

The Big Bad - Lord Corin Calgrast

Lord Corin Calgrast, the Duke of Desmaine, is playing the long game. Through the knowledge and power of his Ular advisor, Hectal Massif, his knowledge of the dark beings of the world thanks to his Cleric of the Corruptor, and his access to the hivemind of the Vosslyr minotaurs, he has set many plans into motion to achieve his end goal: *to become the Emperor of the Farloth Peninsula and all of Golgifell*. The end goal may not even come up in the course of the campaign, as Lord Corin **must begin small**. He must conquer his rival's duchy of Einstol. We'll see what happens!

Outlined on this single page are Lord Corin's allies, current plans, and future ideas. Though the PCs are the focus of the campaign, the actions of Lord Corin drive their reactions and, as a result, the plot entire campaign forward.

Brief Description: Corin Calgrast is a young adult human noble from a relatively obscure line who quickly became a favorite of the now-dead Queen of Glessaria. Amidst the cutthroat politics of Farloth, he seeks to rise above everyone else through the use of dark magic, monsters from other worlds, and legendary artifacts.

Primary Motivation: Gaining the power, reputation, and influence he believes he deserves.

Allies: Hectal Massif, Dhuunath Zor, and Thengol.

Advisor Hectal Massif

An Ular with deep knowledge of summoning magic. Hectal is Lord Corin's connection to Ghorgath and its abyssal beasts and the creator of the various cults of the Devourer spread across Farloth. Thanks to Hectal, Lord Corin has a variety of crazed cultists, powerful demons, and forgotten arcane magic at his disposal.

Minions. Devourer cultists, lesser demons.

Defining Traits. Ular; summoning magic; alien mind; thinks all about the big picture.

Cleric of the Corruptor, Dhuunath Zor

A fellow human of the Farloth Peninsula who worked his way into prosperity, though he began far lower in status than Lord Corin. He travels between the settlements of Desmaine, quietly preaching the selfish teachings of Gilena the Corruptor while posing as a devout priest of Ietros the Protector. In the elder days, the Protector would smite him down, but with the absence of divinity in Golgifell, Dhuunath is able to lie blatantly during the day and grow his wealth and power by night.

Minions. Acolytes of the Corruptor, hired swords.

Defining Traits. Evil cleric; cares about the common folk; suspicious of Hectal Massif.

Vosslyr Exile, Thengol

A minotaur of the Odgrir Northlands exiled for working with the magickers of the collapsed Eldlan Empire. Although Thengol is a wisened man, he is a fierce warrior and excellent tactician. He has a soft spot for humans, a mind for battle, and a love of all the luxuries brought forth with coin. Lord Corin pays him well and he ensures all military plans progress smoothly.

Minions. Expatriate orcs of the Umorash Jungles, befriended Rexxens.

Defining Traits. Greedy; master of combat; analytical mind.

His Active Plots

1. Destabilize other Farlothian leaders by fostering panic and distrust with cults of the Devourer.
2. Form an alliance with the Rexxens by gifting a lesser jarl the legendary Ring of Rexxen.
3. Capture and bind a powerful demon from Ghorgath.
4. Eliminate the Martial Alliance from within with the help of Lord Edmond Volante.
5. Hire a gnoll pride from the Gulonde to attack straggling nations, pay for their service in blood.
6. Dominate or ally with the up-and-coming Bannerless guild.
7. Upkeep the lie of his rise to power.