

Introduction



Gaming Reforged presents:

A Player's Guide to
Deathwatch Valley

We at Gaming Reforged are thrilled to welcome you to our first multi-venue season, and our second overall!

Welcome to Deathwatch Valley! The origins of this valley are lost in the mists of history, but long has it been a battleground between the forces of Light and Darkness. And in this current era, it is Darkness that controls the valley.

Deathwatch Valley is ruled by a necromancer of considerable renown: Vanitas. A master and undisputed controller over Life and Death, Vanitas is an unpredictable figure who controls the valley with a silken glove over an iron fist.

Few willing choose to seek out Vanitas - those seeking to ascend beyond the grasps of death itself, and those who have been forcibly taken to ensure control over a loved one.

For in the Valley, it is by Vanitas' will, and his will alone, that someone may die.

To ensure this, those who enter the Valley will receive a mortal wound and be kept on the threshold of death by Vanitas. Those who seek his happiness are rewarded in kind: life eternal, and all the pleasures that life holds.

Those who seek to free themselves instead find themselves shackled, for something in the Valley prevents the healing capacities of magic from truly taking effect. And even then, they must avoid Vanitas' ire, lest his whims doom that person to a permanent end if they are lucky... or something worse if they are not.

But even below the surface of the Valley, things slumber. The bones of Celestials, of Demons, of Eldritch beings... all these wait a time when a single weakness in Vanitas' armor shows... so they can strike.

And any who might aid them will be well rewarded.

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Rules

Gaming Reforged will primarily be operating under the ruleset of 'Dungeons and Dragons: 5th Edition (2024)'. It should be assumed that the rules outlined in this system will be the default used by the Game Masters and employees of Gaming Reforged, unless otherwise explicitly stated.

Alterations

The following rules will follow different guidelines than those outlined in *Dungeons and Dragons: 5th Edition (2024)*:

- **Healing**

At a default, Healing in Deathwatch Valley will be severely reduced. This may be altered later in the season.

- **Death and Resurrection**

Characters that are reduced to a state where they are required to roll death-saves will roll Death Saves as normal. However, upon three failed rolls, a Character will not die as normal. Instead, the Character will take an injury in line with the 'Lingering Injuries' system and potentially lose a limb. Should this occur numerous times, a character's physical form may be entirely lost. At this time, the Character may instead have their Species' changed to the 'Reborn Lineage' outlined in *Van Richten's Guide to Ravenloft*.

It should be noted that being reduced to such a state is contingent only on Vanitas' good favour. Should Vanitas revoke this, or meet his ultimate end, so too will any who have become Reborn.

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Deathwatch Valley

Deathwatch Valley is a shrouded valley, contained within a ring of jagged mountains. It is a place where the land itself is steeped with the blood and lives from the countless wars that have been fought here.

The air is heavy, not just with the wet, rotting scents of the swamp and jungle, but the unseen weight of the spirits of the dead. Time has not healed this place. It has merely deepened its wounds.

The valley is a patchwork of hostile environments. To the north and west, dense jungles clawing towards the sky, with the canopy of the thick, redwood trees casting a permanent shadow upon the ground. To the east, choking swamps making a beautiful mosaic of stagnant pools, twisted mangroves and black-green foliage that looks as calming as it is deadly.

The surrounding mountain range may inspire hope, but those who successfully scale their sheer peaks will find the Valley is disconnected from the plane it originates from. And stepping from the blood-stained soil of the Valley may cause someone to slip between the gaps of the planes, to drift forever in Ginnungagap - the empty void that persists from before creation itself.

At the centre of the valley is a lake. Its waters are inky black and disturbingly still, as if the wind that carries the whispers of the dead dare not disturb it. A faint scent of rot lingers around the waters, and those foolish enough to dive beneath its surface will find the greatest horror of all: a lakebed floor coated with bones. If they are lucky, they may return to tell the tale. If they are not, countless skulls may turn to look at the intruder, who will never be heard from again.

Sitting upon this island is a more recent structure. But like everywhere in this Valley, it is built upon the bones of far older civilisations, and far grander projects. In this era, it is a colosseum dedicated to the entertainment and glory of the master of the valley - the necromancer known as Vanitas.

Viewed from afar, the Valley is serene... beautiful... deadly.

But despite the saturation of death, the Valley persists. Before the Celestial Armies and Abyssal Hoards waged war, something else ruled here. Something far more primal.

Something waiting to wake.

Ancient History

Ancient History

Passive History: 21+

- The earliest recorded history had the Valley in control of the Celestial Armies, having taken it from some unknown entity.
- The Valley is assumed to have originated from a world called Paræ, in a distant corner of the multiverse. The Valley is magically elevated from the Paræn Plane, though still slightly connected.
- Remnants of the Abyssal Hordes went into hibernation.

Passive History: 16+
1000 Years Ago

- The overthrow of the Light Lady Kiera at the hands of Fiend Lord Adaman.
- The Fiendish Dominion establishes Deathwatch as one of their Planar Headquarters, launching attacks across various universes from it.

Passive History: 13+
800 Years Ago

- The Fiendish Dominion is defeated by Paragon Nalfis, who slew the other two heads of the Dominion, and bound Lord Adaman away. Paragon Nalfis gave his life to fuel the binding spell.
- The Valley is momentarily without a ruler. Before the Celestial Armies or Abyssal Hoards can claim it, the necromancer Vanitas appears. The bodies of the old armies are reanimated and used to force the Celestial and Abyssal powers out of the Valley.
- A powerful spell is cast upon the Valley by Vanitas, which severely weakens healing powers, be it by magic, medicine or natural recovery.

Modern History

Since his ascent as ruler of Deathwatch Valley, Vanitas has protected his borders from physical and supernatural interference alike. Despite his small frame, Vanitas has been able to survive countless assassination attempts and struck back, destroying his opponents in one blow.

Instead, any resistance has come from within the people of the Valley itself. While many revel in the freedom that Vanitas provides, there are those who focus on the bindings that they must suffer under.

The **Resistance** is rumoured to have begun two hundred years ago. Nobody is quite sure whether it is a singular entity, or whether it is multiple groups taking on the same name throughout the decades. Regardless, the **Resistance** rarely lives up to its name, as its members are all too aware that if their identities become known to Vanitas, their prolonged existence may abruptly and immediately end. As a result, many of the missions of the **Resistance** are annoyances - sabotaging a party, ensuring that the many Games held at the Colosseum are delayed, and so forth. Those who are more militant may instead work to undermine the various high ranking members of Vanitas' Court instead, though rarely those who are currently favoured by Vanitas.

Another group that lingers in the Valley are simply known as the Numen Order. While very little is known about the Order, they seem to have persisted even prior to Vanitas' Rule. They rarely involve themselves in the activities of the Valley, and instead maintain their own power bases in various locations around the Valley: within the swamp, the mountains, the deep caves and the jungles. Those who somehow befriend the Numen Order are rumoured to have a quick and easy release from Vanitas' control... but at the expense of owing allegiance to their saviours instead.

Shortly before the binding of Lord Adaman, the Fortified Sanctuary of Paragon Nalfis was built to play host to the binding spell Paragon Nalfis used. It has largely remained untouched, but the passing of time has led to the decay of the rapidly assembled building.

The most recent major buildings made in the Valley were the Colosseum and Vanitas' Castle. Vanitas' Castle sits atop a small hill near the sheer cliffs that make up the protective ring around the Valley. It is from the highest spire that Vanitas is able to see across the entire Valley, or so it is said.

The main settlement of the Valley, mockingly named 'Moriol', rests at the base of the hill that Vanitas' Castle is built upon. Its buildings are generally durable, though many have fallen into disrepair. The buildings may be designed as a favour to Vanitas, with the architects hoping to use the beauty of their creations to endear themselves and earn an ascension to Vanitas' Court.

Culture and Traditions

Religion:

Vanitas does not discriminate. So long as an individual may present some use to him, he will take them from any plane or world across the multiverse that he can access. As a result, an immense number of individuals, pantheons and deities are worshipped by the denizens in the Valley.

However, very few are granted the privilege of having an officially recognised centre of worship in the form of a temple. The Roman God of Debauchery, Bacchus is one such individual.

Those who still seek to honour their religious views may set up a hidden shrine with the Jungles. However, as many creatures are imported by Vanitas to participate in the Games, and then summarily released into the Jungles, this can be far more dangerous than simply (silently) worshipping a god.

Culture

Seen from a distance, the city looks relatively normal. However, those who pass its boundaries will find the greatest group of Vanitas' supporters: those who revel in their eternal life. In a horrifying moment of indulgence, it has become a common trend for individuals to eat until 'bursting', and open their own bodies with a knife, dumping the food, 'buttoning up' and continuing their feasting. Many buildings which are too filled with 'debris' to be used are often boarded up and abandoned, allowing vermin and the wilds of the southern Jungles to reclaim it.

The citizens of Morior are not subtle. They indulge in extravagance. They honour their artists, weep at the stories of the bards, and contemplate the emotions stirred by the painters. Those who are more romantic of thought say that freedom from the fear of death allows for a purer following of Life. Those of a more practical view tend to regard the city of Morior with disgust. Rumours always abound of small cities and villages located through the Valley, and those who abruptly disappear might be stated to have fled to these.

As the culture is a melting pot, the concept of 'culture' tends to follow 'aesthetic' and 'pleasure'. If it looks and feels good, it becomes a priority. If anything interferes with the process, then it is bad. Fashion can be quite hodgepodge, though tailoring is in high demand. Many citizens ensure that a flap is included over their stomachs, for ease of... well, elimination.

The Rule of Vanitas

Vanitas is feared across the Valley. Those who are more superstitious may treat his name with reverence, giving him the honour and obeisance that would be expected of a god. As a result, many are very surprised to discover that Vanitas is a tiny, fluffy little Genii.

His diminutive stature belies his sheer magical capacities, as he has proven capable of necromantic acts beyond even lesser gods of death. It is by his will alone that the denizens of the Valley are kept on the brink of death. And Vanitas is not known for mercy or compassion.

Impulsive and dramatic, Vanitas is a harsh tyrant. Those who are favoured one day, may find themselves dismissed from court the following day, while those who insult Vanitas may be praised for their 'great wit', only to be immediately killed after years of service when Vanitas tires of them.

It is not a secret that Vanitas only views people as tools to be used, and each has a certain amount of value. If the trouble they cause exceeds their worth, he will cut the line with little care.

However, Vanitas is only the latest in a long line of rulers of this Valley. And even he does not know all the secrets that his predecessors have hidden away. And entities who have no physical body are much harder for Vanitas' power to sway.

Place in the Multiverse

It is unsure where exactly in the multiverse that Deathwatch Valley is located. The closest investigations indicate it was once part of a world called Paræ, which is located on the 'far edges' of the known multiverse. A vibrant world, very few tend to venture there due to the extremely powerful denizens who dwell there.

Upon its presumed removal from Paræ, Deathwatch Valley became a prime battleground for the immense armies of the highest entities of Good and Evil, passing back and forth between their hands countless times over its existence. Because of this, it is assumed that the pocket dimension that makes up Deathwatch Valley has been moved throughout the planes, existing at random intervals close to the Astral Plane, Shadowfell, the Feywilds, and occasionally the elemental planes.

Accessing Deathwatch Valley is a difficult proposition. While it has traditionally been easy to find, Vanitas appears to have structured powerful enchantments around the dimension, ensuring that only those he authorises are allowed passage to the Valley, either willing or not. Only overwhelming power, or special creations like the Infinite Staircase, would stand a chance of forcing entrance into the Valley without opposition from Vanitas' considerable powers.

Geography

The Swamps

[This entry will be completed upon the start of the season]

The Northern Jungles

[This entry will be completed upon the start of the season]

The Eastern Jungles

[This entry will be completed upon the start of the season]

The Mountain Ring

[This entry will be completed upon the start of the season]

The Lake

[This entry will be completed upon the start of the season]

The Colosseum

[This entry will be completed upon the start of the season]

The Deep Caves

[This entry will be completed upon the start of the season]

Character Creation

Important Dates and Levelling

Week	Month	The Harold	The Burdekin	Level
0	August	18/08	20/08	-
1		25/08 (<i>Season Start</i>)	27/08 (<i>Season Start</i>)	3
2	September	01/09	03/09	3
3		08/09	10/09	5
4		15/09	17/09	5
5		22/09	24/09	7
6		29/09	01/10	7
Break Week				
7	October	13/10	15/10	9
8		20/10	22/10	9
9		27/10	29/10	10
10	November	03/11	05/11	10
11		10/11	12/11	11
12		17/11	19/11	11
13		24/11	26/11	12
14	December	01/12	03/12	12
15		08/12 (<i>Finalé</i>)	10/12 (<i>Finalé</i>)	14
16		15/12 (<i>End of Year Party</i>)	17/12 (<i>End of Year Party</i>)	-

Character Motivations

In Season 2 of Gaming Reforged, we will be exploring Deathwatch Valley, which is considered to be under the absolute control of Vanitas, a powerful necromancer with no peer.

If you are having difficulty deciding why your character may be here, you can roll on the following tables below:

As a member of Vanitas' Court

This implies your character entered the Valley voluntarily. However, this need not be the case.

Roll	Outcome
1	Power. You were drawn to the Valley, seeking to gain some of the power that Vanitas holds, either in the form of magic, or simply being a big fish in a little pond.
2	Knowledge. Vanitas is a powerful necromancer, who understands death in a way few do. You may seek this knowledge, to use either on yourself or someone else.
3	Immortality. Perhaps you fear death, or maybe you simply need more time to achieve your goals.
4	Pleasure. Life is for the living, and the pleasures and entertainment that Vanitas offers were irresistible to you.

Involuntarily

Your character was pulled to the Valley, either by chance or as a plot by Vanitas or a greater power of the multiverse.

Roll	Outcome
1	Hostage. You were taken to hold above someone else as a threat. Perhaps your family is rich, or perhaps you are important to a God of Light and Healing.
2	Payment. You were taken as a demanded payment by Vanitas, either for offering a service to someone else, or simply as a transaction.
3	Threat. Keep your friends close, and your enemies closer. Something about you threatens Vanitas, and he has brought you here to stop you working against him.
4	Chance. A mis-step on the Infinite Staircase, a surge of wild magic, or just bad luck. You are not connected to any grand plot or scheme. You're simply unlucky.

Artificer: Stitch Witch

Species: The Genii

Species: The Lutrans

Equipment

Banned Common Item List

Ball of Wild Earth	Beast Hide	Bottled Slime	Breathing Bubble	Candle Cap
Carbonated Snake	Cartographer's Map	Cave Diver	Cinderskin	Cleaning Cube
Hat of Osmnosis	Herbalist's Aid	Homeward Tonic	Hover Hopper	Incoming!
Inspector's Silverware	Intoxicating Armora	Iron Belly	Iron Mind	Irresistible Charm
Keycharm	Labyrinth Rope	Liquid Cat	Medal of the Horizonback	Paranoia
Potion of Soft Steps	Rain and Thunder Seed	Road Warden Shield	Rubberskin	Scribe's Pen
Shadow Grimoire	Shield of Swans	Shifter's Shine	Silver Star Cane	Slugskin
Soft Paw	Spirit Armor	Spyglass of Clairvoyance	Stallion Seed	Tea Weird
Tide Turner	Tiny Bubbles	Vocal Stranger	Voting Kit	Vox Seeker
Whispergust Mote	Wispy Sour			

Restricted Common Item List

You must speak with Game Masters Thomas or Sam before being allowed the following:

Alluring Dy	Basilisk Crystal	Broodmother's Eye	Eyes of Googly	Goo Luck Dice
Mimickey	Tinytar			

Altered Common Items:

Candy Xorn -
Periscope Rod -

There is no chance of the item containing gems.
Costs 1,000gp

Banned Uncommon Item List

Alchemist's Potion Belt	Alchemy Jug (All)	Ambitious Medic's Box	Amulet of the Drunkard	Anglerfish Helm
Angler's Armor	Angler's Wordly Fisher	Arcanist's Magnificent Magnifier	Astronomer's Boon	Baffled Candle
Bag of Bounty	Blade of Grass	Boots of Shadow Walking	Bulette Bulwark	

Restricted Uncommon Item List

You must speak with Game Masters Thomas or Sam before being allowed the following:

Aboleth ramen	Antlers of the True Path	Astral Luggage	Belt of the Weald	Breastplank
Broodslinger				

Spells

Restricted and Banned Spells List (Overview)

- Please note that no spells from the Player's Handbook (PHB2024) are on this list.
- Spells with the 'Legacy' tag or that are not found on D&D Beyond are Banned by default, and not featured on this list.

Banned Cantrips

Drayfn's Bane of Excellence	Drizzle	Gust Barrier	Resilient Friendship	Shadow Blindness
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Restricted Cantrips

You must speak with Game Masters Thomas or Sam before being allowed the following:

<i>Can'trip</i>	<i>Concussion</i>	<i>Finger Guns</i>	<i>Hellfire</i>	<i>Magnetobolt</i>
<i>Mend Plants</i>	<i>Moment to Think</i>	<i>Pins and Needles</i>	<i>Swarm</i>	<i>Vengeful Blade</i>

Banned Level 1 Spells

Accelerate / Decelerate	Black Ribbons	Blade of Blood and Bone	Delerium Orb	Duplicate
Emerald Goblet	Fireflies	Gift	Gloaming	Pacify Person
Pratfall	Sand Structure	Silvery Barbs	Spiny Shield	Swallow Magic
Veil of Dust	Water Bullet			

Restricted Level 1 Spells

You must speak with Game Masters Thomas or Sam before being allowed the following:

<i>Chameleon Skin</i>	<i>Clue</i>	<i>Corrupting Ichor</i>	<i>Daydream</i>	<i>Delay</i>
<i>Doom of Poor Fortune</i>	<i>Hell's Lash</i>	<i>Memorize</i>	<i>Rumor</i>	

Banned Level 2 Spells

Air Bubble	Ambush Prey	At Your side	Dark Path	Darkbolt
Hibernation	Immovable Object	Krail's Maggot	Leiloch's Irritating Kazoo	Negative Image
Ominous Winds	Rageful Nimbus	Slither	Warp Bolt	Wind Sprint

Restricted Level 2 Spells

You must speak with Game Masters Thomas or Sam before being allowed the following:

Arcanomagnetic Repulsion	Defenestration	Dreamwalk	Endoleech	Hangover
Infernal Challenge	Mortiferous Pulse	Preserve	Recall	Riptide
Shadow Adaption				

Feats

[This entry will be completed during the course of the Season]

Legal Information

