated, an organization of casters, academics, and fighters that seek to investigate and police the use of magic in Faelon.

The Illuminated work for the Moyakaat, the Nine Thrones, a sect of energy magic users that oversee magic use in Faelon from the shadows. The Illuminated carry out the will of the Moyakaat throughout Faelon, ensuring that magic is used correctly (by their standards) and that the people of Faelon are not endangered by magic or afraid of its use.

The Moyakaat have wanted into Nehvodim for some time. Though few know any details about what truly happened at Nehvodim, there is no doubt that it is related to magic. Such power must be kept from those that would abuse it further, and in the eyes of the Moyakaat, that is everyone but them.

The Moyakaat have kept their spies readily employed in towns and cities near the Dathglar, keeping tabs on those interested in the desert's secrets. They are especially troubled by any caster that heads there and will do whatever is necessary to keep them away from the magical secrets concealed in the blowing sands.

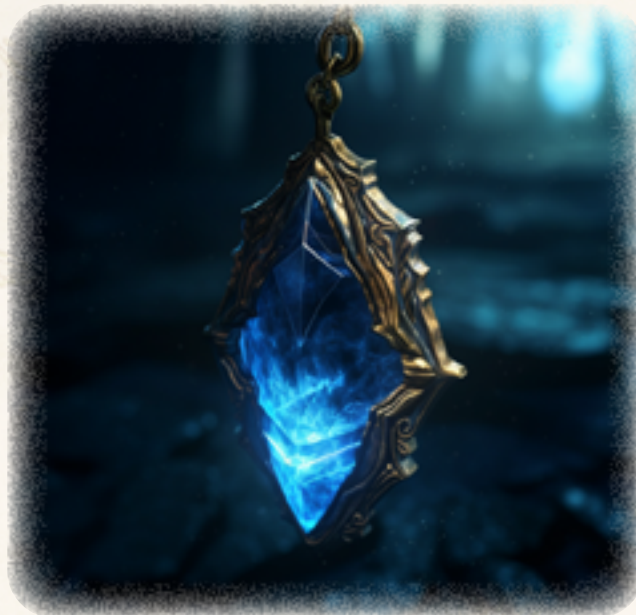
Patron Rule:

Know your Rivals: The Moyakaat keep tabs on all those going into the Dathglar and are able to gain intimate knowledge of those rival agents.

At the start of an encounter, after deployment, you may select one enemy non-leader hero. When engaged you may make an opposed DISC test. If you win they suffer disadvantage on their MAR tests during that Melee Phase. Any Model may attempt this test, however only one such test may be attempted per turn.



Ilaris Forval
Moyakaat Senior Investigator



The Archivists

The Archivists collect knowledge and facts, hoarding and revealing them to help the people of Faelon or avoid unnecessary bloodshed if they can. There is no more storied place than Nehvodim, whose history and demise are the subject of countless stories and legends.

The Archivists have long been interested in the ruins and had previously mounted expeditions to pry into the city. Each met with disaster, however, and at some point, the Archivist Council had decided to merely watch and bide their time before trying again.

One of the current members of the Archivist Council, Jalaba Anizar, has a fascination with Nehvodim and has independently tried to get into the city on several occasions. Each expedition failed, however, and the freebands he sent did not return.

Jalaba would not be deterred. He is a single-minded individual, bordering on obsession, especially when it comes to Nehvodim. He settled on leaving spies in cities around the Dathglar to report back on its status, and when it was obvious that power had shifted he was among the first to know.

He had even infiltrated the Assembly of Stone camp with his informants. When they began to move on Nehvodim, word was sent back to Kel Dashir and across the straits to Arajan. He immediately set out for the

ruined city in the name of the Archivists, taking a small private army with him. His loyal freebands were already on site when Jalaba joined to lead them.

As a Traazorite academic, Jalaba isn't always trusted by his fellow Council members. However, he is the best-placed member to begin searching the city for its truths, and probably the person most knowledgeable about Nehvodim in all of Faelon. Until the Council can meet to determine a further course of action, Jalaba is the only hope the Archivists have of recovering information from the ruins of the city.

Patron Rule:

Well Educated: Jalaba is rather exclusive when it comes to selecting a Freeband to work for him. As a result only the most well educated and skilled Freeblades come into his employment.

Any model in a Freeband that has selected Jalaba Anizar as their patron may add +3DL to all skill and KNW tests.



Jalaba Anizar



The Voice of Dust

The Coming of the Voice of Dust

A stranger appeared in Tehradim, dressed in dirty robes and wearing a mask made of a jackal's skull. They debarked from a ship from Kandor. The stranger didn't tarry in Tehradim but left quickly toward the Dathglar. They made no contact, talked to no one, and vanished into the desert.

Most feared the spectral figure, but the Lord Mayor's spies followed them into the desert. When the person approached Nehvodim and then disappeared into the city, the spies turned back, knowing that whoever it was, they were now doomed.

They were wrong.

The stranger called himself the Voice of Dust, and Nehvodim called to him like a lover. Once there, he did what no one before could do: He exercised power over the restless spirits left by the disaster.

Until now, no power could control the spirits of the Dathglar. They could be destroyed in combat, but it was rumored they returned with each sunset. Necromancers of great power came to the Dathglar hoping to control these spirits, and all were destroyed by them instead.

Something had changed. Some new power had been unleashed on the world. This Voice of Dust had but to command, and the spirits of the Dathglar fell in behind him. The Voice of Dust left Nehvodim with an army.

Marching north, they visited each city of the Dathglar: Letheradim, Maldeen, and Jaleer Manazdam. There, The Voice gathered the spirits of the long dead to their side. Falkaar and Haradel, both alarmed at the growing threat from the Dathglar, have sent small forces to scout this undead army. None of these forces have returned.

The Voice of Dust has not moved the army since gathering the last of it. They sit. They wait. Their very presence taunts the Faeler powers from east to west. What the army is waiting for, none can tell, but

everyone knows that something evil is coming.

The Fallout

The fallout from the Voice of Dusts' actions in Nehvodim was immediate. With few remaining spirits wandering the desolate city, the demons that had been fighting with them began to overrun Nehvodim. The magical disaster tore the fabric of reality to such a degree that demons found feygates all over the desert, with more appearing all the time.



The Voice of Dust

The angered spirits fought the demons. Because the spirits could not be vanquished for more than a day, the fight raged eternally.

Now, the fight was all but over.

The demons rampaged, spilling out of the Dathglar and attacking the peripherals. Even Tehradim was in danger of attack. The Free City Rangers that had long guarded Tehradim against attacks within those magical places were overwhelmed. The Lord Mayor pleaded for Freebands to help secure her border.

But where some saw the danger, others saw an opportunity. Those who had an eye on the Dathglar intuited that their chance to enter the city was nigh. Before, any attempt on the city saw an attack by both spirit and demon. Now, with the ghosts of the Dathglar ensorcelled away by the Voice of Dust, only

the demons remained.

What followed was an all-out race to Nehvodim by many different individuals and organizations. The Assembly of Stone, who had already set up camp in the Dathglar, was the first to begin investigating the city.

The Moyakaat Illuminated was behind them, followed by the Three Jesters and the Emerald Warders. On their heels came more; demon hunters from all over Isarshael, The Archivists, and more.

They all came for the same rumor:

Nehvodim was open.





RULES OF NEHVODIM

The Krai Jan, for all their imperialism, pushed the knowledge of magic beyond any known borders. The magic users of the Krai Jan Empire were constantly experimenting and studying their magic, expanding their understanding and making their practice of it more powerful and meaningful.

Much of the magic that the Krai Jan studied and practiced had practical applications, and in the early days of the Krai Jan Empire, that magic was well-known for helping people and bringing them together.

Much of the Empire was formed under economic treaties and not at the edge of the sword, although by the time the Ruby Emperor set his sights on the continent of Isarshael, that had changed. The magic practiced by the Krai Jan Mages brought life to barren fields, safety to towns and villages, and advances in medicine and healing the likes of which had never before been seen.

That same curiosity about magic also led down dark paths for many Krai Jan casters. Magic that was borderline taboo went into hiding so that the depths of its knowledge could be plumbed and practiced. Horrible experiments were done in the name of advancing knowledge and filling books with the Mage's findings.

As the Empire aged, the Mages became elites, and it was no longer the practice to enrich the lives of the people through the use of magic. A chasm developed between the commoner and the Mage, and before the Empire fell to the Traazorites that gulf had inspired distrust and outright hatred. Those feelings were used to rally the commoner to the Traazorite cause and crush the Ruby Empire.

Nehvodim New and Adjusted Rules

Nehvodim is a city of dense multi-layer ruins and narrow streets. Ruins where an ambushing monster could be around any corner and magic runs wild. The Following rules represent these tight and dangerous conditions.

Ambush: Nehvodim is too dangerous a place for even the most seasoned adventure to wander around alone. For this reason no model may employ the ambush talent unless it's obtained from a spell, magic item, or artifact.

Familiars: A Familiar is a mundane animal occupied by a supernatural presence that for one of various reasons is assisting the Caster. Typically, this presence is a small part of the Caster's own essence, placed into the animal as part of the Ritual of Connection.

All Familiars are **Followers** with the following additional rules:

- A familiar acts as a **Spell Projector** for their caster – A spell can be cast from the familiar's location if it is within 18" and LOS or within 9" LOS or no. Full rules in the FLRB.
- Familiars have no effect on Objectives and may not pick up or transfer items. They do not gain or spend AP.
- If you acquire a Familiar you may select one of the following stat lines to use. Once this choice is made it cannot be changed. If a Familiar receives a Dead result a new one may be purchased for 12 Gold.

Design Note: DGS Animal Swarm or bits from the Takar Hunter/Lookout make excellent Animal Companions.

Jump: A model can attempt to Jump a gap of 1" to 4" during any of their movement actions. The TN for the test is 2 + Inches to be Jumped. A model gains +1 to the test for each inch moved prior to the Jump to a maximum of +3. If performing multiple Jumps in a movement action the bonus resets after each Jump.

- **Success:** Model jumps the gap and may move a total, gap included, of their chosen movement action.
- **Failure:** Model stumbles and does not cross the gap, move ends.
- **Tarch:** Model falls into the gap, move ends.

Jumping into Combat: To Jump into engagement you must choose a movement action that would allow you to end in engagement and your Jump must end with you engaged. If you successfully Jump into combat you count as charging regardless of distance moved or what movement action you chose and you gain the vulnerable state until the end of the turn.

Magic: The Tragedy that caused Nehvodim's destruction has also left the city in the grip of a Magical Conflux. Here magic is both more powerful and less predictable than in most of the rest of Faelon. We offer the following rules to help you experience Magic in Nehvodim.

- **Gaalbohr:** For the purposes of determining the Gaalbohr all power spent counts as both Energy and Spirit. Furthermore for each 9 total power spent the Gaalbohr is triggered. A total of 9, 18, 27, etc. will trigger the Gaalbohr
- **Continual Spells:** Continuous Magic is in use while playing Nehvodim see below.

	SPD	MAR	MW	DEF	AV	LP	DISC	Special
Bird	1	*	*	5	2	1	d4	Animal, Fly [Low, SPD 10], Dodge [1] Spell Projector, AGL d12
Ground Animal	8	d4	Bite d4	5	2	1	d4	Animal, Dodge [1], Elusive [1] Fast, Spell Projector, AGL d12

Rules of Nehvodim

- **Wild Magic:** The use of wild magic by humanoids is dangerous under normal conditions let alone in the unstable zone of Nehvodim. For this reason any humanoid with the Wild Magic talent costs an additional 5g to recruit.
- **Void Agents:** Void Agents are rare and the Sisterhood is loath to send them to Nehvodim, they are limited to 0-1 in any Freeband that can recruit them.

Power Stones: A Power Stone is a raw gemstone which is harmonized to a Caster's ability to channel magical energy.

An Energy Caster possessing a Power Stone gains the following abilities:

- **Power Shield:** Once per encounter, you may take a CAR test 7 to ignore a ranged attack that would otherwise be a hit. Magical attacks CAN be avoided with this talent.
- **Power Manipulation:** The use of metamagic talents (those that modify the parameters of a spell) cost you one less power to employ. For example, Spell Booster has the following cost: "Each increase adds a power cost equal to the base cost of the spell + 2." For a Caster possessing their Power Stone this cost would be the base cost of the spell +1.
- **Power Barrier:** Once per encounter, when you are about to become engaged, take an opposed CAR vs. enemy's STR test. If you succeed, the target must end its movement 1" away.

Shove: If you successfully hit an opponent of the same base size or smaller with an attack, after response talents, you may "Shove" them instead of making a damage roll. This is an opposed STR test. If you successfully knocked your opponent down as part of the attack, such as through the use of Conquer, you are +1dl to the test.

- **Success:** You move your opponent 1" directly away from you

- **Critical:** You move your opponent +1" per level of Critical

Campaign Gold Limit

Nehvodim requires a lot of effort for those going into the ruins to survive, by extension they are well compensated.

To represent this there is a **limit of 250g [excluding gear]** on the GC of a Freeband. A Freebands FV can be, and often will be above 250.

Colin's Freeband has gotten quite a few levels. He purchases Sho'Pel bringing his gold value up to 279 in models. He decides to leave a few people back on the bench to train or recover from injuries bringing his GC in models to 249. He has purchased 12 gold in gear and has 10 level ups for 30FV.

His total FV then is 291 [249+12+30]. He is ready to play his opponent who is bringing an FV of 300.

Campaign Downtime Activities

Freeblades uses a Bench where you can leave purchased models out of a game to help match FV. Freeblades left on the Bench are not idle but working to recover or train in order to be of greater service to their Freeband.

Downtime happens while the rest of the Freeband is out on mission. Each game anyone on the Bench gains downtime. You may only one of the following during each downtime Train, Retrain or Recover

Training:

You may attempt to train up to three AP during downtime. Each AP attempt costs 3g and each requires a DISC test to gain the AP. The TN for each DISC test is 2+ the number of advancements already possessed.

- **Critical:** +1 additional Roll on the advancement table if you advance during this downtime choose which result you want. If you do not advance refund 1g spent on the training, Spend Gold.
- **Pass:** Gain 1 AP, Spend Gold.
- **Fail:** No AP gain, Spend Gold.

Retraining:

You may attempt to retrain an advancement previously gained. This attempt cost 6g and requires a TN4 DISC test.

- **Critical:** +1 additional Roll on the advancement table if you advance during this downtime choose which result you want. If you do not advance refund 1g spent on the training, Spend Gold.
- **Pass:** Re-roll your advancement [Re-roll result if you are training out of that. Example: If you retrain a blade skill and roll blade skill you can re-roll], Spend Gold
- **Fail:** unable to retrain this downtime, Spend Gold.

Recover:

You may attempt to recover from an Injury during your downtime. This attempt cost 6g and requires an END test TN4.

- **Critical:** Pass and refund one gold per critical. Spend Gold.
- **Pass:** Recover from Injury as though you used an advancement. Spend Gold.
- **Fail:** Remain Injured. Spend Gold



Continual Magic

In the world of Faelon some spells take effect for only an instant and then are gone, though their effects remain such as lost life points or altered terrain. These spells are known as Instant spells and are marked with an I on the spell lists. However some spells may have a longer lasting effect, this type of spell is known as a Continuous Spell and marked with a C on the World of Faelon spell lists. This section covers the use of Continuous Spells in a game of Freeblades.

Continuous Spells remain in play unless they are counterspelled, dispelled or ended by their Caster. Ending a spell is a free action. **A Caster may maintain up to 2 continuous spells in play at a time.** You may not have more than one instance of a given spell in play at a time.

If a Continuous Spell is cast in excess of the number of spells a Caster may have in play, one of their spells of their choice that is in play is ended.

Continuous spells are also ended if the Caster is dropped, falls asleep or Panics.

A Caster that is maintaining a Continuous Spell must maintain Concentration on that spell. This does not impact their ability to act, but if the Caster is affected by an opponent there is a chance they will lose their concentration on their continuous spell(s). In some cases the loss of concentration is automatic but in others they may attempt a Concentration test to maintain their continuous spell(s).

A Concentration test is made by making an Attribute test with a TN determined by the effect the Caster suffered, this test is made with any penalties imposed by the effect that they have suffered as well as any other penalties to which they were already subject.

Triggering Game Effect	Concentration test TN
Dropped	Automatic Failure
Panicked	Automatic Failure
Restrained	Automatic Failure
Loss of a LP	TN = Damage test
Knocked Down, Dazed, or Stunned	TN 4

The Attribute used depends on the type of magic that Caster uses:

Magic Type	Attribute used for Concentration test
Energy Magic	END
Spirit Magic	SPR
Sorcery	Caster's choice: END or SPR

Each spell being maintained is tested separately in the order chosen by the player making the test, this can result in the Caster losing Concentration on one spell while maintaining another.

A Caster may attempt to dispel a spell in play as a free action. The mechanics of this are the same as countering a spell, including the power cost, range, LOS, number of attempts allowed and Critical Success effect. **The CAR test to dispel a continual spell is TN6.**

Matt's Mender is maintaining a summoned Ancestral Warrior and Ancestral Guidance when she is struck by an arrow from Andrew's Stalker.

Andrew's Damage test is 5, causing 1 LP of damage which also results in the Mender being required to make Concentration tests with a TN of 5.

She chooses to test to maintain the Ancestral Warrior first. Rolling her SPR of d8 she rolls a 4; she decides to use the effect of Ancestor's Guidance to add one to that roll resulting in a final total of 5, so she can maintain her summoned warrior. She then rolls her SPR again and rolls another 4 - having already used her Ancestor's Guidance for the turn she loses Concentration and this spell ceases.

Continual Magic and Tests

Some Continual Spells target an opponent and require a test or suffer an effect. These spells may be retested at the beginning of the Magic Phase. To retest a model rolls the required test again. Retest these spells in initiative order applying the effects using the new result.

Andrew's Enchantress has maintained "Enchant" on Matt's Shaikan. At the beginning of the Magic Phase Matt rolls a spirit test and gets a result of 3, failing the test. Andrews will now be able to select the movement action that the Shaikan can take on it's turn.

Rules of Nehvodim

Continual Spells by

Caster

Bear Mystic

Bear Form	C
Bear's Growl	I
Hard to Kill	C
Heal	I
Hero's Will	C
Hibernate	I
Maternal Instinct	C
Maternal Spirit	C
Raging Fury	C

Dark Herald

Beak	C
Carrion Swarm	C
Feed	C
Feeding Frenzy	C
Grasping Murk	C
Inevitable Fate	C
Miasma	C
Ravage	I
Vile Spray	I

Enchantress

Discorporate	C
Enchant	C
Hex	C
Koromen's Gift	I
Moonsblight	C
Moonshadow	C
Moonsmark	C
Summon Spirit Warrior	C
Vision of Koromai	C

Enshrouder

Darkness	C
Energy Drain	C
Implode	I
Missed Opportunity	C
Shroud	C
Stabilize	C
Void Blade	C
Void Wall	C
Void Zone	C

Fire Wizard

Cone of Fire	I
Dire Flame	C
Fireball	I
Flameskin	C
Flaming Weapon	C
Heat Stroke	C
Illuminate	C
Scorch	I
Wall of Fire	C

Fist of Vidunar

Ailea's Light	C
Barek's Rage	C
Glareyn's Guard	C
Jeyna's Call	C
Modo's Mending	I
Sylvia's Second Chance	C
Tahnar's Aerie	I
Tahnar's Blessing	C
Vidunar's Hammer	I

Illusionist

Cloak	I
Confusion	C
Dazzle	C
Illusionary Blades	C
Illusionary Terrain	C
Leader's Voice	C
Mask	C
Phantoms	C
Uncertainty	C

Jackal Priest

Deathstain	C
Doom	C
Ghostform	C
Haunt	C
Rigormortis	C
Rouse the Dead	C
Summon Bonethrall	C
Summon Bonethrall Host	C
Summon Shambler	C

Kantor

Barek's Charge	C
Jeyna's Fleetness	C
Modo's Mending	I
Sword of Sylvia	C
Sylvia's Second Chance	C
Tahnar's Blessing	C
Valia's Understanding	C
Valia's Vision	C
Vidunar's Smiting	C

Continual Spells by Caster Continued

Karyad

Awaken The Woods	I
Choke	I
Curse	C
Darkness	C
Destiny's Arrival	I
Encase	C
Gloom	C
Tree Gate	I
Wall of Thorns	C

Mokruhl

Blur	C
Choke	I
Cloak	I
Gloom	C
Illusionary Blades	C
Leader's Voice	C
Misdirection	I
Prey of Uhltrax	C
Shadowmind	I

Nerodix

Dehydrate	C
Gasp	I
Inundate	I
Poison Gas	I
Rust	C
Splash	I
Wall of Water	C
Wave	I
Wave Shield	C

Kryomancer

Cone of Frost	I
Freeze	I
Frostbite	I
Ice Barrier	C
Iceskin	C
Icy Blast	I
Numbing Cold	C
Sleet	C
Slick	C

Moons Priest

Glimmerstep	C
Insight	C
Moonsblight	C
Moonslure	C
Moonstruck	I
Spirit Servant	C
Sword of Koromai	C
Summon Spirit Warrior	C
Vision of Koromai	C

Shadow Hunter

Ailea's Light	C
Ailea's Revelation	I
Glareyn's Guard	C
Modo's Call	C
Modo's Mending	I
Tahnar's Blessing	C
Valar's Vision	C
Valia's Journey	C
Vidunar's Hammer	I

Mender

Altered Destiny	I
Ancestral Guidance	C
Elder Blessing	C
Insight	C
Inspiration	C
Mender	I
Spirit Bow	C
Summon Ancestral Warrior	C
Visitation	C

Moons Priestess

Enthrall	C
Hex	C
Truth	I
Koromen's Gift	I
Koromen's Grace	C
Koromen's Light	C
Moonsbond	C
Moonspath	C
Summon Spirit Archer	C

Skytracer

Forethought	C
Hyperfocus	C
Lost in Time	I
Skywatcher	C
Star Flare	C
Starlit	C
Star Power	I
Starstep	C
Urgency	C

Continual Spells by Caster Continued

Snake Mystic

Enchant	C
Hard to Kill	C
Lure	C
Obscure	C
Poison Spit	I
Scared	C
Serpentine	C
Slippery	C
Summon Shalkarak	C

Sun Eater

Friction	C
Implode	I
Nullify Armor	C
Null Shield	C
Shroud	C
Stabilize	C
Void Door	C
Voidwalk	C
Void Wall	C

Warlock

Choke	I
Curse	C
Intimidate	C
Nightmare	C
Prey of Uhltrax	C
Shadowmind	I
Soul Rip	I
Summon Zakerlash	C
Twisted Image	C

Stargazer

Aetherblast	I
Aethersight	C
Illuminate	C
Pause	I
Push	I
Shift	I
Star Beam	I
Vortex	I
Wall of Force	C

Treespeaker

Compel	C
Fortify	C
Mend	I
Nature's Grace	I
Portent	C
Summon Animal Swarm	C
Tree Gate	I
Vines	I
Wing's of Warning	C

Wandering Wizard

Loose Earth	C
Rock Blast	I
Rockfoot	I
Shard Spray	I
Stonefist	C
Stoneskin	C
Tremor	C
Unstable Footing	I
Wall of Stone	C

Sun Bringer

Conviction	C
Crusade	C
Runah's Rage	C
Runsh's Vengeance	I
Runah's Voice	I
Runah's Will	C
Salvation	I
Sunblind	C
Sunburn	C

Varazyr

Blight	I
Commune with the Dead	C
Curse	C
Deathly Chill	C
Harm	I
Spiritsight	C
Soul Sword	C
Soul Thief	C
Steal Life	I



New Talents

Nehvodim is a place with strange magics and effects. Only the most daring and talented head into the ruins and even then their chance of survival is low. Below are presented new talents for your Freeblades to take as they gain advancements. You may choose from these talents or the ones presented in the Freeblades FLRB.

Name	Effect	Path	Pre-Requisite	AP Cost
Archshard Collector	Advantage on Find Tests to Locate Archstone Shards & Clusters.	G	Find d8	1
Archshard Haggler	You may re-roll your Archstone Shard gold at the end of the encounter. Narrative: Gain +10% more Silver Marks from Shard Sales.	C, W	-	n/a
Expert Climber	Re-roll 1's on Climb Tests.	W	Climb d8	1
Extra Power	You Gain 5 Power.	S	CAR d8	1
Eye Bite [Spell Name]	Allows a Caster to cast Spirit Magic spell [Spell Name] as a free action. A spell cast with this talent costs x3 Power. May not use Spell Projector.	S	CAR d12, Spirit Magic	3
Familiar	You gain a Familiar for more information see Familiars on Page 48 .	S	CAR d10, Spirit Magic	3
Lithe Frame	Ignore the effects of Squeezing.	G	AGL d10	1
Parkour	May use Jump in place of Climb.	G	Jump d8	0.5
Power Word [Spell Name]	Allows a Caster to cast Energy Magic spell [Spell Name] as a free action. A spell cast with this talent costs x3 power. May not combine with an Elemental Focus.	S	CAR d12, Energy Magic	3
Power Stone	You gain use of a Power Stone attuned to your element see Power Stone Page 49 .	S	CAR d10, Energy Magic	3
Practiced Spell	Select a Single [1] Power Spell that you can cast. It does not count against the number of continual spells that you can have active. You must still test to maintain it if you are required to make a Concentration Check.	S	CAR d10	2
Practitioner Spells	You may select 2 Practitioner Spells for your Spell Form. They cost 4 Power to cast. They can be found in the Brightsword LRB Pg. 145-195.	S	CAR d12	4
Roof Runner	Advantage on Jump Tests.	W,M	Jump d10	1
Rope Fighter	You are not vulnerable while climbing.	W,B,M	Climb d8	1
Ruin Runner	Ruins and Buildings count as easy terrain for you, stairs don't require an AGL test to run up.	W	AGL d8	0.5
Shard Resistance	Archstone tests are TN4.	G	SPR d10	0.5

Expanded Gear

Nehvodim is filled with ancient and rare artifacts ripe for plundering... if you can survive. Many Freebands have forgotten about that second part and their bodies and gear are scattered across the city. There are a few who have managed to recover some of that gear and add it to their impressive supplies. These brave souls offer their wears to any Freeband who would brave Nehvodim. After all, they'll likely get it back soon enough.

Presented below are new gear items for your Freebands to purchase as they brave the horrors of Nehvodim.

Gear Rules:

Consumable: Item is expended once used.

Limited: May only acquire one in a Freeband.

Concentrate: The use of this items last one turn unless you maintain concentration on it. See Continual Magic on page 43. In addition these may only be employed by a **Caster**

Herb: Herb items are a type of Gear, and all rules that apply to Gear apply to Herbs. They will be identified by the Herb tag and are also typically Consumable. There is no limit to the number of Herb items that may be worn. A model may employ no more than 3 herbs per encounter.

Gear Name	Effect	Gold Cost (GC)
Acrobats Boots	A model with this item gains Freerunner Limited	3
Book of Majzin	Gain Demonlore	2
Dampening Stone	+1 on Core Stone Tests	1
Gem of the Dead	+2dl to Find Tests to Locate Traps & Snares	1
Glow Leaf	Special action: you gain Darkvision until the end of the encounter. Herb. Consumable	2
Hawkweed	Special action: you remove all Poison Tokens. Herb. Consumable	1
Holy Symbol	Use when the target of a charge by an NPC Demon, NPC Demons must pass a DISC test to engage you this turn. They may choose another action if they fail. Limited	2
Ironweed	Special action: you gain +1dl STR until the end of the encounter. Herb. Consumable	3
Liquid Courage	+1 Fear and Moral Tests & -1 to AGL tests for the encounter. When you use this make a END test. Consumable.	
	• Critical you are immune to it's effects. • Pass: You gain it's effects. • Fail: You gain it's effects. • Tarch: you must use this at the beginning of each encounter or you are -2dl AGL for that encounter.	2

Rules of Nehvodim

Gear Name	Effect	Gold Cost (GC)
Nehvodim Map	Gain Infiltrate, This may only be used by models AV4 or less. Limited	3
Nehvodim Map Fragment	Model without infiltrate may make an infiltration move of d4+1 inches. May only be used by a model of AV4 or less. Limited	1
Purpleberry	Special action: you gain Die Hard [+1] until the end of the turn. Herb. Consumable.	2
Riverroot	Special action: you regain 1LP that you have lost. Herb. Consumable.	1
Sagai Oil	Use at the start of Encounter. Your weapon gains the Magic trait for the encounter. Consumable.	1
Scroll of Consecrate	As a Special action make a CAR test 2, 4 if you are Energy Magic, which may be Counterspelled. If you pass you may place a 4" AoE within 12". If the target of any of their spells is at least partially in this area, that target is -1dl to any test the target must make as part of the spell's effect. Consumable, Concentrate	2
Scroll of Glow	As a Special action designate a point or friendly model within 6" and make a CAR test 2 which may be counterspelled. If you pass you create an amount of light equivalent to that provided by a torch originating from a point you name, May target a friendly model at which point that model counts as having a torch which requires no hands to use. Consumable, Concentrate	2
Scroll of Revelation	As a Special action designate a point within 6" Make a CAR test 2, which may be counterspelled. Stealth and Camouflage tokens which are or come within 9" of that point are removed. Consumable, Concentrate	2
Vaulting Staff	+2dl to Jump Tests.	1
Warding Oil	You gain Magic Resistance [+1] for the encounter. Consumable.	1
Warding Trinket	Use when a model with the Spirit talent declares an action which would end with you engaged. Spirit Must pass a DISC test to engage you this turn. They may choose another action if they fail. Consumable	1
Well Fit Boots	+1 to Speed while Climbing or Jumping	2
Wizard's Beard	Special action: you regain 1d4 power that you have used. Herb. Consumable.	1



SCENARIOS

Now that the Voice of Dust has gathered the spirits to his army, there are almost none left in Nehvodim, and the Demons have taken over the city. Those brave enough to enter the city have battled with these creatures from Karelton and anything they find in the city is wrestled from the Demon's grasp.

However, some adventurers have reported Demons within the city that will not attack humans, but fall upon other Demons with a ferocity they have never seen before. They claim that these demons are led by a hulking red Azalakar whose hands have been replaced by two enormous flails.

One Freeband, The Red Hammers, even claims that this group of Demons saved their lives. They were attacked by a group of demons while investigating the Lower City. Trapped and being killed one by one, they thought they were all dead until an Azalakar with flails for hands jumped down from a nearby roof and began attacking the other Demons. More Demons joined the fight, and in moments, the original Demons had been slaughtered. The towering Azalakar who led their saviors only breathed "go" and then left as quickly as it had come.

The identity of these rouge Demons remains a mystery, but as more Freebands report encountering them, there can be little doubt as to the validity of their claims.

Nehvodim Scenario Basics

Below we present SIX new scenarios for you to explore Nehvodim in your games of Freeblades. You'll need the most recent Freeblades LRB for the scenario basics. All Scenario rules from the LRB apply with the following Exceptions.

Encounter Area

Games set in Nehvodim should be played on a 3'x3' gaming area. We call this the Encounter Area. To play Freeblades on this smaller encounter area make the following adjustments to the core rules found in the FLRB.

- Change the **Ambush** talent distances to 3" from an enemy or ambushing friendly model and 6" from an Objective or model with the **Scout** talent.
- Models carrying a Loot Marker gain Slow
- Reduce deployment zones from 9" to 3"
- Reduce by half any distances called out from the edge of the encounter area such as in the distance from the edge in Treasure Hunt. NOTE: Scenarios presented in this Campaign Setting have already taken this into account.

Archstone Shards

Archstone Shards or "Shards" are the remnants of the Archstone which have been scattered throughout Nehvodim by the massive explosion of the Cataclysm. These are why you are here: your patron pays good money for any shard collected and returned to them. However they are also quite dangerous to handle due to their magical and volatile nature. Following are the basic rules for Archstone Shards in your games of Nehvodim.

Shards are represented by Shard Markers in games of Nehvodim. These should be represented by a 25mm base. Loot Markers from DGS games are also a good option but any such marker will do.

Each game of Nehvodim includes six initial Shard Markers. Specific scenarios may add more.

There are six Shard Markers in every scenario. Two are placed on either side of the centerline 6" from the center line equidistant from the two side table edges. The other four are placed 9" to either side of the initial Shard Markers so that there are a total of three on each side of the centerline. After all Shard Markers have been placed each one scatters 1d6" in a random direction deviating the minimum possible to avoid being placed in Impassable terrain. It is a good idea to place some above ground level if they can be.

Acquiring a Shard Marker is a special action while in base contact with the Shard Marker.

When a model acquires Shard Marker they must make a SPR test 6 to resist its effects.

- Crit: +1 SPD until the end of Next Turn.
- Pass: No Effect
- Fail: Dazed
- Fail by TH4 Stunned
- Tarch: Stunned until the End Phase of the following turn.

Each Shard Marker in your possession at the end of the game is worth d8 Gold. **All Items which affect Loot Markers also affect Archstone Shards. For example: Load Stones and Treasure Maps have the same affects on Shards.**

Archstone Shard



Districts of Nehvodim

Districts: roll a d10 before the encounter to determine what environment you find yourself in. In a campaign the GM may roll or choose your environment before the scenario.

1: Archstone Deposit: a total of 9 random Archstone shards can be found in the mission rather than 6. These three additional Shards are places along the centerline. The First in the center the other two 9" from the first. Scatter these are normal.

Suggested Terrain: Any ruined city terrain is fine as this isn't keyed to a district but could be found in any district.

2: Maker's Corner: All terrain is Dangerous for the duration of the encounter. Cavalry which fail the AGL test end their activation. The winner gains a non-herb gear item worth up to 3g, their choice, adjust the FV accordingly. This doesn't prevent them from purchasing one after the game. The Loser gains a non-herb gear item worth 1g, their choice, adjust FV accordingly.

Suggested Terrain: Makers Corner was home to the forges and craftsmen of the city. This should be a standard ruined city scape with a few areas which could conceivably be craftsman shops. A single "wider" street (100mm wide) should run down the center of the map. Everything else should be around 30mm wide or 50mm at most.

3: Lower City: Each Player nominates two terrain features before deployment. These are considered Ashen Echoes for the remainder of the encounter. As an End Phase Event each turn, roll a d10+Turn Number for each occupied Ashen Echo, on a TN8 the Ashen Echo wakes from its slumber, lashing out at anything it doesn't recognize. Any non-spirit Model which begins or ends its activation in the building must make a SPR test

or suffer d6 damage, the AV for this damage roll is 1/2 their SPR rating. For example if your SPR is a d8 your AV would be a 4.

Suggested Terrain: The lower city was composed of crumbling poorly kept buildings at the time of the Cataclysm. Not much has changed since then due to roaming Ashen echoes which seem to maintain the city to some degree. Shanty Town, tightly packed buildings with narrow alleyways 30mm wide.

4: Temple District: Before deployment nominate 4 terrain features evenly distributed around the encounter area and not wholly within 6" of a board edge. You can search these terrain features to locate lost magic items there. As a special action, make a TN7 find test. On a success you locate a magic item. Roll randomly on the magic item table in the FLRB to determine the item found. A total of 4 magic items can be found.

Suggested Terrain: One or more buildings should be a large temple type structure. Other buildings should be intact rather than ruins. This is the only district to survive the blast undamaged.

5: Mages District: Place a number of Living Shard NPCs in the center of the encounter area and scatter them. Two scatter d6" from the center the rest scatter 2d10" from the center. The number of creatures depends on your combined FV. When these are dropped place a Archstone Shard in their stead which may be gathered. Stats for Living Shards are found on [page 73](#). In the case of Scattered in the Dark, these shards are added and follow at ruses of the scenario.

Combined FV	Number of Living Shards
300	1
400	2
500	3
+100	+1

Scenarios

Suggested Terrain: Mostly ruins with some intact buildings as the mages warded this area.

7-10: Standard Ruins

Suggested Terrain: Players choice of ruins.

6: Governor's District: The epicenter of the cataclysm took place near where you stand. Linger magic persists here. All spells cost 1 extra Power to Cast (do not add this to Counterspell cost) and 1 less power to Counterspell & Dispel (minimum 0).

Suggested Terrain: The Encounter Area should be set up with very few terrain features other than low walls and low ruins. The blast leveled everything here.

STANDARD SCENARIOS

Roll d6	Scenario
1-2	Dust and Ash
3-4	Shard Rush
5-6	Trials of Nehvodim

CLUB SCENARIOS

Roll d6	Scenario
1-2	Terrors of Nehvodim
3-4	Scattered in the Dark
5-6	Curse of the Krai-Jan



NEHVODIM TERRAIN

Games of Nehvodim take place in the dangerous ruins that make up the city. These ruins use many of the mobility skills and lesser utilized rules of Freeblades. To make it easier for you to reference we have included some of the Terrain rules from Freeblades Alternate Encounters.

- **Large Opening.** LOS may be traced to and from a max of two models adjacent to a Large Opening. Only two models may fight through a Large Opening. Models adjacent to and seen through a Large Opening are Concealed.
- **Small Opening.** LOS may be traced to and from a max of one model adjacent to a Small Opening. Only one model may fight through a Small Opening and models may not provide Support Contact through such a feature. Models adjacent to and seen through a Small Opening are Concealed.
- **Easy.** Terrain with the Easy keyword does not hinder movement in any way.
- **Rough.** Models cannot Run if at any point they would enter Rough terrain. Contacting a model that is part in and part out of the terrain feature does not incur this penalty as long as the contacting model does not need to cross or enter the terrain feature in order to make contact. Rough terrain does not affect the d4/ d6 inches bonus added to a variable move such as Pursuit, Evade or Panic.
- **Very Rough.** Very Rough terrain is the same as Rough and also reduces the model to ½ of its SPD if at any point it enters Very Rough terrain.
- **Dangerous.** If at any point a model moves in Dangerous terrain, it takes an immediate AGL test 2. If it fails, it is Knocked Down and ceases movement. All other AGL tests taken while in or on Dangerous terrain are -1dl.
- **Gloom.** LOS within, into or through an area of gloom is reduced to 18". Gloom is considered Concealment for game effects that require Concealment to take effect. In addition to the normal modifier for Concealment, ranged attacks within, into or through an area of Gloom receive a -1dl modifier to RAR for reduced visibility.

- **Darkness.** LOS within, into or through a darkened area is reduced to 6". Darkness is considered Concealment for game effects that require Concealment to take effect. In addition to the normal modifier for Concealment, ranged attacks within, into or through an area of Darkness receives a -2dl modifier to RAR for reduced visibility.

DOORS

Default: Large Opening, Rough, Unlocked.

Doors are opening in walls that allow passage through to the other side. The use of the term door is meant to include both the opening itself and the method by which it can be closed, typically one or more panels of wood or metal. If the means to close the door is missing, then it is just an archway and should be rated as simply a Large Opening.

If the door panel(s) are present but not secured, they still must be moved out of the way and constrict the space, which is why the default is Rough terrain (no Run).

WINDOWS

Default: Small Opening, Very Rough.

Windows can range from a hole in the wall a creature could crawl through to a sophisticated man-made opening with a closure made of shutters or glass doors or panels. Players will have to decide, as they do with doors, if any windows can be closed and if any or all of those start locked or unlocked.

A window higher up than 2" must be climbed to (using a Climb test) before being entered.

STAIRS

The terms Stairs, stairways and staircases are interchangeable for the purposes of these rules.

Default: Easy. Dangerous if a model runs while on Stairs. Cavalry models may not use stairs.

Stairs are often narrow and so models on larger bases may be subject to the rules for Squeezing while on a Stairs.

Sometimes, Stairs are modeled in such a way that they only show access on a terrain feature that is the floor or level of a structure or a map that is a floor plan of the same. In this case, there is often a corresponding set of

Stairs on another level or map. These representations of Stairs often do not show any distance between the vertical levels – a model enters a Stairs feature on one level or map and ‘appears’ on another level. Players can handle these any way they like of course, but here are some suggestions. Let’s call the assumed space between the two levels a Stairwell.

Stairwells and movement: Changing levels is 4” of movement. A model must have enough move to change level fully - no partial levels.

Stairwells and LOS: You may see up and down Stairwells, one level.

Stairwells and enemy models: Models in a Stairwell space are engaged with enemy models in the corresponding Stairwell space on an adjacent level.

Stairwells and melee: The simplest way to handle this is to treat the Stairwell space as a Large Opening.

SPECIAL TERRAIN FEATURES

Some additional terrain features need mentioning.

Ladders. Climb test 2. Success means a climb using full SPD and a critical success means the model may include the ladder climb in a Sprint action. Failure means a fall (see LRB).

Pits. Players should determine in advance the depth of any pits in the encounter area. Note that a pit of at least 2” depth will require a Climb test to leave.

PANIC

Players will have to designate the Home Area for each freeband. Indirect panic moves will be made toward that location. This might be the door through which the band entered the complex or some other designated rally point or camp.



Dust and Ash

Upon returning from a mission you discover a rival freeband has set up an operating camp near your own. You need to capture it while moving to secure your own camp and defend it.

Encounter Area: Standard 3'x3' Nehvodim Encounter Area

Terrain: Roll for your District then set up terrain according to your district. All District special rules are in effect for this mission.

Objective: Two Objective markers are placed. Each is placed with its center 9" in from a side edge and on the centerline. The player with the higher scouting result chooses one of the two Objectives to be their "Freeband camp." The other objective is their opponent's "Freeband Camp." Objective markers in this scenario have no effect on movement or LOS.

Deployment: Standard Deployment, see deployment rules on [page 58](#).



End Game:

- The game ends in the end phase of a turn when any of the following are true.
- Only one freeband remains unbroken or all freebands are broken.
- The time limit has been reached.
- One side has a model in contact with an Objective placed by another player (called an enemy camp Objective) with no enemies within 3" of the Objective in the End Phases of 2 consecutive turns after the first. This is called "holding the enemy camp Objective."

Winner:

1. The side that hold the enemy camp Objective for two consecutive turns is the winner.
2. If neither side holds an enemy camp Objective for two turns, and only one side with an unbroken Freeband remains, that side wins.
3. If no side holds an enemy camp Objective for two turns, and all Freebands have broken or more than one side has unbroken Freebands than the side with the most models within 3" of an enemy camp Objective is the winner.

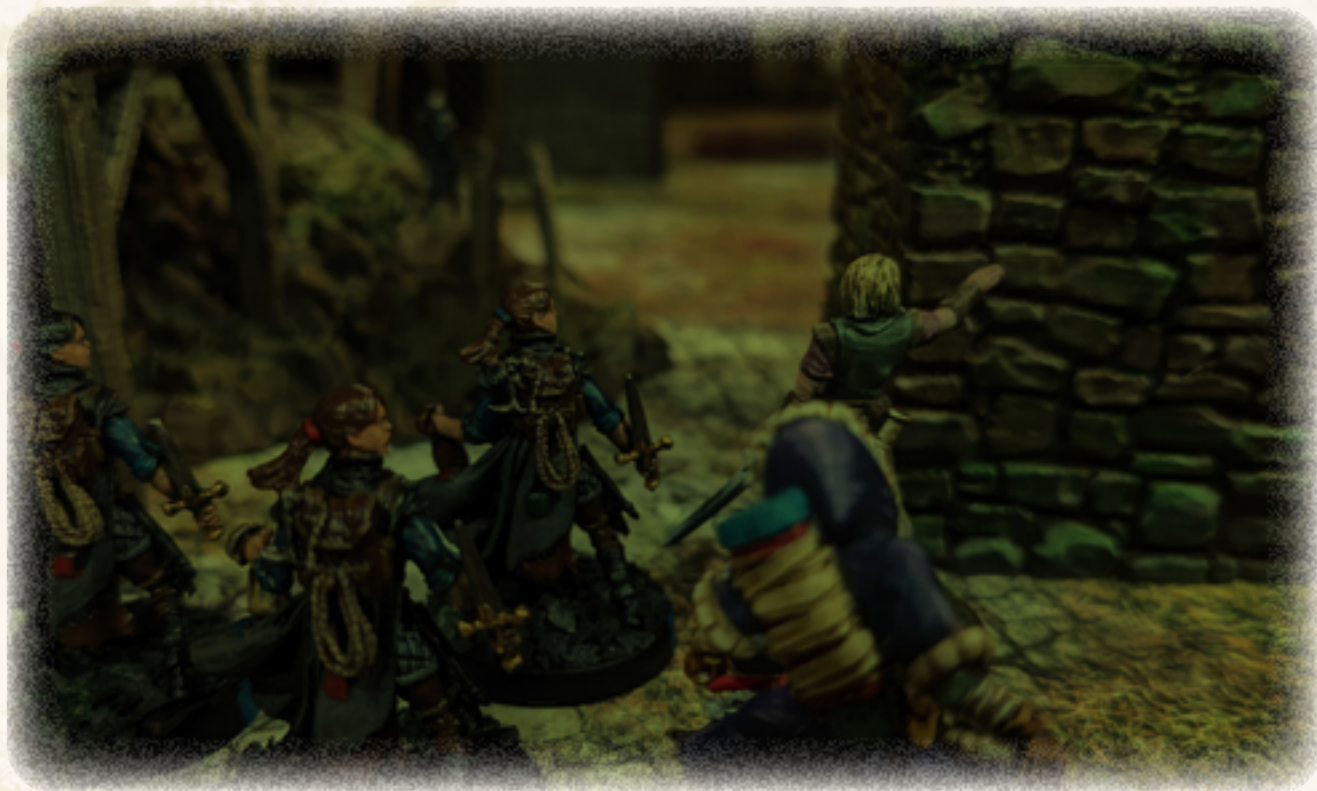
Scenarios

4. If no side holds an enemy camp Objective for two turns, all Freebands have broken or more than one side has unbroken Freebands, and more than one side has the same number of models within 3" of an enemy camp Objective, the game is a draw.

Campaign Results:

Campaign Gold: The winning Freeband gains 2d6 gold and the losing Freeband gains 1d6 gold. If the game ends in a draw, both Freebands receive 1d6 gold. A player gains +1d6 gold for each enemy camp held.

Campaign Experience: A model that drops an enemy Leader or Caster gains +2 AP over the normal award.



Shard Rush

A massive collection of shards has been located in a nearby district by your freeband scouts. You must get to it and gather as many as you can before a Rival Freeband also discovers the collection.

Encounter Area: Standard 3'x3' Nehvodim Encounter Area

Terrain: Roll for your District then set up terrain according to that District. All District special rules are in effect for this mission.

Objective: There are no Objective Markers in this game

Deployment: Standard Deployment, see deployment rules on [page 58](#)

Archstone Clusters: There are six Archstone Clusters [Represented by Loot Markers] in this scenario in addition to the Random Archstone Shards, but at the start of the game, the Freebands do NOT know where these 6 Clusters are. After terrain placement and before deployment rolls and deployment, the players identify all possible cluster Terrain Features (minimum of 4). For a feature to be a Cluster Feature, it must:

- Not be entirely within 9" of a table edge.
- Not be a Tree feature.
- Not be a feature placed by a faction special rule.

If there is any confusion about what is or is not a Cluster terrain feature, the players work it out before the game. If there is disagreement, roll a d10 for any feature whose status is unclear: 1-5 it is not a Cluster feature, 6-10 it is. To locate an Archstone Cluster, a model must perform a Find test TN 7 in the feature. A Cluster may not be found within 9" of a table edge. If the feature is a building the model must be inside or on the building to attempt the test.

If successful, the model picks up a Cluster. If the test is a Critical result they may re-roll the gold for that Cluster at the end of the game. Once a terrain feature has produced two Clusters, it may not produce another one. A model may not perform a consecutive Find test in the same feature. Once six Clusters have been found, no more may be discovered.

Magical Conduit: A models picking up an Archshard Cluster must make a SPR Test 6 or suffer the ill effects of a shard but on a more devastating scale.

Critical: +2 Speed for until the end of the following turn.

Pass: Dazed



Scenarios

Fail: Stunned and re-test at the start of each activation the Cluster remains in possession until a pass or critical is achieved.

Tarch: Restrained for the turn. Retest at the start of the models activation the following turn.

End Game:

- The game ends in the end phase of any turn where any of the following are true
- Only one Freeband remains unbroken or all freebands are broken
- The time limit has been reached
- One Player has moved 4 Archstone Clusters off their table edge.

Winner:

1. The Player who moved four Archstone Clusters off their board edge is the winner.
2. The Player with the most Archstone Clusters in their possession at the end of the game is the winner.
3. If no Player has the most Archstone Clusters in their possession, then the Player with the most Archstone Clusters & Shards combined is the winner.
4. If no Player has the most Archstone Clusters & Shards Combined in their possession and a single unbroken freeband remains, the Player with an unbroken Freeband is the winner.
5. If no Player has an unbroken Freeband or all Freebands are broken then the game is a draw.

Campaign Results:

Campaign Gold: Each Archstone Cluster in a Freebands possession is worth 1d10 gold for that Freeband.

Campaign AP: If a surviving model possesses a Archstone Cluster at the end of the game it gains +1AP. If a model carries a cluster off its home edge, it gains +2 AP. This is in addition to normal AP awards.

Campaign Loot: In addition the Winner Receives a Random Magic Item from their Patron, roll randomly on the Magic Item table in the FLRB. The loser receives 1 piece of gear from the Nehvodim chart of their choice. *Note: This doesn't allow for more than one of a limited item or for you to gain two of the same item between games.*

Trials of Nehvodim:

The Ga'al have not fully abandoned Nehvodim. Rumors speak of Trial Stones of the Ga'al which will still bestow their blessings on those willing to find them. You're Freeband decides to seek out the guidance of the Ga'al but as you near the site of the Stones the shards begin to move on their own...

Encounter Area: Standard 3'x3' Nehvodim Encounter Area

Terrain: Roll for your District then set up terrain according to your district. All District special rules are in effect for this mission.

Objective: Three Objective markers are placed across the centerline of the table. One is placed in the table center and the other two with their centers 9" from the table center point and on the centerline.. The Objectives are very rough, masking terrain. At least one Objective should be above Ground level, work with your opponent to decide which. These Objectives represent Trial Stones.

Deployment: Standard deployment, see deployment rules [page 58](#)



Scenario Special Rules:

Trial Stones: A Trial test may be taken on any turn after the first. A Trial is completed by any non-Feral non-Summoned model in contact with the Trial Stone passing a Trial test as an End Phase Action, see page 32 of the LRB. To complete a given Trial, no non-Summoned enemy models may be in contact with the same Trial Stone. A Trial test is an Attribute test 6 that differs with each Trial Stone. This test must be taken on the DISC or attribute of the model not through an effect that allows the model to replace its DISC or appropriate attribute with that of another model such as Leader or Bonded. It may benefit from any effect, such as a spell, that alters its own DISC or attribute.

Trial of Quickness: Dexterity Test 6

Trial of Stealth: Agility Test 6

Trial of Soul: Spirit Test 6

Scenarios

Once a Trial is completed, no other models may attempt to complete that Trial. A model may only attempt to complete each type of Trial once. If every model in a freeband has attempted a still uncompleted Trial, that Trial resets and each model gains the ability to attempt it a second time. A model that completes a Trial gains an Aura based on the Trial completed:

Aura of Quickness [+1dl Dexterity]

Aura of Stealth: [+1dl Agility]

Aura of Soul: [+1dl Spirit]

Shard Distortion: The magic of the trial stones has two strange effects on shards in the area near them.

- During the End Phase of every turn Scatter each shard that isn't being carried by a model d6"
- If a model is carrying a Shard in the End Phase the Shards makes a d6 MAR d4 Damage attack against the model. These attacks cannot be parried or dodged using only the Target models DEF & AV. Make one attack for each shard the model is carrying.

End Game: The Game ends when one or more of the following conditions are met:

- Only One Freeband Remains Unbroken
- All Trials have been completed, or one side has completed two Trials.
- The time limit has been reached.

Winner:

1. The Side which completed two of the trials is the winner
2. If no side completed two trials, and only one unbroken Freeband remains, the side with the unbroken Freeband is the winner.
3. If no side completed two trials, and more than one side is unbroken, the game is a draw.

Campaign Results:

Gold: Each side receives 2d6 Gold +1d6 for each trail completed in addition Shards are worth 1d10 gold each in this scenario due to their unique nature.

AP: A model who completes a trial receives 2AP, this is in addition to the normal AP rewards.

Aura: A model who completes a trial keeps the magic aura for the remainder of the campaign as an inherent magic item and increase the FV as a result.

Terrors of Nehvodim:

As you search the ruins you sense you are not alone. An enemy freeband arrives in the district, as you clash, it's as if the city itself rebels against your presence. Terrors of Nehvodim begin to spawn. You must defend yourself while attempting to close the portals these Terrors spawn from.

Encounter Area: Standard 3'x3' Nehvodim Encounter Area

Terrain: Roll for your District then set up terrain according to your district. All District special rules are in effect for this mission.

Objective: Three Objective markers are placed across the centerline of the table. One is placed in the table center and the other two with their centers 9" from the table center point and on the centerline.. The Objectives have no effect on movement or LOS. At least one Objective should be above Ground level, work with your opponent to decide which.

Deployment: Standard deployment, see deployment rules [page 58](#)

Special Rules:

As an End Phase Event in each turn after the first, if a model is in contact with an Objective and no enemy models are within 3" of that Objective, the owning player gains one Victory Point (VP).

Feygates & Demons:

Placing Feygates: During the End Phase of the second turn place 4 Feygates one at the corner of a box 7.5" from the centerline and midline, scatter each d6". Then Place a base demon of your selected tier, see below, in contact with each gate. These follow the normal NPC rules but cannot control or contest the objectives. Players select which Tier of Demons they want to play with at the game start. Higher Tiers offer a harder challenge.

	Base Demon	Advanced Demon
Tier 1	Plakhra	Alpha Plakhra
Tier 2	Dryad	Saryad
Tier 3	Ventarx or Skethar	Mokruhl

Spawning Demons: As an End Phase Event in the End Phase of all turns after the Second, the player controlling the NPC rolls a d10 for each open Feygate. On a TN of 6, a base Demon is placed in contact with that Feygate in a random location and with a random facing. On a TH5 Crit, an advanced Demon



is placed. If there are models in the way, shift the Demon a minimum distance around the Feygate in order to place it in contact with the Feygate. If the Demon cannot be placed in contact with the gate, then it is not placed. For each additional level of Critical Success on the spawn roll, players may agree to bring in more Demons, alternating base and advanced types. If they do not agree, they roll off using d10s with the higher player deciding.

Closing the Feygates: As an End Phase Action a model in contact with a Feygate may attempt to close it by making a KNW test TN6. If successful, remove the Feygate from play for the remainder of the game. A demon in contact with the model or the Feygate prevents such a test from being attempted.

NPC Magic: Dryads and Saryads employ Wild Magic [Beguile], if possible, on the eligible model that it would contact under the NPC rules if the conditions of the Magic Phase persisted until that model's activation, otherwise on the nearest eligible model in LOS. Models that are immune to Beguile or already Beguiled are not eligible. The NPC player chooses the order in which multiple Dryads/Saryads employ Beguile. Each Mokruhl casts one spell and the NPC player chooses which spell and the target.

Ending the Game: The game ends in the End Phase of a turn when any of the following are true.

- One side has scored 3VP and has the most VP.
- One side remains unbroken and all other Freebands are broken.
- Time Limit has been reached.

Winning:

1. The side that is the only one to gain at least 3 VP is the winner. If more than one side has at least 3 VP, the one with the most VP wins. If more than one is tied with the most VP, the game is a draw.
2. If no side has gained at least 3 VP and only one side with an unbroken Freeband remains, the side with the unbroken Freeband wins.
3. If no side has gained at least 3 VP and all Freebands have broken or more than one side has unbroken Freebands, the game is a draw.

Campaign Rewards:

Gold: Each Freeband gains 2d6 gold, a Freeband gains +1d6 gold for Winning by Objective.

AP: Each VP gains 2 AP for the model that earned it, over the normal award for causing LP loss (page 191). If more than one model is responsible for gaining a player a VP, the player may decide which model gains the AP. A model which successfully closes a Feygate gains 2 AP.

Scattered in the Dark:

In the small hours of the night you came across a cluster of shards at the same time as a rival freeband. Just as you were about to draw swords the shards themselves came to life in a terrifying visage, scattering both freebands into the surrounding ruins.

Encounter Area: Standard 3'x3' Nehvodim Encounter Area

Terrain: Roll for your District then set up terrain according to your district. All District special rules are in effect for this mission.

Weather & Lighting: The starting lighting for this scenario is Darkness.

Objectives: There are no objectives in this Scenario

Deployment: Divide the encounter area into 4 sections forming two lines from one corner to another with each line crossing the center of the encounter area, these are called quarters. Number each quarter 1-4. Each player starting with the scouting player takes it in turn to select one model from their Freeband rolling a d4 and deploying it in the corresponding quarter. No model may be placed within 6" of an enemy model. Do this until all models are deployed. Infiltrators may then make a free move up to their speed which may not bring them within 6" of an enemy model.

NPC Deployment: Once each player has deployed all of their models, place a number of Living Shard NPCs in the center of the encounter area and scatter them. The first two are scattered d6" from the center, the rest scatter 2d12" from the center. The number of Living Shards depends on your combined FV rounding up.



Combined FV	Number of Living Shards
300	2
400	4
500	6
+100	+1.5

Designer Note: You can use a Zakerlash or Mokruhl to represent a living Shard.

Scenario Special Rules:

Living Shards: Living Shards are Fearless in this scenario. A Player who drops a Living Shard Gains 1VP. When a Living Shard is dropped, replace it with an Archstone Cluster in the same position which may be gathered using rules for Shards, except these are with d10 Gold at the end of the game.

Living Shard

SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC	Special	Cost
6	d8	Claw d8 x2	*	*	4	5	2	d10	Living Archstone, Wraith [2], SPR d12	32

Living Archstone: All spells cast, spells targeted, magic items, or artifacts, are canceled, dispelled, or nullified if they come within 6" of this creature. Magic Items & Artifacts resume working once the model wielding them is fully outside the 6" bubble.

Secure the Quarter: At the end of the game total up the FV of models in each quarter per player. The Player with the most FV of models in a quarter is said to have secured that quarter and scores 1VP

Ending the Game: The game ends in the End Phase of a turn when any of the following are true.

- Six Rounds have passed
- One side remains unbroken and all other Freebands are broken.
- Time Limit has been reached.

Winning:

1. The Player with the most VP is the winner
2. If no side has the most VP the side with the highest FV remaining in the encounter area is the winner.
3. If no side has the most VP or highest FV, and only one unbroken Freeband remains, the side with the unbroken Freeband is the winner.
4. If no side has the most VP or highest FV, and more than one side is unbroken, the game is a draw.

Campaign Rewards:

Gold: Each Freeband gains 1d6 gold with the winner gaining +1d6 gold. Each shard possessed by a freeband is worth d8 gold. Each cluster possessed by a freeband is worth d10 gold.

AP: Each Quarter that a player scores is worth 2AP, above normal AP rewards, which may be given to any model in that Quarter at the end of the game. A model which drops a Living Shard gains 1AP above the normal AP reward for dealing a life point.

Curse of the Krai-Jan

While exploring the ruins you stumble across a long forgotten district of the city. Just as you begin your investigation a rival Freeband deploys their own forces. As you clash over the rights to the district the sky above changes to Crimson and a curse besets all in the area. You must fight to undo the curse and gain control of the district.

Encounter Area: Standard 3'x3' Nehvodim Encounter Area

Terrain: Roll for your District then set up terrain according to your district. All District special rules are in effect for this mission.

Objectives: Five Objective markers are placed. The first in the center of the table. The remaining four are placed at the corners of a rectangle with the center of the table in its center, 9" on the sides perpendicular to the centerline and 12" on the sides parallel to the center line. See diagram below. The Objectives have no effect on movement or line of sight (LOS).

Deployment: The scouting player chooses one corner to deploy in, the other player chooses the opposite corner. Players must deploy their whole Freeband within 6" of their chosen corner. If a model is unable to be deployed within 6" they may move on from any board edge within their deployment zone on Turn 1.



Special Rules:

As an End Phase Action a model in contact with one of the Objectives may make a KNW or SPR test TN6. Once a model passes the test for a given objective marker they have undone part of the curse that lay on the district and no other model may attempt to remove that objective's curse.

The Curse of the Krai-Jan:

During the Events Phase each turn, including the first, roll a d16 which doesn't spike, subtract the turn number from the result and consult the following chart.

d16 Roll	Event Name	Effect
1	It is Ours	Each model carrying a Core Stone Shard must make a SPR test 4 for each Core Stone Shard it has or suffer d10 damage
2	Ashen Echo	Each model in a building or ruin must make an SPR test 5 or suffer d6 damage, their AV for this attack is equal to 1/2 their Spirit rating. For example a d8 SPR would be a 4 AV

Scenarios

d16 Roll	Event Name	Effect
3	Waning Magic	All Casters must make a concentration test TN6 with disadvantage for each spell they have in play.
4	From Between	Place d4 NPC Spirit warrior Models in the center of the board and scatter each of them 2d12" moving a minimum distance to not be in contact with another model. Turn them to face the nearest enemy model.
5	Nehvodim belongs to Them	Place d4 NPC Demon followers of players choosing in the center of the board and scatter each of them 2d12" moving a minimum distance to not be in contact with another model. Turn them to face the nearest enemy model.
6	Waxing Magic	All Casters may roll their CAR and gain that much power up to their maximum power. Does not Spike.
7	The Earth Groans	All models above ground level make AGL Test 5 or Fall Prone. Climbing models must make a STR test instead or fall.
8	The Ga'al See	Roll on the Gaalbohr Immediately
9-16	All is Quiet	Nothing Happens

Ending The Game:

- The game ends in the end phase of any turn where any of the following are true.
- One side has Removed the Curse from three or more objectives.
- One side remains unbroken, and all other sides are broken.
- The Time limit has been reached.

Winning:

1. The side that Removed the Curse from three or more Objectives is the winner.
2. If no side removed the curse from three or more objectives the side which removed the most is the winner
3. If no side removed the curse from three or more objectives and only one side remains unbroken, the unbroken side is the winner
4. If more than one side remains unbroken then the game is a draw.

Campaign Rewards:

Gold: The winning Freeband gains 2d6 gold and the losing freeband gains 1d6 gold. If the game ends in a draw, both Freebands receive 1d6 gold. A player gains +1d6 gold for Curse they removed.

AP: A model that drops an enemy Leader or Caster gains +2 AP over the normal award.

Items: Each player may roll on the Magic Item Chart at the end of the game to receive a gift from the spirits for lifting the curse. The winner may roll twice and choose which item to keep. Demons Roll on the Demonic Gift Table instead. In either case re-roll a result you have already acquired.

APPENDIX I: STORIES



ANSWERS

Well, it can't be that bad, can it? Maybe the reality isn't as bad as the stories. Me and three others: Doron, Jelis, and Kalen, we're headed into the city just to see what we can see. And, of course, to bring back anything we can get our hands on.

No funny business, mind you. Just in and out, but keeping an eye on everything. Doraz just wants to make sure he knows what's behind the wall before we start turning the place upside down.

We creep into the city as soon as the blazing sun made its way above the unnatural dunes. We didn't dare go at night, but we didn't want to be caught in the heat of the full sun, either. Gods its hot out here. The sun is always glaring off of the sand. Its so hot, but I'd rather be hot and doing something than hot and sitting around at camp bored.

So here I am.

Slowly, ever so slowly, we move through the rubble of the Caravansary Gate. We stop every so often just to listen and look around. This wasn't the first time we had tried to come through this gate, and we all know what happened the first time...

But it feels different now. I pick my way through the rubble and walk straight into a street lined with buildings with high walls. Both sides of the road, as far as I can see.

We carefully walked down the main street, always with an eye to the way out, mind ye, just listening and looking.

The streets are covered in sand, with dunes piled up where the wind has whipped through the streets depositing it. The long walls have ancient wooden gates still clinging to iron hinges, though most of the wood is decayed, slowly rotting, or completely gone.



Not sure why or what I'd do with it if something happened, but I pull my sword out of its scabbard. Maybe I just feel better when I have a sword in my hand. I grip it tightly as I come up to a decrepit gate.

I can feel my heart beating faster as I approach the gate. I look behind me quickly just to make sure everyone is still there. They are, but judging by the distance between me and them, I'm guessing they don't want to look in this gate anymore than I want to.

I grip the sword tighter and put my hand on the ancient wooden post that the gate was attached to. I poke my head through. The inner courtyard is huge, and the walls have buildings lining them. Ah. Caravansary.

You see, we'd been learning all about the old city the way it was before it blew up. That wasn't easy cuz that was a long time ago, but Doraz has his ways, and he has a LOT of resources. He's one smart guy.

So this is where the trade caravans would stay when they came into town. They wind into these big courtyards for safety and to be inspected by their buyers. Makes sense. These walls don't make me feel safe, but they probably felt a lot safer before the place became a pile of dust.

There's still a couple of wagons in their courtyard.

Well, kind of. They're just rotting wood and rusted wheels now. They hadn't moved in over a thousand years.

I'm still looking around when Doron and Kalen came up behind me. Jelis was covering the rear, making sure we have eyes on an exit. It's a good thing, too, because just as Doron and Kalen came up, something growled from the ruins of the wall near me.

I froze for just a second. Probably means whatever it was wasn't hungry, cause it sure could have had me for lunch as I just stood there like an idiot.

I never saw the thing. And I looked.

After a moment, my common sense finally came back to me and I just ran. Doron and Kalen must have heard it too, because they were running as fast as they could right in front of me. Jelis saw us coming and didn't even ask questions, she just fell in as we sprinted for the gate.

You see, we're not stupid. We don't want to die in this awful place. We just want some answers, and Chaler is sure that Nehvodim's got them. So we're going to go in and get them.

But not today.

-Nirek Talar

Acolyte of the Assembly of Stone

MEMORY

I reach out my hand to an ancient post that once held the gate to the city. The smooth, gnarled wood greets my fingers. There's no paint left on them, nothing of the splendor that must have once adorned the busiest gate in Nehvodim.

I stand there for just a moment, unable to take my mind from all the things that this shriveled, ancient tree have seen. The heyday of Empire, the sounding of enemy trumpets, an explosion and cataclysm. The end of all life here. And then sand.

Shania coughs slightly. She's trying to get my attention.

"M'lady, are you okay?"

I try to stay in my reverie, try to feel for some life in the city standing before me.

But there's nothing. Only the people around me and a few fools on the other side of the old river channel that were discovering why they shouldn't have come to Nehvodim in the first place. I feel each life blink out of existence.

I turn to Shania. "Yes Shania, I'm fine. Just getting my bearings."

Shania looks like a disappointed mother, though she was 20 years younger than me. She has the look down.

"Fine." I say abruptly. "We'll keep moving. And I assure you, we're all perfectly safe."

Shania didn't look even slightly convinced. She was scanning the road ahead for any sign of hostile intent.

I trust Shania with my life, but the woman takes her job too seriously. She needs to slow down and just smell the flowers.

If there were any flowers.



But, this is why I'm here. There will be flowers here one day. I swear it to her and anyone who will listen.

I take my hand away from the wooden post.

"I promise, this place will be as you remember it," I tell the naked wood of the gate. I pat it like a loyal dog. Shania just stares impatiently. Then we step through the ancient portal and into the lost city of Nehvodim.

The Lady Laria Karn - Head of the Emerald Warders

BLOOD

One moment we were dredging through ankle-deep sand in the streets and the next minute they were all over us from every direction. It's like they just appeared out of nowhere.

We didn't hear them coming, but they seemed to know exactly where we were.

In the blink of an eye, the gibbering monstrosities were on us. We couldn't move. Between the sand and the maze of ruins around us, we were stuck.

Nowhere to run.

Zakos was the first to die. A four-armed monster came out of a half-collapsed doorway and sliced through him. His head tumbled near my feet and still had a shocked look on its face.

His blood sprayed all over me.

I don't know what happened next. I remember seeing Klat die next, swarmed by a pack of those demon dogs with huge fangs. They came out of an alley to the right of us, between two small buildings.

The whole place was nothing but alleys. One winding passage after another. You got lost in that maze of pavestone and ruins.

Thank the gods Klat was in front of me. No one was going to survive that hungry pack of devils.

After that I don't remember much. Pretty sure I pushed Saldar aside as I tried to get out of that death trap. All I can say for sure is that he didn't make it back.

None of them did.

I don't know how I did. I wandered the alleys for what seemed like an eternity. Every noise pushed me forward.

Finally I found a hole in the city's wall and ran through it as fast as I could.

When I got back to camp, there was nary a scratch on me.

But blood. So much blood. None of it my own.

Zok Oyunar

Kahgaz' Furies



VOICE

I felt its power long before I found it.

It had been beckoning to me for days, unseen and buried in the sand of the Mage's Square.

Who knows how long it had been there. A Millennia? Two?

It was an itch that I couldn't get to, a phantom lurking unseen in the back of my mind.

We searched for three days before it revealed itself to me. Twice we entered the remains of the Mage's Square but were discovered there by a band of thieving Symkers. Twice they ran us off, killing and scattering us.

Not even our magics saved us from those predators. They were well known to wait in the rubble and relieve others of that which they found.

Rytari, our Senior Investigator, decreed we would not go back, but I would not be denied what was mine.

It was mine, wasn't it? Why would it call out to me if not because it knew as well as I that it belonged with me.

Rytari wouldn't budge though. She'd had enough, she said.

Perhaps she had.

It didn't matter. She didn't wake up from that night's sleep, and we were free to continue picking through the litter of the Mage's Square.

We searched all day. The buildings here were miraculously intact, but the sand had gotten into everything, filling every nook and cranny with its coarse grit.

All I could do was follow the power that had been speaking to me for what seemed like forever now.



I left the Monitors at important road junctions near us to raise the alarm should the Symkers approach again. The Sure-shots set up in windows near our search to cover us.

Still, it took me and the other Investigators all day to find it.

Finally, in a cellar under a sand-buried building, I found it. Someone in antiquity had walled it up and locked it away where they thought none would find it.

But I did. I scrambled in the darkness of the cellar and not even the wall between I and it stopped me from finding it.

In victory I emerged from the darkness and held it aloft for the other investigators to see.

And it spoke to us.

Rillo Erda

Formerly of the Moyakaat Illuminated

APPENDIX II: VOICES OF DUST CAMPAIGN



CAMPAIGN INTRODUCTION

The Voice of Dust has begun his march north through the Dathglar. His control of the region's undead has left a power vacuum in the dusty ruins of Nehvodim. Danger and opportunity lie in the wake of the Voice's strange necromancy.

No longer violently defended by the spirits that the Cataclysm left in its wake, Nehvodim has been opened to exploration, exploitation, and exorcism for the first time since its destruction.

As The Armies of Falkaar and Haradel gather across the northern Blood Plain, ready to battle the spirit army of the Voice of Dust. Another type of soldier gathers in the south to plunder Nehvodim of its secrets, riches, and glory.

Kingdoms will fight to survive against the Voice of Dust. Freeblades will earn glory, attain vast riches, and die ignominiously in Nehvodim. Many have come, each with their own motives and agendas.

Some come to learn, others to plunder.

Some come to hunt, others to heal.

Some come to summon an ancient evil.

All are willing to spend whatever it takes to achieve their goals in Nehvodim. Many have their own troops but are always looking to subsidize their meager forces during this unparalleled opportunity.

What will your Freeband seek in Nehvodim? Do they have a noble cause they fight and die for? Does the highest bidder command their loyalty?

To what length are they willing to go?

Only the bravest, most stubborn, and most dedicated Freeblades will survive the treacherous evils and emerge rich beyond their dreams from the cursed ruin



CAMPAIGN RULES

Voices of Dust is a story-driven Freeblades Campaign. It uses the Campaign rules from the Freeblades Living Rulebook 23-1 (FLRB) pages 185-197 and the Rules from this Campaign Setting. Those rules are in effect along with the additions and changes noted in this Campaign.

The Campaign is set up in 4 Chapters, each with two turns (Scenarios). Each Chapter is a contained story whose outcome will change the course of Faelon and spawn new stories and games.

Freebands: Each player begins the Campaign with a starting treasury of 150 gold royals with which to recruit their initial freeband. Freebands may be selected from those in the LRB and from the current Unsanctioned rules. Playtest models, rules, and factions are NOT to be used in Voices of Dust.

Options: The following options - and only these options - are in effect in this campaign:

- Veteran Leaders. FLRB Page 272.
- Pure Freebands. FLRB Page 272.
- Expanded Gear Options. FLRB Page 279.

Patrons:

Each player will select a Patron for EACH CHAPTER from TWO choices given to you in the Chapter material. These patrons represent two powerful people or organizations pursuing the same thing. The winner will be determined after each Chapter has been played. Patrons provide a special rule for the freebands they employ. Patrons and their special rules will be listed for each Chapter and their entries will be found in this Campaign Setting.

Additional Gameplay:

- **Magic Item Duplicates:** If a freeband acquires an item that is randomly determined, it may continue to re-roll until it results in an item the freeband does not possess.
- **Alternate Handicap:** The player with the lowest FV in each game decides which handicap system to use.
- **Honorable Withdrawal:** Players should be aware of and ready to make use of the Honorable Withdrawal rule on page 103 of the FLRB. No one wants to see a freeband mashed to a bloody pulp just for the sake of playing out a game turn. As always, treat each other with the respect for which our community is well-known.

Campaign Turns:

A Freeband can only play one game per campaign turn. Each player may only play another specific player once during the campaign unless that group has less than seven players. In that case players can replay one another however the GM or player Decide.

Winning the Campaign:

The last game of the campaign will be an Encounters game pitting all of the players of that local campaign against one of the horrors of Nehvodim. Each player may choose one non-leader hero from their freeband to form the player freeband. Further Details on "Winning" will be describes in Chapter 5 of this Campaign.

CHAPTER 1: WRITTEN IN STONE

There are those in Faelon drawn to the world of Karelion like moths to a flame. They can not fathom this other world, this other plane of existence, that is unseen and unexplored. They must know about it. They must experience it. They must control it.

So much of the demonic is hidden from the commoner's life that to most, Karelion is a Fairy Tale - a dark reality that the everyman hopes they can ignore and will go away.

But to those who dabble in demonic magic and lore, no danger is too hazardous; no risk is too high to obtain more knowledge and power.

The sand-scoured ruins of Nehvodim have long been watched by those seeking mastery over Karelion. The Krai Jan had a reputation for pursuing demonology and plumbing its depths for knowledge and power.

Alas, Those who went to Nehvodim never returned - swallowed by the sands and the supernatural powers that consumed the city after its destruction.

Now, however, strange events have conspired to give hope to those who seek the secrets of Nehvodim. The necromancer known as the Voice of Dust has drawn away the spirits of those who perished in the cataclysm.

Danger remains, but so does the promise of power and glory. There were many instruments of demonic influence left behind in the ruins, each coveted for its magic and knowledge. The personalities that have come to the city will seek and fight for these priceless artifacts.

However, no artifact is more powerful - or dangerous - as an unassuming silver staff adorned with the head of a dragon and an amethyst gem shining forth from its mouth. It is Baravael's Draw, fashioned by Hamal Darzin, the pre-eminent mage of his day and the first Raznam of Nehvodim.



Baravael's Draw

To say that Baravael's Draw is dangerous is an understatement. Hamal created it to help bring the Dragon of Earth from Karelion to Faelon and bind it to whoever wielded the Staff. It is a task that not even Hamal, in all his wisdom, would bring himself to try - he considered it hubris of the most dangerous kind.

However, centuries later, when the Traazorite disaster was breaking down the walls of Nehvodim and destroying the Krai Jan way of life, a group of mages attempted the very thing that Hamal would not - and utterly failed.

The horrific repercussions were instant. The entire Malshen province, once the most bountiful farming ground in Isarshael, was turned into a supernaturally parched desert. The magical cataclysm killed every inhabitant of Malshen and forced them to roam the ruins of their homes as restless spirits forever more.

The barrier between Faelon and Karelion thinned. In some places, it collapsed entirely. But what about Baravael's Draw?

What became of the most infamous magical artifact of its time?

Was it destroyed in the blast that overtook most of the city?

Was it buried under a millennia of blowing sand?

Is it guarded by one of the nightmare creatures roaming the rubble-strewn streets of Nehvodim?

Are you brave enough to find out?

SCENE 1: SEALING FATE

District:

[The Temple District](#)

Scenario:

[Trials of Nehvodim](#)

Scenario Modification: If a model fails a Trial Stone Test they suffer a permanent -1dl SPR for the remainder of the Campaign.

Terrain Suggestion:

Use a mix of ruined and non-ruined terrain. This scenario takes place on the edge of the Temple District. The Temple District was eerily undamaged by the explosion, but the magical cataclysm still took the lives of all within the district. The Trial Stones lie on the border of the Temple District and the Mage's Gate.

The Obelisks of Fate

The Temple of Bala, known colloquially in Nehvodim as The High Place, was a place of prophecy, destiny, and purpose. During the city's heyday, the citizens would sacrifice at the temple to receive answers from Bala concerning their future romantic life, career, and destiny.

Once the sacrifice was received, a Priestess seated above a supplicant on a large stone dias would listen to the petitions brought to them - usually three questions - sink into a trance, and then awaken and give her answers.

The Priestesses who gave prophecies in the name of Bala were called Oracles. They also had a magical link to Bala, from where they derived the answers to the petitioner's questions. Most of the time, they would spend their days discerning proper marriage matches, answering questions about finances, or participating in the coming-of-age ritual many children went through on their tenth birthdays when they were brought to the temple and prophesied over.

They were often called upon by more than just the general public. City officials, military officers, merchants, and Mages used their services. The Oracles answered questions of far greater import than which crop to plant for the coming season.

Often, matters of great importance would not initially receive an answer through the Oracles. Supplicants were told, "We must consult the Obelisks." For these questions, the Oracle would consult the Obelisks of Fate, a strange collection of three stone structures behind the Temple of Bala near the Mage's Gate.

The Obelisks of Fate were part of an Empire-wide tradition. In Nehvodim, the stones traced their history to the city's founding. Hamal Darzin, one of the founders of Nehvodim and the most famous of its Mages, worked with a High Oracle of Bala to establish the stones.

The Obelisks of Fate in Nehvodim are magical artifacts imbued with the power of countless generations of Bala Oracles going back to Nalza Qurad, friend and associate of Hamal Darzin, and the establishing Oracle of Bala's Temple in Nehvodim.

Every Oracle from Nalza forward transferred some of their power into the Obelisks. Many more would end their lives by transferring massive amounts of their magical power, and hence their life essence - into the stones.

The gnarled white stones stand upright near the Mage's Gate, their runes glowing orange and whispering potential to those who come near. The

power transferred into them over the years made them a far more powerful receptor of Bala's utterances than anyone Oracle in the Temple.

Anyone could come and lay a hand upon the stones. However, those not imbued with the magic of Bala would often go insane with the sheer intensity of the information and probabilities Bala gives through the Obelisks. Gibbering mad folk with eyes wide open and muttering unknowable things tinged with prophecy were often referred to as "Bala's Pets" throughout the Krai Jan Empire. The Oracles even ran a home for them, taking care of them and listening carefully for any prophetic morsels that might fall from their cracked minds.

The Oracles called a situation where they consulted the Obelisks a confluence, and it usually involved matters of such high importance that Bala could not answer through the Oracles alone. Instead, the goddess of Fate would give three different but concerted answers, offering guidance and wisdom to those who asked the question.

Confluences were rare but considered very important. The Oracles carefully recorded confluences in the temple. After a confluence was discovered, three Oracles would each consult the Obelisks of Fate. Touching the Obelisks would drain some of their life, but they could hear Balas' answers. In exchange for the life essence of the Oracles, better sacrifices and offerings were made to the Temple by the supplicant.

The Oracles would then deliver Bala's answer. Perhaps not as clearly as the supplicant would like, but with a far clearer picture of how important the decision was, what ramifications it carried, and the sacrifices to be made by the supplicant to bring about a favorable outcome for not just them but for Faelon as a whole.

With so much at stake and the whereabouts (or even existence) of Baravael's Draw a complete mystery, your patrons have determined that The Obelisks of Fate may be the only way to find the Artifact. If Bala finds you worthy, she might divulge the whereabouts of the artifact.



Getting to the Obelisks of Fate will be dangerous enough. Using them - well - let's just say it's risky. It is unknown what effect the Cataclysm had on them. For the uninitiated, they were dangerous to begin with. But hey, you're probably insane already, being in Nehvodim and all.

Now, it's anyone's guess as to what will happen when someone tries to get answers from them. There could be nothing. There could be everything.

But you have to try. The pay is too good not to, and of course, in the wrong hands Baravael's Draw might seal the fate of the world.

SCENE 2: CAST ASIDE

District:

The Maker's Corner, [Page 60](#) This Campaign Setting. To further the narrative, we have taken the liberty of choosing a District for the scenario instead of having each pair of players roll for it.

Scenario:

Treasure Hunt (Page 142 FLRB 23-2)

With the following changes:

- Use the Encounter Area Rules in this Campaign Setting, [Page 59](#).

Addendum to Loot Rules (Page 142 FLRB 23-2):

- You MUST nominate 6 Treasure Terrain Features.
- Treasure Terrain Feature MUST be a building or ruined building.
- To locate a Loot Marker, a model must be INSIDE the building or within the ruins of the building to perform the find test. Models MAY NOT perform the Find test if they are merely touching the outer wall of the building or ruin.
- Use the Loot Chart provided on the following Page.

Terrain Suggestion:

The Makers Corner was home to the forges and craftsmen of the city. This should be a standard ruined city scape with a few areas that could conceivably be craftsman shops. A single "wider" street (100mm wide) should run down the center of the map. Everything else should be around 30mm wide or 50mm at most (Page 60).

Cast Aside

Sometimes revelation is welcome. Sometimes it is not. It matters little, for fate does not require your feelings to come to pass.

-Proverb of Bala

The visions shown by the Obelisks of Fate are strange but full of clues. In the revelations, you have been shown scenes of carnage and devastation. Amidst it though, are the implements of creation.

After consulting with your Patron, they are sending you back into Nehvodim. The Obelisk's revelations have left little doubt in their minds as to where Baravael's Draw lies.

Your adventure will take you into the Maker's Corner, the quarter of Nehvodim where artisans used to ply their trade. There, you will comb through the remains of workshops, smelteries, and small warehouses to find the trove revealed by the Obelisks of Fate.

As for the remainder of what the Obelisks showed, things are far more dubious. The second half of the revelation revealed the sought after staff lying in a pile of other items - as though it had been cast aside into a pile of junk.

What could have done such a thing is beyond question - the only other forces in Nehvodim are now demonic. The creatures of Karelion roam the city at will causing terror amongst the Freebands that are now scouring the ruins.

The why is more difficult - and concerning.

Demons have been known to take magical artifacts, but why would they keep them in piles, and what do they plan on doing with them?

As far as your Patron is concerned, these piles of items seen in the revelation are merely extra incentive.

Find Baravael's Draw, before the Demons realize what it is they have. Whatever else you find... that's yours to keep.

Nehvodim Loot Marker Table

d10	Result
1	Normal Item
2	Normal Item
3	Normal Item
4	Consumable Item
5	Consumable Item
6	Consumable Item
7	Rare Item
8	Rare Item
9	Magic Item
10	Magic Item



Nehvodim Loot Results Table

Normal Items		Consumable Items				Rare Items	
d10	Result	d20	Result	d20	Result	d10	Result
1	Book of Lore	1	Alchemical Arrow	11	Liquid Courage	1	Nehvodim Map
2	Lantern	2	Blue Fire	12	Hawkweed	2	Fine Weapon
3	Treasure Map	3	Liquid Ice	13	Riverroot	3	Improved Armor
4	Rope	4	Smoke Stick	14	Wizard's Beard	4	Perfect Balanced Sword
5	Lodestone	5	Stun Bomb	15	Glow Leaf	5	Gem of the Dead
6	Torches (3)	6	Sagai Oil	16	Purple Berry	6	Book of Majzin
7	Dampening Stone	7	Scroll of Consecrate	17	Ironweed	7	Lockpick Kit
8	Nehvodim Map Fragment	8	Scroll of Revelation	18	Liquid Luck	8	Burnished Armor
9	Vaulting Staff	9	Scroll of Glow	19	Vial of Poison [END]	9	Disguise Kit
10	Well Fit Boots	10	Warding Oil	20	Vial of Poison [MAR]	10	Caltrops

Liquid Luck: As a Special Action you may drink the Liquid Luck to gain a Fate Stone. **Consumable.**

Vial of Poison [END]: As a Special Action you may apply the Vial to a single weapon. That weapon gains the Venomous (ven) weapon ability for the remainder of the encounter. **Consumable.**

Vial of Poison [MAR]: As a Special Action you may apply the Vial to a single weapon. That weapon gains the Venomous (ven) weapon ability for the remainder of the encounter with the following exception: The Target gains a Poison [MAR] token instead of a Poison [END] Token. A model suffers -1d1 MAR for each Poison [MAR] token it possesses. These are removed following the rules for normal Poison tokens and count as such for all purposes. **Consumable.**

CHAPTER 2: ALL THINGS NEW

The Beginning

Her face slammed into the ground before she even knew she was falling.

Rubble? Rock? Weapon? Body? It didn't matter. The pain barely registered, but she saw white and her mind strayed into darkness. A pinpoint of light remained. She focused on the light. Always head toward the light. With the light as her guide, she forced her mind back from the brink of nothingness.

She reached out her left arm, her armored gauntlets clawing at something, anything. A crack in the pavestone, and she dug herself along a few more inches. Metal scraped against stone.

She coughed. Blood splattered the ground in front of her. She reached out with her right arm and realized she hadn't one. It didn't matter. She still had her left arm. A stone. Another few agonizing inches. Eternities passed by in a blink. Lorva Jentor didn't give up. Couldn't. Wouldn't.

She kept moving. Unable to stand. Unable to crawl. Unwilling to die. More coughing. More blood - bright red. It didn't matter. With each excruciating pull, she inched closer and closer.

There was shade. A place away from the blazing sun. A place away from the screaming and dying. Away from the jaws of the creatures that pursued her. A doorway perhaps. Maybe a hole in the rubble. It didn't matter. It was a respite. A trail of her lifeblood smeared a path from where she fell across the narrow alleyway to the shade. They could follow, but why would they?

Out of the sun, she reached out one more time, pushing with everything she had to turn over. She stared at the ceiling of the hovel. She blinked. Everything hurt. Her hand found the tattered blue cloth of her tabard, the sharp rents in her Faulds where the demon had torn at her before she brought her hammer down on its head.



A Tree Grows in Nehvodim

Where was her hammer? Where was her other arm? It didn't matter. She brought her hand away, covered in blood. She stared at it. Focus. Focus.

She coughed again. Spit the blood onto the dusty floor beside her. Slowly, painfully, she put her hand back to the gash beneath her armor. She reached out, calling on Modo to aid her. Short, choppy, raspy, breathy words pieced together a prayer; a spell. A bright, warm light seared her eyes. It warmed her. Filled her. And quickly left her. The cold flooded in. The darkness encroached again.

It didn't matter. The prayer came to her mind again. She screamed it, rage overtaking her peace. Frustration and pain pushed her beyond her limits. She begged Vidunar to come to her aid. She had served Him all these years. Aided others in His name. Destroyed His enemies. Surely, now He would come to her.

The light pulsed from her hand. Warmed her body. Eased her mind. She cried to Vidunar. And He answered. The bright, white, light died. Silence. No more words, no more prayers.

The slaving creatures with huge drooling maws slowed. Their snouts to the air, they felt the change. Faint at first, but growing. Soft and Green. The white light was replaced.

The creatures lurking beyond the walls of the hovel shied from this new light. It was unknown to them - getting brighter - anathema to them. They fled from it. The street was silent, but the glow persisted.

Sometime in the night, the glow dimmed and then faded. When the faint light of morning chased away the black of night, it shone on a new creature, its green-leaved branches pushing defiantly and confidently through the roof of the hovel.

A tree grew in Nehvodim.

Chapter 2 Patrons

The Emerald Warders

At first, there was awe. The awe quickly gave way to a mix of feelings. Laria Karn, Master of the Emerald Warders, could not believe her eyes. For years, the Emerald Warders had been in the Dathglar trying desperately to restore its original beauty and fertility. Their efforts, even from the most experienced, resulted in nothing.



The taint of the Dathglar pervaded every grain of sand, every petrified tree, and every lifeless ruin. The magic that created it was powerful and chaotic, stymieing any attempt to remove it from the stubborn ground.

Laria swayed like a willow in the wind between disbelief, anger, and weeping. All the trials. All those lost. All the fortunes spent and life's energy lost while trying to heal the Dathglar and now, overnight, a tree suddenly grows in Nehvodim.

But Laria also knew that it could not be random. Such things did not happen by chance. It was not just any casual power that could have caused such a momentous shift in the magics of the world. Nor was the irony lost on her that even after all the effort put into growing even a single blade of grass that the tree grew unbidden by any power that she or her followers commanded. This thought cleared her mind, and began changing her mood. She thought clearly about the miracle she was witnessing. Nature did as it pleased. Modo moved as the winds blew, unseen and without control.

She whispered a short prayer to Modo, and in that quiet moment of reverence she felt the sun warm her face, the wind whip her gowns, and the promise of new life begin on this most peculiar but welcome of mornings.

Opening her eyes, she knew that her fortunes had shifted, just as the wind shifts and the seasons change. But it wasn't just her fortunes that were changing - it was the Dathglar's. It was Nehvodim's. Perhaps it was all of Faelon's.

The Archivists

It wasn't possible. At least, it shouldn't have been. One day, Nehvodim was the parched desert that it had been for over a millennia. The next, there was a single, beautiful, tree growing from somewhere in the Lower City. Jalaba Anizar needed to know why.

It wasn't uncommon for nature magic users to be able to make things grow on the battlefield. Jalaba had seen it many times and employed more than a few masters of nature himself in both his private freebands and in his work for the Archivists.

Anizar paid top dollar for his casters, but none of them could get anything to grow in this cursed desert for any more than a few moments. As soon as their concentration turned to something else, their spell-induced greenery withered into nothing. It was the curse of



The Dathglar. Nothing lived in it, and anything that did, like Anizar and his associates, were constantly fighting for their lives. But now... Now a tree was growing in Nehvodim.

From the tall, rickety watchtower in the Archivist camp, Jalaba could barely see greenery peeping its head above a knot of buildings deep in the Lower City. Just seeing it was a miracle in itself. But Jalaba and the

Archivists were interested in more than merely witnessing miracles. In their line of work, such things were commonplace. What was more important to Jalaba was why there was a tree suddenly poking up through the canopy of ruined buildings. Surely something had caused it or was causing it.

And that something was what Jalaba Anizar desired. The Archivists had a long history of identifying, finding, and securing the kind of artifacts that could be responsible for such a feat. They were interested in the truth of a thing, apart from the infighting of geopolitics that seemed to drive so many of the other factions of Faelon.

The power to grow things in such a Runah-accursed place as Nehvodim held perhaps the most promise of all the things found in Nehvodim to date. It could change the fortunes of so many people.

If it was a person responsible...

That kind of power needs to be controlled by the Archivists as well.

Below his perch on the watchtower, several freebands were striking out beyond the Archivist's Camp, heading toward the city. Jalaba knew they wouldn't be the only ones.



SCENE 3: A TREE GROWS IN NEHVODIM

District: Standard Ruins, no district special rules are in play. See Suggested Terrain below.

Scenario:

[Dust and Ash](#) Page 64-65

Terrain Suggestion:

Ruined Terrain with a smattering of untouched buildings. This scenario takes place in the Lower City, but we didn't want to add the Lower City rules for this scene. The Lower City is crowded with buildings of various sizes and shapes, with small courtyards, narrow alleys, and many choked passages due to the damage from the blast.

Few open alleys or roads should exist. They should be blocked by rubble or lead to small courtyards surrounded by ruins and buildings. The feel should be claustrophobic, with open travel difficult.



The Butcher's Maze

Across Faelon, the appearance of a tree would usually not cause the violent rush that the past few days have seen in Nehvodim.

However, this is Nehvodim, devoid of life since the Cataclysmic destruction of its Archstone. Not only has there been nothing green in Nehvodim for over one thousand years, but the entirety of Malshen Province was stripped of life, being replaced with the blowing sands of a Ga'al-forsaken desert.

The appearance of a tree, and nonetheless overnight, has drawn every Freeband in and around Nehvodim. Converging on the maze of hovels and ruins that is the Lower City, clashes are unavoidable.

Everyone wants to investigate this impossibility. The Emerald Warders and the Archivists are paying high amounts of gold to bring information back to them about the phenomenon.

But first, you have to get to it. It seems easy, but the crushing weight of ruined buildings, the small alleyways that are blocked by rubble or lead to nowhere, and the constant attacks by other freebands and rampaging demons alike are conspiring to keep you from your prize.

A tree growing in the middle of a lifeless bowl of sand should be simple to get to, but so many stand in your way. It's a butcher shop in there, and only the most skilled, and probably lucky, will be able to fight their way through the other freebands to reach this green miracle.

Clear the enemy around you, and send them packing back out of the city. A tree grows in Nehvodim, and you're going to find out why.

Scene 4: Hide and Seek

District: [The Lower City](#)

Terrain Suggestion:

The lower city was composed of crumbling poorly kept buildings at the time of the Cataclysm. Not much has changed since then due to roaming Ashen echoes which seem to maintain the city to some degree. Shanty Town, tightly packed buildings with narrow alleyways 30mm wide.

Scenario: Custom

Objective: Place a single Objective in the center of the encounter area. The Objective has no effect on LoS or Movement.

- The Objective Marker must be inside a ruined building at the center of the encounter area. It may not be interacted with until the End Phase of turn 2.
- There must also be a single tree model inside the ruined building and in contact with the Objective Marker.
- A Single Loot Marker is available to acquire by either Freeband. *The Loot Marker Represents a glowing Green Orb tangled in the roots of the tree.*
- A model may attempt to acquire the Loot Marker as an **End Phase Action** with a Strength Test TN 6. A model must be in contact with the Objective with no enemy models in contact with the Objective.
- If the Strength Test is successful, the Model acquires the Loot Marker.

Natural Distortion: The tree or artifact is having some strange effects on the Shards in this area. The test once a Shard is acquired is a KNW test 6 rather than a SPR test for this scenario.

Game End:

The Game ends when any of the following are True.

- Only one side has an unbroken Freeband or all Freebands are broken.
- The time limit has been reached.
- One Freeband has the Loot Marker off it's home edge.



Winner:

1. The side that moved the Loot Marker off its home edge is the winner.
2. If no side moved the Loot Marker off their home edge and there is more than one unbroken Freeband, the side in possession of the Loot Marker is the winner.
3. If none of the above conditions apply and only one side with an unbroken freeband remains, that side is the winner.
4. If no side has the Loot Marker off the encounter area and no side is in possession of the loot marker and all freebands have broken, the game is a draw.

Campaign Results:

Campaign Gold: Each side gains 2d10 Gold, A side which is in possession of the Loot Marker or moved it off their home edge gains +1d10 Gold. This gold is in addition to gold earned from Shards.

Campaign Experience: A model in possession of the Loot Marker at the end of the game gains +1AP. A model which moves the Loot Marker off the Encounter Area instead gains +3AP. A Model which drops an enemy Leader or Caster gains +2AP, this is in addition to the normal rewards for dealing LP.

The Root of the Problem

Fighting your way to the tree is proving more difficult than you thought. Every freeband in the city seems to be making its way to the tree, and all are willing to spill blood to lay their hands on whatever is responsible for the tree's growth.

Finally, it's just a few houses away. The end of your search (and the beginning of your riches) is within your sight.

You can almost feel the shade of the tree... the breeze blowing under its boughs...

Wait... that was an arrow passing by your cheek.

Chapter 3 Patrons

The Moyakaat Illuminated

No day that you woke up to in Nehvodim was a good day, or at least that was the opinion of Ilaris Forval. She was old and wise enough to entertain the notion that other people might have differing opinions, however stupid those opinions may be.

No matter how many trappings of civilization she crammed into her tent, she never looked forward to the mornings when she forced herself off her cot and into the shivering cold of the pre-dawn hours. When the sun rose, that boorish hag nature would pull its next trick and try to suffocate you with heat and blowing sand.

Ilaris wasn't sure which she hated more.

But the worst thing; by far the worst thing about this whole Ga'al-forsaken sand pit, was the Zanashza. On normal mornings, when she wasn't visiting the ass-end of Faelon's forbidden areas, she would get out of bed, throw on a robe, and pull a little string that sat above her nightstand.

On the other end of that string was a bell in the kitchen area. It announced she was awake. In moments one of the kitchen staff would have a steaming cup of Zanashza ready for her, with several more on a timed schedule. She needn't worry about the timing, the supply, or the flavor. It was all taken care of for her, all tailored to her schedule.

But this was a camp. Truly, it was a war, even if the glory-seeking freebands the Moyakaat were hiring here thought of it as just another job. Zanashza was a luxury and one in short supply.

In this awful place, you never knew when or if you'd have another cup. The supply trains were constantly attacked by roving brigands or worse, Azal. Even when you did get a cup you were having to filter sand out of it. And of course, campfire Zanashza was basically mud water compared with the exquisitely brewed cups she could get from the Moyakaat's kitchen staff.

She needed to stop thinking about it. She needed to be a Senior Investigator when she came out of the tent, not a spoiled, pampered aristocrat. In her heart, she was assuredly both, but she also knew when each role needed to be played.

Ilaris untied the only thing that existed as a lock on her "door" and threw aside the heavy canvas flap. The first rays of light from the east were chasing sparse dark clouds across the firmament.

The camp was still relatively quiet. There wasn't the normal bustle of grinding armor, sharpening blades, and tromping about to be self-important. Maybe that's why she preferred the mornings.

A few steps from her "door," a large firepit was already roaring to life, stoked methodically by a fellow Investigator, Nirsa Tordalis. Nirsa's broad back was to Ilaris, shivering noticeably under an elegant red cape in the pre-dawn chill.

Without turning she held up a large stone-ware cup with steam rising from it.

Ilaris glided over and grabbed the cup. She took a long draw from it, allowing the bitter warmth to flood her and bring her to life.

She lowered the cup from her lips. Bliss.

She looked around. Her contentedness diminished quickly, the smile her Zanashza brought to her soul deepening to a concerned frown.

"Did Tharis decide to sleep in this morning?"

Tharis Havesar was a third Investigator assigned to Nehvodim. She and Ilaris had been friends for many years and had worked together many times.

Nirsa's turned from the fire to look at Ilaris. Her eyes narrowed but her face stayed even.

"I've already spoken with Elinok. She didn't come back from yesterday's patrol."

Ilaris' heart sank.

Her voice caught in her throat.

She took another long drink from the stoneware cup.

She didn't know what else to do.

Losing Tharis would be a blow the Moyakaat could barely survive. She was a veteran Investigator with half a century of service to the Organization. Her knowledge of demonic magics was second to none in the ranks of the Investigators.

It was what landed her the Nehvodim assignment.

The Moyakaat knew the dangers of Demonic influence swelling in the Dathglar after the necromantic antics of the Voice of Dust. They sent their three best-equipped investigators there to combat the menace and recover any magical artifacts they could find.

Tharis also used an ancient artifact, the Eye of Narm. The Eye could detect weaknesses in the between, that ethereal realm that separated Faelon from Karelion. The Between acted as a barrier to demonic incursion, but where it was weak even a beginning Shadow Magic user could open a witchgate in Karelion. The Eye allowed the Moyakaat to know with good certainty where demonic incursions were imminent, giving them the upper hand even in the dusty ruins of Nehvodim.

The Eye of Narm was a unique magical artifact, well worth rallying a search party to retrieve. But it was far more personal than that.

Nirsa broke the heavy silence.

"Elinok is going to personally lead a group of the Illuminated into the city when the sun rises."

Helplessness overtook her. It had been several hours since Tharis had gone out. Being late back to camp was not uncommon, but Ilaris was incredulous it had taken so long to know what was happening.

"To Kashorm with that," spat Ilaris.

She walked, as calmly as her upbringing would allow her, to the small wooden frame where the gathering bell hung.

She tugged the rope as hard as she could, back and forth, ringing the bell repeatedly to the point of annoyance.

The bell was used in emergencies, to rally warriors in the camp in case of attack. Everyone who heard it would come running, ready for battle.

Like kicking a beehive, the flaps of tents began opening and warriors from several different factions could be seen scurrying back and forth in the early morning light.

Ilaris walked back to where Nirsa was now standing.

"We're sending everyone."

The Assembly of Stone

Doraz's fist slammed onto the makeshift table. It was too much for the flimsy, rotted boards. They buckled slightly, sending a small stack of leather-bound books flying off in every direction and Chelar's Zanashza soaking into the parched ground.

But Doraz couldn't be bothered with it.

Chelar noted their passing with his eyes, watching them fall to the dusty ground. A small knot of those around them scattered along the ground quickly, trying to pick them up as though the dust would destroy them. Peletta handed quickly put Chelar's cup back on the remnants of the table.

Aremi stood close by, wincing at the outburst, afraid the anger would be directed at her - her failure.

"That's three different groups nosing around just today," Doraz pushed through clenched teeth.

He looked at Chelar desperately.

"They're going to find us - find out what we're doing."

Chelar began to deny it. "They won't..."

"They will!" Doraz shot back abruptly.

"And when they figure it out, they'll all turn against us," He went on, shaking his head as he turned away from Chelar. "It's the only thing that will unite them."

He turned back to Aremi for just a moment, as though an idea had struck him.

"Did Sargrul make it back?"

She looked down to the ground and back up at Doraz.

A tear streaked down her face. She could only shake her head. She opened her mouth, but no words would come out.

Doraz turned his head slightly toward Chelar.

"We're losing too many new summoners. They are dying faster than you can train them."

Chelar was looking at the ground now.

Aremi had always thought of it as his "lost in thought" look, but she could see the pain and guilt on his face.

He looked up at Doraz. "How many are out on the perimeter?"

Doraz thought for a moment.

His lips silently worded names. He slowly spun in place as he mentally tallied them.

"Seven."

"Does that count Sargrul and Nemel?" Chelar asked in a quiet voice. Chelar already knew the answer, but could never resist being right.

Doraz's lips formed a word then stopped. He looked fiercely at Chelar for a moment.

"Five," He countered.

There was a moment's silence between them filled with meaningful looks.

"Not enough," Doraz added pointedly.

Chelar shook his head two or three times, almost to himself as though he got the point but wasn't going to cede it to Doraz.

Aremi was already slowly backing away.

Doraz looked at her, and she froze in place.

"Get some food," he said sympathetically. "It was a rough day."

Aremi turned now and quickly left toward a small tent in the next street that was doling out bread and some fruits that had come in from Tehradim the day before.

Doraz and Chelar both watched her go.

Chelar turned first and looked annoyingly at Doraz.

"We can't stop now. You know this." There was accusation in his voice. "We're too close."

"We'll all be dead if we don't get this right quickly," Doraz shot back.

"I have seen Baravael," Chelar shouted. "He has talked to me!"

Doraz looked around. Many faces had turned to look at Chelar's outburst.

Doraz looked at the ground quickly, then stepped toward Chelar and put his hands on his shoulders.

He spoke lower this time. "I know."

Chelar's eyes were wide and his breathing heavy. He had the same look the little mice that Doraz used to corner in his parent's shanty would have before he caught them and fed them to his pet cat.

Doraz knew Chelar well enough to know that it wouldn't matter if Queen Jerissa marched into Nehvodim with her entire army behind her - Chelar was going to bring forth Baravael.

Doraz looked into Chelar's eyes for another moment. He took his hands off his shoulders.

"We've got to stop wasting our own slowing down the enemy," He whispered. "I'm going to go talk to the mercenaries."

Chelar nodded in agreement, but his eyes and mind were already somewhere else.

Doraz followed Aremi out to find some food. After that, he would deploy the mercenaries in a wide arc around the area to slow down anyone who was poking around where they shouldn't be.

Deep down, Doraz knew Chelar was right. Baravael's Draw had come to them. The Master had spoken to Chelar. They had to do as Baravael asked.



The Eye of Narm

Scene 5: Lucky

A Moyakaat Official disappears within Nehvodim. She was carrying the Eye of Narm, a magical artifact that helped her see the Between and the weaknesses that could easily be turned into Witchgates.

The Assembly of Stone is in the Maker's Corner, looking for a place to use Baravael's Draw. They are trying desperately to keep everyone away, and are now afraid the death of the Moyakaat freeband at the hands of one of their summoned demons will draw too much attention to their plans.

In a desperate attempt to buy time to bring Baravael into Faelon, they send their remaining mercenaries into the ruins to shore up a perimeter around where Chelar and Doraz are working.

Unbeknownst to the Assembly of Stone, the Moyakaat have also summoned all of their mercenaries and anyone who would take their coin to fight. Ilaris has sworn to find her missing friend and the magical artifact that she carried - losing her friend is enough, but losing the artifact is unthinkable.

District: Makers Corner

Scenario: Shard Rush [Pg. 66](#)

Terrain Suggestion: Tightly packed ruins with a few tight allyways to represent the Makers Corner.



Scene 6: Seeing is Believing

The Moyakaat and the Assembly of Stone square off in the ruins of Nehvodim as each follows its unique motivations that bring them into direct combat with each other.

Neither side knows just how important it is for the other side to win, and neither can they guess just what it is that their enemy intends to do. Clashes between the two powers are unavoidable, and the longer they are combing through the area of the Maker's Corner, the more likely one of them is to stumble across the Eye of Narm.

Though the Assembly isn't looking for it, even the slim chance they have of finding it could change the course of Faelon forever. It is the missing piece of their puzzle that they don't even know about yet.

For the Moyakaat, the problem is two-fold. Ilaris, the Senior Investigator in Nehvodim, must balance finding her friend whom she fears is dead with retrieving the incredibly powerful magical artifact that her friend carried and used - The Eye of Narm.

Not only can the Eye of Narm not fall into their enemy's hands, but least of all to a group that wishes to bring Baravael, the Dragon of Earth, into the realm of Faelon. The Eye of Narm can detect where the veil between the two worlds is the thinnest, making it easier for a group to make a witchgate powerful enough for Baravael to fit through.

So, neither side knows what the other is doing and just what's at stake if the other finds the Eye of Narm. The stage is set for a battle whose outcome may impact the lives of many.

District: Standard Ruins

Scenario: Curse of the Krai-Jan [Pg. 74](#)

Terrain Suggestion: Any ruined city terrain suitable for Nehvodim. You might place terrain to make the Curse Locations interesting to interact with.

Chapter 4: Ordained in Shadow

First Light of Day

It is a shame that the Krai Jan became noted for their iron-fisted Empire and their almost complete destruction at the hands of the zealous Traazorites. Had there been more temperance shown in the governance of their Empire, or more compassion shown the peoples that they conquered and governed, the Krai Jan could have been known as the people who contributed most to the knowledge of magic in Faelon.

The natural curiosity of the Krai Jan people was a trait that persisted throughout the reign of the Ruby Emperors. Whatever the subject of interest, the Krai Jan were at the forefront of it, pushing the boundaries of what was known and possible.

All of Faelon would come to benefit from this renaissance. Advances in warfare, trade, politics, architecture, the arts, and especially magic would change the course of Faelon for many years after the Krai Jan were destroyed by the Traazorite rebellion.

Nowhere was this more true than in magic.

When the Ankala people first began expanding their borders with trade agreements, which the Krai Jan trace as the foundation of their Empire, magic was revered and used responsibly by the Ankala people.

The Krai Jan worshipped the Ga'al, the nine aspects that the creator split itself into after the creation of Faelon. Because each was respected equally, all magics were welcome to be practiced. The only condition set upon the study of magic by the early Krai Jan was that it must benefit society. This kept many dark practices at bay, as no self-respecting Krai Jan would, early on, practice some of the magic that would later become prevalent in many parts of the Empire.

The knowledge and practice of magic advanced spectacularly during these years as the natural curiosity of the Krai Jan and the religious practice of their people created the perfect circumstances for magic to flourish.

As the Empire progressed, the societal mores that held some magical practices in check began to unravel. Magics that did not and could not benefit society in any way became practiced for their own sake or to bring power to their practitioners.

By the time the Traazorites were dismantling their parent Empire, there were pockets of Mages practicing almost every kind of magic throughout the Empire's vast holdings. Some of the more controversial magics, such as death magic, blood magic, and shadow magic, had moved to the edges of the Empire to pursue their practice without a cultural and moral police to shun them and their experiments.

Krai Jan holdings on the Northern Continent became the frontier of magical practices shunned by the more traditional Krai Jan. Far from their homelands, magicians organized enclaves of like-minded practitioners throughout the Northern Continent.

Nehvodim became a hotbed of magical practice. Led by the city's first Raznam, Hamal Darzin, the city was a safe place for Mages of all kinds, a reality that years later might even have contributed to its downfall. Darzin himself, though an Earth Caster by training and practice, had a long fascination with demonology and became one of Faelon's foremost authorities about the Karelonian entities.

Just because these Mages were allowed to practice in Nehvodim does not mean that the average citizen appreciated or supported them. As the end of the Empire drew near, there was increasing enmity between the Mage and the common citizen of the Empire, a suspicion spurred forward and fed by the fact that the Mages welcomed and protected their more shadowy brothers and sisters.

Citizen unrest would swell at times against these mages, especially those studying death magic and shadow magic. Riots would often ensue, sometimes resulting in the death of several citizens and more seldom, a Mage.

To counter this, the Temple of Safa, often a target of pogroms, began digging underground passages below the Temple. They weren't the only temple to do so, and before long the low hill that held the western part of Nehvodim was riddled with tunnels and passages.

The Temple of Safa kept its most important artifacts and research within the underground warren beneath the temple. Of the Temples north of the Governor's Citadel, none had dug deeper or more extensively than the Temple of Safa.

They had good reason. Of all the magics practiced in Nehvodim, none frightened the public as much as Death Magic. Demonology was a close second, but the Krai Jan held their dead in esteem and did not take kindly to the Mages manipulating their bodies and spirits after death.

The work of Safa, the god of the dead, went on in secret beneath the city. The Death Mages, as they came to be called, kept all of their work recorded in an artifact known as The Whispers of Safa, a book that acted not only as record but as instruction and scientific primer.

The Death Mages saw themselves as pioneers at the cutting edge of their field, explorers uncovering new secrets and pushing the boundaries of their magic to the fullest extent.

The public saw them as monsters, and the Traazorites, whose religious zealotry would spark the rebellion that consumed the Krai Jan Empire, made killing such mages one of their top priorities.

Of course, in Nehvodim they never got the chance. With the destruction of both armies around Nehvodim, the Whispers of Safa and other such artifacts have laid forgotten for centuries.

Until now.

Many of the organizations that have gathered outside of Nehvodim search for its secrets. Some, like the Emerald Warders, want answers for the devastation and a solution to the Dathglar. Others, like the Three Jesters, have no cause other than the money such secrets can command.

And yet others, like the Archivists, seek the knowledge of Nehvodim that has lain dormant for the last millennia. They have long known the rumors of what the Krai Jan were capable of; found evidence of these capabilities in other Krai Jan strongholds they excavated.

But now, below Nehvodim, they have unearthed an artifact with the power to both destroy and build. A power which, if used improperly, could turn the world into a nightmare.

The Whispers of Safa has been found.



The Whispers of Safa

The Archivists

Toor Kahta peered out of the shadows of the temple at the low ruins between them and Nehvodim's Wall. It may not have seemed like a long way to travel, but there were several Freebands active in the area and almost constant demonic activity.

No. Getting out in daylight wasn't an option.

The Shining Key Captain had a bad feeling that the Ga'al damned book that the Archivist team had found deep under the temple complex was important, but could also get them killed.

Just touching the accursed thing had awoken some true nightmares in the tunnels: undead guardians long dormant but ready to fight and kill at their magical orders.

Kahta had lost two fighters to the unholy creatures. Two more mercenaries had disappeared to Ga'al knows where. Were they lost? Dead? Scared?

It was hard to tell.

This place, this ghost town, didn't play on everyone's nerves well. If his missing had decided to flee, they weren't the first. Between the demons, the strange creatures inhabiting the city, and now the dead, who could blame them?

Captain Kahta heard footsteps behind him, but continued looking outside.

"Captain, we're ready to go."

It was Archivist Arsa Lunda, who was in charge of the incursion.

"How important do you think that book is, Arsa?"

She looked at the Kuzaarik for a moment, as though she was thinking about how to reply. Archivists often didn't share details with the Shining Key whose job it was to protect them. For once, Kahta was beginning to have misgivings about the command structure.

"It may well be the most important find in Nehvodim," replied Arsa.

Without breaking his gaze from the ruins outside the mysteriously intact temple, Toor rolled his eyes.

"I don't think we should break cover until nightfall," he stated plainly, finally looking up at her.

"I've watched four Freebands come and go through the citadel ruins in just the last half-hour, as well as two packs of those accursed demonic hounds. It isn't safe out there - not if that Dahklacha book you've found is as important as you think it is."

Area's blue eyes were sparkling. She was clearly pleased with the find.

The Archivists were sometimes like children at a sweets shop. While Toor knew his place and was happy to protect the Archivists, it was sometimes jarring to see them so giddy in the middle of such a dangerous place. He often wondered if they understood the danger they were in.

"It could change the course of the world, Arsa replied."

Toor had just finished looking back out across the empty streets and blowing sand of the ruins. He quickly turned back and met her eyes.

In their line of work, they handled important pieces of knowledge on an everyday basis. Magical artifacts were abundant and mundane because of it.

To make such a claim meant something, and they both knew it.

"We go at nightfall, Toor declared."

Arsa nodded her head in agreement.

"We go at nightfall."

The Three Jesters

"You're sure about this?" asked the Black Jester unconvinced.

"You had better be sure."

The man fidgeted a bit, but didn't break eye contact.

"I'm sure those do-gooders think they know what they have," he replied with confidence and a bit of hurt in his voice.

"You gave me this job because I'm the best. If you want to doubt me now I can't do anything for you. If you want a magic book about raising people from the dead, I've told you where to find it."

The Black Jester put on a bemused smile. He really didn't appreciate the hubris. Bendis was the best, and he did embed him with the Archivists for a reason. He also paid him handsomely.

If anyone could sniff out important and expensive items from this pit of Kashorm, it was the Archivists. Not having spies in their ranks would be stupid.

"How is their security?"

"Extensive," Bendis replied.

"Captain Kahta is in charge of the Shining Key. He has ten good fighters after their work in the catacombs."

The Black Jester was curious about that atatement, but it didn't matter in the end. What did matter was the number of Warriors they had left, and whether or not they'd be able to catch them before they left the walls and made it to the safety of their camp.

He reached down into a brown pouch he carried at his waist. He jingled a few of the coins it contained to soften Bendis' resolve.

He slowly pulled out and counted five gold Royals on the table in front of Bendis.

Bendis' eyes lit up, glittering like the coins on the table.

He looked at the Black Jester and then back to the gold coins.

The Black Jester knew he had him. He put a friendly smile on anyway.

“How fast do you think you could lead a group of my men back to the Archivists?”

He already knew the answer.

And so here you are, caught in the darkness. Every sound becomes a threat. Every fall of rubble, every clanging of metal on metal sets you on edge.

Every shadow an enemy, every corner an intersection of fate.

Can you survive the darkness and make the Whispers of Safa your own? Will you be a hero to your Patron, winning gold and glory, or will you fall to eternal slumber in the shadows of Nehvodim?

Chapter 4: Ordained in Shadow

Patrons:

The Archivists

The Three Jesters

While in the Temple District, the Freebands make an incredible discovery. An ancient book of death, which purports to have the power to command the dead.

Hoping to preserve this find and bring it safely to their camp, the Archivists try to sneak it out of Nehvodim without anyone finding out. The Jesters, however, already know and have other plans for the priceless artifact.

Scenario: Scattered in the Dark [Pg. 72](#)

Terrain/District: Standard Ruins

Scenario 7: By Night

As night falls across Nehvodim, The Archivists try to sneak their treasure out of the Temple complex and to their camp.

Night is an especially dangerous time in Nehvodim. The wind hardly ever stops blowing. The sand whips through the narrow alleys causing visibility issues even during the day. At night, only an expert navigator can find their way around through the darkness.

Demons continually prowl through the ruins, especially after the sun goes down. The lost and wounded are preyed upon. Sometimes the creatures of Karelion even attack the mercenary camps outside of the city, necessitating camp guards around the clock.

No, night time in Nehvodim is not a place you want to be, unless you are after something so important that its acquisition merits the chances you take in the darkness of the accursed city.



Scenario 8: The Dead do Tell Tales

A final, desperate battle for the artifact unfolds within Nehvodim after the Whispers of Safa disappear. The two patrons pour their resources into the struggle to find and secure the book.

The night was long and the battle raged until morning, when the exhausted warriors were replaced with fresh troops coming to their aid.

With neither side returning to camp when they were supposed to, both the Archivists and the Three Jesters committed more and more of their mercenary forces into the Western side of Nehvodim.

But where was the book?

The Archivists had lost the Whispers of Safa sometime in the night. Both Archivist Arsa and Captain Kahta had been slain in the desperate fight to get the book to their camp.

But the Three Jesters also still searched for the accursed tome. Had it been lost to both sides?

With troops pouring into the area, there was doubtless going to be more blood spilled this day. Where the book was, and why it couldn't be located, was a mystery both sides were looking to solve.

And they were willing to spend and take lives to do so.



Scenario: Terrors of Nehvodim [Pg. 70](#)

Modification: Each of the Objectives is Trapped FLRB pg. 280. The traps will set off the first time a model comes into contact with an Objective marker. See rules for detecting and disarming traps in the FLRB.

Terrain/District: Temple District

