

## The Back Ground

Do you know the true crux of immortality. It is not the march of time, nor the loss, nor apathy that grows alongside it. No, the true threat to the immortal is the lack of purpose, and the decay that grows with it. When your life is endless, any stasis, any sense of nothingness threatens to rip you in two as you are forced to sit and fully realize the emptiness. Over eons and cycles we've grown adept at overcoming this hardship. Petty squabbles, grand contests, creation of new and brighter species. Even our wars, as pointless as such a thing is, for us served a purpose. To keep our mind here, and sharp.

But it would be just as pointless if our action held no consequence. And so a realm was crafted and a rule was formed. Those who fell, either from our rules or to their own folly would be banished to that realm. Truth be told we never discovered who built that realm in its entirety. But we knew what it was, our worst nightmare, a reminder of what awaited us. An endless nothingness devoid of sky or floor, too vast to even hear the screams of your kin.

So we took cycles upon our work, each cycle gods were disposed and thrown into that endlessness, and each cycle someone new would take their place, and others would conspire against them. On and on it went, until we realized that the endless had become less...empty. Infinite gods were crammed within the realm, the younger pressing and writhing against one another, like rabbits smoked from their burrows. And those at the bottom, ones who'd we'd long forgotten the names of the faces of had changed, into something new.

Eons alone and in a state of desperation had stripped them of who they once were, what they once felt, the power they once yielded. All that was left was a black almagmaton. One unable to tell where it began and its kin ended, the only ways they seemingly discerned themselves was by strange bone masks, featureless save for eyes that shone brightly with hatred.

We took to calling it the Endless Sea after its discovery, and fully separated it from the world as a whole. Believing that this horror, could serve as the end of our wars amongst each other. That we could find other methods of keeping ourselves whole. But we were wrong, division arose again, and as a result our own realm was shattered in half. As retaliation, over half of our pathenon was banished to that realm for their brazenness, before it was sealed for good, alongside an oath to never speak of it. Going so far as to abandon and distance themselves from the world they crafted, leaving their children to care for it in their place.

AFTER THIS IT DOESN'T MATCH THE REST OF THE MONOLOGUE

But as these new gods took to their realm, as their bodies and minds warped to join their great ancestors, they fought and they forged together. Each and every one of them took all that was left of themselves. Their rage, their names, their hope and they placed it all into one singular being, one who they held above the waves eternally. And that hope grew, and it forged itself with

the hope of the seas itself that had long forgotten what it was to feel hope. Slowly, that hope became their savior, their chosen one, their god amongst the abandoned.

It was that hope that took to our downfall. It found a way through the seals, and tore through it cleanly leaving its kin to spill out into the realms that had once belonged to the Gods. And those ancient beasts, lacking name and face and sense of behavior tore through all they found strange in their new home. The destroyed and reclaimed and each act, with each second they spent freed they regained more of what they once were, slowly shedding the stasis that forced them into their prior ways. With each fragment of it they shed their bodies adapted, crystallizing to allow themselves free. And their hope roared with pride as his brethren freed and reclaimed themselves.

Those gods who completed their task and found themselves restored found their domains weakened and split between hundreds of gods and demigods and took to slaughtering the ruling pantheon and caging them. In an effort to protect themselves the gods crafted two twin gods, guardians of Omphalus in their absence as they fell further. In addition, Hope has found that when the gods complete their task they run from the blights and him. He couldn't understand why he was the being abandoned and has decided to take on a new goal. The blights were like children and followers and listened to him so he told them to destroy and nothing else. Only destroy not evolve, resulting in amalgated blights that have lost their ability to separate and become like Hope, loyal to only him and his mission of destruction.v.

"The will of chaos and us gods may be a blessing to your children. As you will not be spared. As they will not spare you eternity".

Ultimately their defeat came from the most unlikely, an Omphalian, a human, the youngest of our creations. The Archmagus Strato proposed a draining spell of sorts. One that would force all entities and powers to their realms whilst shutting the door behind them. And in effect, any and all left behind would be torn asunder as the spell continued to turn and pull, to remove the power from the realms. (Needs to be more subtle)

But they were defeated, and in their defeat hope was broken, he watched as his brethren were forced back into the nothingness, and watched as they returned into that endless sea once more. So he sent out a call, shot what fractions of himself he could throughout space and the final cracks of the realms. And those fragments embedded themselves into two twins of the very family who helped seal his people away.

They were Lette and Delsu, and the two would continue his work and tear apart their families work to once more rip the realms open

## Stages

Crystallization takes place in three stages based on key details that are recalled

## Stage One: Amalgamation

During this stage the blight holds no true bodily state. They're capable of shifting forms and dedicate their efforts to mimicry and will copy the body, actions, fighting mechanics and things from each individual they interact with. This is the child state and most often they remain in and when the majority of them will die and revive. Each death brings them closer to understanding what functions are successful and which are hindrances to them and their longevity.

The end of this stage comes with a full degree of speech. Though it likely won't be their original voice, speech will be achieved and from there expression and self expression leads to the chrysalization for the next stage. At this process, the body counts with glass and the mask falls to the ground until a solidified body pulls itself free to reclaim their face

## Stage Two: Formation

The stage most commonly seen at the latter half of the war. It comes with the most experimentation. Within the first stage the Blight is simply copying those around them. In this stage the blight will test its voice, actions, weaponry, walk, emotions and face. The form will waver and certain aspects will linger be it hair, clothing, height or a body shape. This process will continue as the blight begins to remember what parts belonged to them and begin to reincorporate them into their form and nature.

The end of this stage comes from an understanding of what the blight once was, but the true ending is marked when clear memories return. The blights struggle to verbalize what's happening but will begin to have flash's or strong pulls to areas that held high memory for them. The blight will do whatever it takes to go to the source or location of its memory, at which the chrysalization process begins for a second time, this time leaving their body with more of an exoskeleton and fragmented mask that makes up their overall form.

The mask won't fall to the ground but the body does solidify into a sheer marble form with the mask being the only opaque piece, when the blight is ready the body underneath will break through the marble portions forming them into the exoskeleton of their next form.

## Stage Three - Naming

During this stage the blight will often look the most similar to its original form, and the mask will often be segmented and cracked, moving more familiarly to a true face. Their form cannot shift and change and will slowly stiffen into a true body. Despite the drawbacks, these blights have more access to their original abilities and skill sets.

Often these Blights can be seen staring down old memory sights when able to find them. Blights of this stage on the battlefield are incredible powerful and often times fighting for an unknown cause, purposefully shattering their chrysalis to remain in their current forms leading to the oldest of them being swirling masses of marble and shadows that leave white dust in their wake.

The end of this stage is the recollection of one's name. The blight will undergo one final chrysalization with their body slowly transforming into a stiff marble material that hinders movement. The blight will eventually be fully transformed into a marble statue and remain in that form until the recollection of their memories returns their name to them. When it returns they will break free of the statue, no longer a blight but the Creature they once were.

## Examples

A god of the beasts, one of their creators

## Terms:

### **Chrysalization**

A process where the blights body hardens as they break free in a sturdier form. The strength of the cocoon will differ for each stage the blight finds themselves in.

### **Blight**

Blights are black hole of creatures who destroy and disintegrate much of what they touch and slice through. They're creature of remembrance as much as destruction, and will learn via crude mimicry of their targets often times never deviating in form or style of attack as their counterparts until they chrysalize and grow into their own.

### **Hope**

When the final gods were thrown into the endless sea, they collected all they could recall and feel into one being. A cousin to the guardian gods, born of the same desire and emotions and power, he was named hope. He led the blights to freedom and tore the hole in the sky and between the realms. In doing so his hand transformed into the Star of Hope. He rarely left the realm often only to guide blights to the other realms and assist in construction of their powers.

### **The Endless Sea**

The realm of the blights, when new gods are thrown in they're often trapped and pressed together until they begin to assimilate into the unending liquid at the bottom. A realm so dark you can see the difference between the liquid and the skies above, so dense you can barely feel it either. A realm of no sound no matter how you scream and no feeling no matter much you cling to your surroundings.

During the dark wars a five pronged star resides in the skies of the realm, giving light to the sea and the masks within as they climbed upwards towards it. After the war, the faintest of scars is left from where it once was.

# Stat Blocks

## Blight (Wave State)

roll d100 that's how many you got to work with

## Blight (Horde/Wave)

- Converge - if two or more are present they mesh together, recovering to double their health. +4 to attacks and damage. This will last two rounds before seperating

Horde is determined via how many blights are present

small - d8

medium - d10

large. D20

(if you're going beyond this utilize the wave block)

Multiple that value by 30 that's the total HP of the Horde

## CLEAR UP TURN V ROUND

Pick two of each to stick to

Rage or normal strength consider stat changes

## Blight (S1)

An empty unknowable masked creature, the source of the world's end. A blight is uncoordinated, unpredictable and fast. They'll dart about their environment turning everything in their path into dust and void like spaces. They're weaker than their counterparts but difficult to deal true damage to.

Type/Species: N/A

Size: Medium

Alignment: None

AC: 10

HP: 40

Speed: 70ft

STR:	DEX:	CON:	INT:	WIS:	CHA:
(0)	(0)	(0)	(0)	(0)	(0)

Saving Throws: N/A

Skills: Perception +3, Stealth +3, intimidation +3

Damage Resistances: Bludgeoning, Piercing, Slashing, Acid, Cold, Fire, Force, Lightning, Necrotic, Poison, Psychic, Radiant, Thunder

Damage Immunities: N/A

Damage Vulnerabilities: N/A

Senses: Blindsight

Languages: N/A

CR: N/A

Special Traits/Abilities:

Pack Tactics: Blights have advantage on attack rolls against a creature if at least one other Blight within 5 feet of the creature and the ally isn't incapacitated.

Frightful Presence: When the creature enters combat, each creature of its choice within a certain range must succeed on wisdom saving throw (12) or become frightened. At the start of their turn they can reroll to be unfrightened

Actions:

- Multi-attack - Two Strikes
- Strike (+5 to hit) range 20ft - Flails out to attack for 1d8 + 2d4 ( physical, necrotic and acid)
- Ranged Hit 80 ft - throws out projectile for 1d8 + 2d4 ( physical, necrotic and acid)

Reactions:

- Dissolve Grapple 20ft - Grapples onto their attacker and holds the weapon in place. Must pass a strength/dexterity saving throw. 2d4 (necrotic and acid), halved if passed, weapon lost if failed and non magic

Legendary Actions:

- Learned Helplessness - At the top of each round the blights will gain +1 in one stat, alongside one of the following:
  - 5+ movement speed
  - 1+ to hit
  - +1 to initiative
  - Gain attack type (Strike, distance, ram, can't rip)

- This is decided by the party's stats and chosen fighting style against the blight. The blight will grow more humanoid and mimic a given party member in look and movement

#### Lair Actions:

- Uneven Terrain - Blights movement across the map causes damage to the terrain making it difficult after 2 Rounds of Combat

## Blight (S2)

Name:

Type/Species:

Size:

Alignment:

AC:

HP:

Speed:

STR:    DEX:    CON:    INT:    WIS:    CHA:

()    ()    ()    ()    ()    ()

Saving Throws:

Skills:

Damage Resistances:

Damage Immunities:

Damage Vulnerabilities:

Senses:

Languages:

CR:

Special Traits/Abilities:

Strips AC as you fight it

After each round, all who hit the entity outright will roll a con save, failure losses a point of your AC

Actions:

- 
- 
- 

Reactions:

-

Legendary Actions:

-  
-

- Shift - Body type mimics a close by enemy, taking on their stats, one attack and size. Can also return to a gelatinous form (See Slime Block)

Lair Actions:

-

Regional Effects:

-

## Blight (S3)

Name:

Type/Species:

Size:

Alignment:

AC:

HP:

Speed:

STR:   DEX:   CON:   INT:   WIS:   CHA:

()   ()   ()   ()   ()   ()

Saving Throws:

Skills:

Damage Resistances:

Damage Immunities:

Damage Vulnerabilities:

Senses:

Languages:

CR:

Special Traits/Abilities:

Actions:

-  
-  
-



Reactions:

-

Legendary Actions:

-

-

-

Lair Actions:

-

Regional Effects:

-

## Realm's Response and Damages

### Nihilora

#### Damage After War

The majority of Nihilora cities were disintegrated due to a lack of population to keep it afloat so many tumbled into the mist of nothingness. ITs widely debated if anyone is within Nihilora anymore

#### Main Threat

Corrosion of the minds of their population leading to an increase of occult members who turned on their peers. The distrust destroyed just as cities as the deaths.

#### War Innovation

Distortion, from the minds of those who willingly went mad, came distortions. Labyrinths of insanity and puzzles and trials impossible to navigate. They became used to surround cities and protect those inside of overwhelmed battlefields. Due to their nature blights would often spend their lives lost within the distortion unable to latch onto a memory or experience to grow and remember from as it was all fragmented.

#### Famed Legion

Wits - An inquisition like a force designed to interrogate and extract information by any means. They were torturers of the highest orders and could easily break a mind, pull out what they desired and stitch it back together. This legion was namely used to find traitors and root out cultist secrets.

## Eteria

### Damage After War

With the Life Tree Destroyed much of Eteria was left hollow and shriveled up turning into a desert with flat earth beds that once were the stumps of the trees themselves. Within some of these flat beds, oasis's can be found thriving and regrowing the seedlings of the trees. In addition, a new ruling family was selected who'd look over the realm with years of life and experience beneath their belts. The ruling family has been replaced with an Axolotl one that die quickly due to constantly healing the tree

### Main Threat

The blight targeted the life trees and forest, in hopes of decimating their towns and cutting off the majority of their healing works.

### War Innovation:

Necromancy and the Necronomicons. During the war, ancient and forbidden magic were resurrected into 5 books. These books could raise the dead, command the minds and other unspeakable acts. These books were dispersed between the realms under trusted generals. Only three made it back to Eteria

### Famed Legion

Jackal Legion - A legion noted as the line between death and life consisting of healers, necromancers and AOE styled caster who could level the fields when needed. (Mainly these were clerics of Grave, Death and Life)

## Primordia

### Damage After War

The death of many beasts led to an unpredictability with the elemental storms as there was nothing to guide them. Those protected to them disappeared in the wildest of storms and the remaining beasts fought painfully for what's left

### Main Threat

With each beast who died, the power they'd spent lifetimes gathering returned to the chaos of Primordia destroying hundreds of villages and settlements within the lands. This left few who could transverse the land and fewer who could protect themselves against the blights much

### War Innovation:

The beasts of the Primordia were ancient but dropped like flies through the combat, causing protection in their and other realms to dwindle. In an effort to keep the circle and vast amounts of their power from returning to the chaotic sources, they began to pool vast amounts of their power and life force into magical crystals allowing for the beasts of the Primordial to serve after death and even in life. These crystals powered machinery, produced nuclear level explosives attacks and much more. The results would kill the creature who offered their power and petrify the body, causing their remains to hold lingering amounts of power. As it stands the dead of Primorpha litter the realm using their petrified bodies filled with rare crystals to keep the realm at bay.

### Famed Legion

Riders - Quite literally similar to dragon riders were those who traveled with the beasts of their realms and guided them to other realms where they were needed. Many could move entire towns and villages to follow their protection beasts and assisted with their last rites when they were close to death before taking on the protection of their life crystals.

## Omphalos

### Damage After War

Alongside a full political upheaval that occurred within the warrior kings, much of the kingdoms were destroyed and left to the ruins to be assimilated by the Empire. In addition, the nature of the war cut off Omphalos from the rest of the realms, leading to the magic within the realm to slowly die.

### Main Threat

Blights served a unique predicament as Omphalos was the weakest realm in terms of natural defenses. Every attack was so deadly as their realm relied so heavily on the others and was too young to have the defenses others were famed for.

### War Innovation:

Guns and artillery developed with the goal of mass destruction. In addition, they developed magic towers, war structures and more to defend themselves and their lands. It was an age of artificers

### Famed Legion

Warrior Kings - Those who rose from nothing to become leaders, innovators, commanders and those who stood for the common people that remained unable to defend themselves.

## Shade

### Damage After War

Alongside the king being nearly dead and slowly bleeding out in an effort to save the Shade, the chains once apart of his body are eroding and snapping sending entire areas free to float needlessly. In addition, the Devil's deals have broken the power structure, resulted in the death of hundreds of nobles and a complete upheaval of their prior justice system to make sense of the actions of the war.

### Main Threat

Death of the King - The king of the Shade had eons ago intertwined himself with his realm in (IDK WHY TF WOULD SOMEONE DO THIS) Though the effort was mostly successful the result, cause him to remain in hibernation and stasis for centuries. The Blight's attack not only desimated the realm itself but severely wounded the king, causing him to fall ill and slowly bleed to death. Chains were constructed in an effort to bind the King together, but they're rapidly eroding and breaking apart.

### War Innovation:

Devil's Deals - deals that defied the very nature of the Shade. Decrees made by the Voice(Duke) of War opened the way for a corrupt but necessary system. Demons of any power level could offer great rewards for little to no consequence. This could be vast power or knowledge or even the ability to never be harmed. The price of these deals was never spoken of, as even the fairest of deals would result in the loss of your soul. Most of these prices were waived by the Voice of War and the Voice of Hunger, though the reason was widely unknown

### Famed Legion

Heretical - An order of demons created as the final act of the Ruler of Shade before falling into his death like coma. This race remained dormant for eons only emerging in small doses as winged angels. But eventually enough broke free to become the heretical aasimars and the remainder were released during the wars. These beings stood for the opposite of the demons and were their true opposites, placing their own morals above law, justice or the outright given metrics. They formed a morality system of their own and used it to perform heroic acts that heralded them as angels

## Shine

### Damage After War

The fragmentation and infections took over the majority of the shine, rendering many species and family lines extinct. Without their influence and in the wake of their grief the Shine began to fragment and shatter like mirrors causing fasciation in the local fauna,

animals and even some people. The land continues to evolve in a way more harmful to itself than prior

Fasciation - A genetic mutation in flowers that breaks the flower's normal pattern and caused abnormal and extreme growth due to broken and mutated genetics.

In addition, with the revaluations of the internal conflicts and chemical warfare from the Dark Wars, the shine ended up fragmented just as much politically as literally. The Spring and Fall courts were overrun by a grieving Rose Alarune with the excitement in the room, the summer court's power weakened as Fasciation took hold and frightened Titania and the Winter court was plunged under water and fragmented into a point of being non-transversible

### Main Threat

With blights being creatures of raw emotion and remembrance alongside the Fae that are beings of emotion, chaos and change. A strange process as well as accelerated evolutionary process swept like an infection throughout the shine known as Fragmentation. The two creations began to evolve in tandem and blight were capable of infecting fae into creatures similar in nature to them. In some rare cases they'd even merge with fae in hopes of advancing their recovery process. The result was highly powerful blights and waves of unknowable infections throughout The Shine creating deranged fae creatures.

### War Innovation During

Tempered Irons - A means of corralling, controlling, summoning fae. Large sacrifices had to be made for every oz of tempered iron. But it's used to make quick portals, control a crazed or overall evolved blight and even bring down a high key if needed. In addition, the tempered iron is the only type a fae can actively handle and touch and it allows small charges of their gifts before it rusts and crumbles

### Famed Legion

??? - An order of healers and purgers who worked out to remove blighted conditions from the realms. In most recent years they work to control the fasciation that's taking place and are the only group that can transverse every court without concerns

Kingdoms in short:

Guardianship - Tapestries, Nordic, Large spinning mechanisms, Clocks

Brivo - Tigress Queen, Desert and Sand stone. Warm colors

Thidabet - Storms, Overgrown bones used to make buildings, repurposing

Empire - Imperialism, Italy

Caelia - Murals, Churches, Bones, Statues, Roman

Principalities - Cloudy, Chinese , Calm

Tundra - Warmth in Ice, Polynesian, Ash, Dragons