



WORLD OF FAELON



SHIRISS
GRULAR HIGH WARLOCK

PRESENTED BY DGS GAMES

SHIRISS HIGH WARLOCK

A WORLD OF FAELON SUPPLEMENT

CREDITS

DESIGN

CHIEF DESIGNER AND ORIGINAL DESIGN

GRAPHIC DESIGN AND LAYOUT

ADDITIONAL DESIGN GEOFFREY WING, JULIE PRICE, MATTHEW GOOCH, MATTHEW GREEN

EDITING

PHOTOGRAPHY

ART DIRECTOR

ILLUSTRATIONS

COLIN SCOTT

JON CLEAVES

JULIE PRICE, ARIS KOLEHMAINEN

JULIE PRICE

MARK GUNTER, JON CLEAVES, MATTHEW GOOCH

JENNIFER FELIX

WILLIAM BRICKER, SAMANTHA LEWIS, KATY GRIERSON,

MIKE PHILLIPS, MARK EVANS, PHILL BERRY, ROSS

GRAMMS, GINA S., KRIS JOHNSON, TYLER WALPOLE,

LEO FONSECA, TADEO PHILLIPS, MATTHEW GREEN, NIO MENDOZA,

ELISA BERTAZOLLI

CHRIS JACKSON

AARON NEWELL

SCULPTERS

MODEL PAINTING



A SPECIAL THANKS TO DGS GAMES WORLDBUILDER JOSH SNOWBARGER

Josh adopted The Grular for his Worldbuilding experience and has been a tireless champion of them ever since. Without his generosity, ideas, hard work, and persistence, the Grular would not be what they are today.

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HOW TO USE SHIRISS

Welcome to Shiriss!

You may have noticed that over the last bit of time, the Grular have undergone a tremendous transformation. This is the result of our original vision for the Grular finally being able to be realized with our technology and rules.

This small book is a continuation of that transformation, and a beginning place for a personality that you're going to hear a lot more about over the next few years.

In this book you're going to find information on the relationship between the Grular and the Demons of Karelton, and of course, the story of the High Warlock of the Grular, Shiriss.

You'll also find a great magic item at the end of the book and a Patron rule if you want to include Shiriss as a Patron in your Freeblades Campaigns!



DEMONS AND THE GRULAR

Many demons of the volatile, ever-shifting dimension of Karelion wish to migrate to the stable and more pleasant lands of Faelon. The land between the Irkendrach Danar and the Sangdaarliss, long desolate and mostly unoccupied, manifests more than its share of witchgates and demon incursions. As what became the Grular people settled into the region, they came into ever more contact with these denizens. Initially, like the people of other lands, this contact resulted in conflict. Grular horsemen fought bloody battles with all manner of strange creatures and Grular sages studied the ways of witchgates and their detection and closure.

In 536, a Grular Warlock named Gukhtar presented his Khan an alternative to this endless strife. Gukhtar argued that demons and his people shared a common interest: to expand into regions of Faelon more hospitable than their current domains. He proposed that they reach a general peace with the denizens of Karelion and make them this offer. If they worked together, the demons could have all the lands of the Grular when the Grular left. And where would the Grular go? To better parts of Faelon that the demons helped them win.

Gukhtar did not live to see this alliance takes its full shape. He gave his last breaths to the creation of an artifact that not only created a witchgate, but permitted a man to pass through safely into Karelion and survive there. His son, Tamurg, named the artifact Gukhtar's Door, and used it to enter Karelion and negotiate an alliance between some of its inhabitants and his people.

DEMONS AND THE GRULAR

The original contact between Grular and various denizens of Karelion resulted in a large number of demons crossing over during the time most refer to as the Great War, which began in 695. Nearly all the powers in Faelon were involved in some way or another and the Grular were no exception. Fortunately for the rest of the realms of Faelon, infighting among the tribes and their demon confederates kept the Grular from capitalizing on their initial successes.

Since then, the most common manifestation of the Grular-Karelion partnership is on a small scale. Kor-khans and their marauders make use of demons as scouts and soldiers. Occasionally an enterprising freeband leader pacts with a Mokruhl to try and gain an edge over his competition. Anything grander would take a Supreme Khan with an atypically ironclad grip over both the tribes and the demons they let cross over. Indeed, many demons are not satisfied with the idea of gaining only the broad dusty plains of the Khanate.

It will turn out that Zaklar is such a Khan and the alliance will lead to one of the most destructive conflicts to ever rage across the world, the BrightSword War.



THE RISE OF SHIRISS

Shiriss Uuljung was born into a noble clan of the Umbrakan Tribe in 976. As all young Grular, he is tested at a young age by the clan warlock and immediately displays significant magical talent. So much so that Kreen Zuknar, the tribal warlock, demands him as an apprentice.

As a Novice, Shiriss becomes fascinated with the teachings and works of the High Warlock Gukhtar, and focuses his studies not just on Karelton, but specifically the complex relationship between its denizens and warlocks like himself. He rises quickly through the ranks of Shadowcasters, taking several sabbaticals as a freeblade to hone his skills in high threat environments, seeking only the most dangerous warrants. Although highly successful for the most part, he does have one extremely close scrape where he is the only survivor of a gate-closing gone bad. Even this near disaster only fuels his legend, however.

Despite being shockingly ambitious, Shiriss is also extremely charming and loyal to those who help him. His plans never seem to fail and everything he sets out to achieve falls neatly into his lap after some many-phased manipulation completes in a way no one else could have foreseen. To his inner circle, he is known as Shiriss Dulgaat or Shiriss "the Clever" (literally "dark-smart").

It is no surprise to anyone that Supreme Khan Zaklar selects him as the youngest High Warlock in history at the age of 30 in 1006. To all who befriended or opposed him along the way, it seemed inevitable he would attain the peak of his vocation, and no one could deny his qualifications.

And with all the perks and responsibilities that come with the position, none is more important to him than unfettered control of Gukhtar's Door...



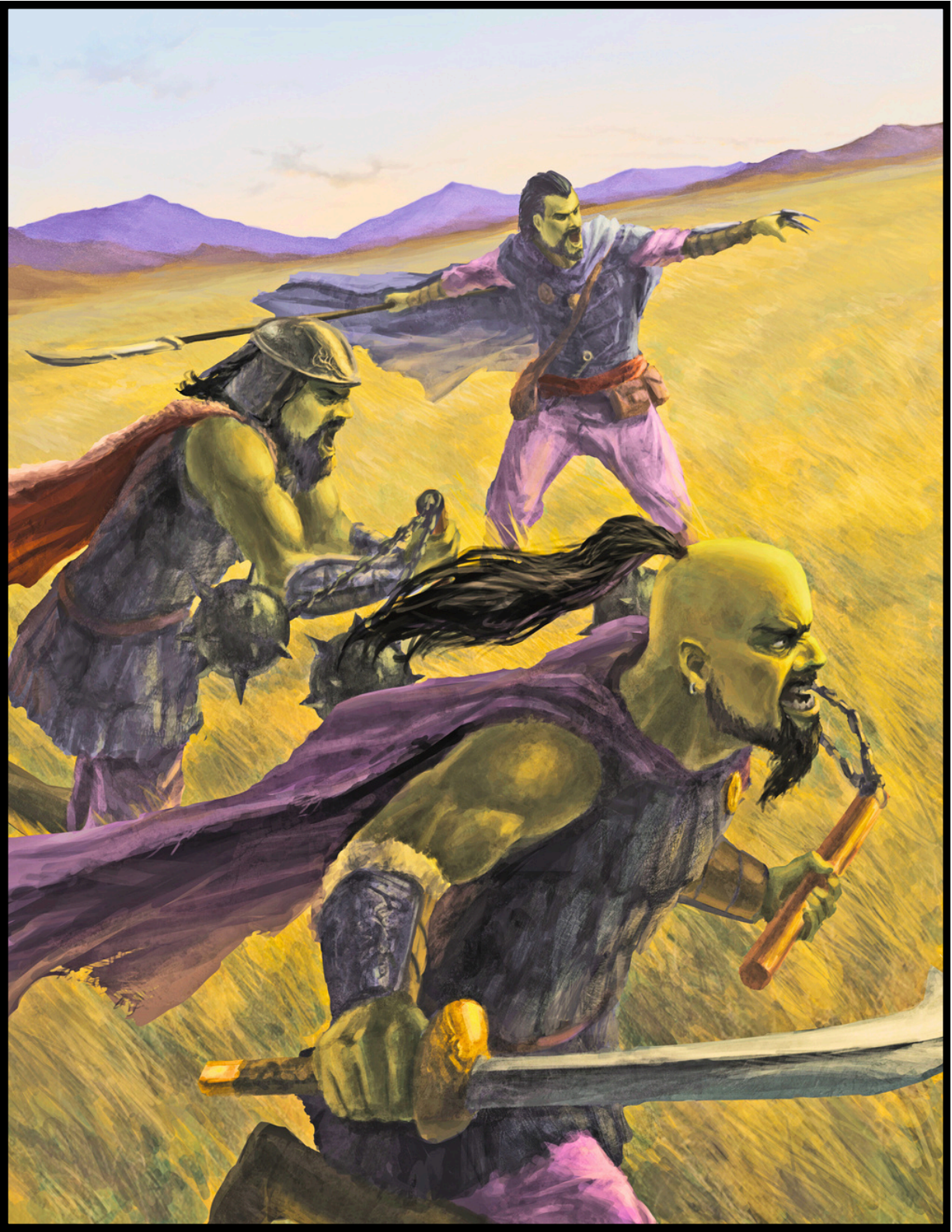
PATRON RULE

SHARED CLEVERNESS

At the start of each encounter, a freeband with Shiriss as Patron gains 3 Guile tokens, which can be assigned to any model but no more than one per model.

They may be removed to increase the rating of any non-combat/damage test by the possessing model +1dl.





TREASURES OF SHIRISS

Shiriss is the High Warlock of the Grular - there is no wealth available withheld from him. Whether he wanted companionship, clothing, food - whatever - it would be granted him.

What is curious about Shiriss isn't that wealth is available to him, but that he does not care about such trappings. His only concern is his studies and the acquisition of yet more knowledge - and with it what he considers to be true power.

The actual wealth of Shiriss is in his knowledge, plans, and extreme ambition. There is nothing that Shiriss sets his shadowy mind to that he can not achieve, nor knowledge so hidden that Shiriss can not tease out its location and acquire it.

Shiriss has a formidable collection of ancient texts, artifacts, and magical items that he has amassed in his relatively few years. His network of informants, spies, and demonic partnerships is extensive, giving him power even if he does not openly flaunt it.

THE FANG OF SUL RA'ETA

The fang of a powerful Azalakar, Sul Ra'eta. He offered it to Shiriss as a sign of their pact. With it, Shiriss can summon demons with relative ease. These demons defend Shiriss and obey his will, though the true cost of this powerful artifact is yet to be revealed, and Sul Ra'eta looks forward to the day when his freedom in Faelon is a reality.

The Fang of Sul Ra'eta is a unique magic item created by the Grular Worldbuilder, Josh Snowbarger. They can be used in games of Freeblades, Encounters, and Brightsword.

1 GOLD



**PENDANT. ONCE PER
ENCOUNTER, A SUMMONING
SPELL YOU CAST IS BASE
TN2. JEWELRY**