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Plotline for Dell's story

● Key dates

- The Founding of the Imperium (3640 A.C.)
- The Sword of the Heavens Reborn (1025 I.C.)
- The Citadel of Silence (1027 I.C.)
- The Battle of the Four Armies (1027 I.C.)
- Autocrat and Quintus Attulus val'Virdan: male val'Virdan
- Holy Judge 12/Warrior of the Eternal Flame 5
- At the current time, 1028 I.C., the Autocrat of the Swords of Nier, Attulus val'Virdan, rules over Nishanpur and the outlying areas.
- The Battle of Nishanpur (1028 I.C.)

● Rite of Passage

- They leave weak, deformed, or sick infants on the slopes of mountains to die from exposure or to feed the mountain wolves prowling the area. Those worthy of the Nierite family never receive love from their parents, and learn to fight for their needs, killing their siblings if need be.
- Encounter with the boy on his right of passage. Does Del let him fight it out and, perhaps, die? What if the kid dies? Do I want Dell to have a positive opinion or a grimmer one. How would the parents react?

● Erduk

- Meet the Swords of Nier
- Meet Attalus
- Pillar of Nier
 - Warriors of the Eternal Flame

- Meet the Sword of the Heavens in a long hall, fires lit along the sides . . . or should it be in Nishanpur? Attalus at Leonydas side.

● Warrior of the Eternal Flame

- [The Path and Talents are in the Blessed Lands sourcebook.](#)
- The Pillars are in Grand Coryan, Hunder, **Erduk**, Khitan and ... Ymandragore (possibly profaned by the Finger known as the Order of Emerald Flame). They are currently listed in the 5e version of the Blessed Lands book.
 - It was basically a mini mission that ran roughly an hour to an hour and a half long. I remember parts that involved:
 - (a) Arriving in Hunder and purifying oneself before the ordeal.
 - (b) boxed text and a last chance to opt out before entering the Pillar.
 - (c) the PC "wakes up" on the coast to discover that Yaricite priests are sacrificing the PCs armor and gear into the ocean for Yarris. PC has to confront them and stop them to save their fighting equipment either by argument or combat.
 - (d) PC wanders and encounters a rural village with problems threatening to cause them to lose faith. There are popular ring leaders that are inspiring doubts about the Gods. PC has challenge the status quo either through argument or attacking the "leaders"
 - (e) PC angers the village enough that they are mobbed and overwhelmed. They are tied to a stake and threatened with death by burning unless they admit they were wrong/recant their faith.
 - (f) there is some kind of roll at the end. PCs gain bonuses based on each "right" response they have. PCs who make the TN then...
 - ... (g) come out alive the other side of the pillar. And are Warriors of the Eternal Flame.
 - It should be noted that the Pillars each are supposed to test ONE different aspect of Nier with the implied result being that someone who has walked through all 5 pillars has been tested by something approaching the totality of Nier's being.
 - And hey, look at this. There FIVE tenants in the current edition for the WotEF Holy Champion Archetype at present. I would suggest that you theme each pillar after one of them. They are:
 - **Architects of Change:** Like the forest fire that clears the old brush so that saplings may grow, so too do we tear down the old and stagnant, so that a new society may rise. While Nierites are the agents of change, you are the ones who decide what institutions have grown stagnant and need a rebirth.
 - **Dispassionate:** While the fire within your heart grants strength, do not indulge it. A clear head will win the battle. Remember: A fiery heart tempered by a cool mind will always lead to victory.
 - **Relentless:** Like our Lord's flame, you are relentless and single-minded in the pursuit of your objective.
 - **Courage:** There is nothing that Lord Nier admires more than courage. Conquer your fear and let it give you strength.
 - **Savagery of War:** War is an ugly, brutish thing. Do not attempt to make it a game. Show those that participate the true, savage face of our Lord, so that they might think twice before sounding the trumpets of battle.

● val'Emman & Ul'whatever

- Sibling Rivalry
- The Founding of the Imperium (3640 A.C.)

- The val'Emman name is lost to history.
- When the God Nier was called upon to name and confer upon His champion the essence of one of His Valinor, He hesitated. His chosen had fallen in battle against the forces of the Other and rather than take him from his rightful place in the Paradise of the Gods, Lord Nier instead chose to anoint both of his children, Virdan and Emman, with His power as one was equally as worthy as the other. While both manifested power to control Lord Nier's holy flames, Virdan gifts augmented his unmatched prowess in battle while Emman's abilities complemented her grace and speed.
- The Lady Emman was an untamed beauty, wild and passionate like the val'Sheem, but equally thoughtful and graceful as a val'Ishi, a worthy bride of Imperators -- or so the first lord of the val'Assanté felt. In order to woo her, the first Imperator gave the val'Emman family and all its subjects the fertile land to the south of the Corlathian Mountains, in the area now west of the Coryani Empire. This infuriated Lord Virdan, whose people had originally discovered this territory and had thus claimed it as theirs. During one tempestuous night in court, Lord Virdan demanded the granting of those lands to his sister be rescinded and his own claim be recognized. The Imperator not only denied this request, but then ridiculed Lord Virdan as a brainless, uncouth barbarian in front of the entire court. Incensed, Lord Virdan cursed the Imperator and vowed that neither he nor his people would ever be part of the Imperium.
- That night the entire val'Virdan clan as well as all its vassal families and subjects abandoned the fledgling Imperium and struck off to the East. Eventually, Lord Virdan led his people beyond the land of the val'Mordane, who had been told decades before that their very presence offered offense to the Imperator and were thus banished to the very periphery of the Imperium's territory. In that smoked choked and ash laden land, Lord Virdan founded his own small kingship in the lands stretching from what is now northern Canceri east to the city of Erduk in Hinterlands.
- On the Red March
 - Kelimrhe val'Virdan - Former Head Archivist, smuggled the most precious texts to Sarishan safe houses.
 - From The Sword of the Heavens Reborn (1025 I.C.)
 - Most troubling to all to the val'Virdan was the seemingly random manner in which Leonydas chose certain high level officials of the family to be stripped of their status and duties , reassigning them to some of the most menial and degrading work imaginable.
 - Many, like the esteemed historian Khelimre' was plucked from his ancient library and forced to make bricks for the road along the Red March. Those that balked at their new stations were summarily executed, quickly eliminating any dissent.
 - What was unknown to any but the highest echelons of Leonydas' inner circle was that these randomly chosen val'Virdan were anything but. Using the divining powers of the Sisters of Nier, Leonydas was able to discover that the hated val'Emman had somehow survived the purges millennia ago and had flourished hidden within the very bosom of the family that they had for so long sought to humiliate and destroy. When he discovered that the val'Emman name was lost to history and that their descendants had no inkling of their heritage, Leonydas was highly amused at the irony. He vowed to first make these

val'Emman suffer and then finish another unachieved objective – the complete extermination.

- Nol Dappa
 - Fleshripper
 - Description: This blade is fashioned to appear as a severed dwarven head held by its hair. The blade is a serrated and is fashioned to look like a long, blood-red tongue spilling out from the cross guard.
 - History: In 378 I.C. the dwarven Reavers of Bealak Gempor attacked Nol Dappa, slaying the family of the smith Nubuto. In his rage, he destroyed the soul shards of his family, using them to enchant a sword and embarking on a quest of vengeance. This blasphemy caused the sword to absorb the souls of all it slew, dragging them into a portion of Dreamtime. With each Reaver slain another soul was pulled into the sword's pocket dimension, awakening a malevolent intelligence within. In the end Nubuto, plagued by nightmares, withered and died, his soul absorbed into his own blade. His human ally Ophelia val'Tensen sought to continue his quest, but the sword's evil had grown too great, and it consumed her.
 - What does Dell say and how would the Nol Dappan's react?
 - Good Day
 - Good Day
 - What is your Name
 - You Are weak
 - Anger
 - My name is dell
 - I am much stronger than you dwarves
 - Nice to meet you
 - Nice to meet me
 - Where is an armory
 - Where is the whore house
 - Response would depend on who he said it to. Some would not be offended.
 - Finest Quality of items
 - Finest Quality of items
 - Goodbye
 - Your Enclave (family) is weak and you will never win the battle
- Hunder
 - [... Die by the Sword](#)
- Nishanpur
 - Basuhe val'Virdan: female val'Sheem Diviner 14/Sister of Nier 10
 - Basuhe is extremely old, a wizened crone nearing
 - a century old. Toothless, and nearly blind, she walks only
 - with the aid of an old wooden staff. She still wears the
 - wispy robes common to most Larissan priestesses, a sight
 - revolting to all but the most depraved.
 - Eremis val'Virdan: male val'Virdan: Conflagration Knight 14

- Eremis val'Virdan has long red hair, grey eyes, large
 - blocky features, and a muscular frame. He wears the
 - flanged officer armor of a Conflagration Knight when
 - among his men, but normally dons comfortable robes.
 - Eremis' companies are stationed just north of the Plains
 - of Blood.
- Quintus Attalus val'Virdan
 - He has long flaming red hair braided in Yhinghir
 - fashion and a full beard with imposing grey eyes.
 - The Autocrat is a tall man of muscular build with his
 - red enameled full plate armor and bear skin cloak giving
 - him a menacing presence to more civilized eyes.
- Maradevi val'Virdan: female val'Virdan Ftr 2/Ari 12
- March on Ventaka
 - Siege of Ventaka
 - Invasion of Ventaka
 - The Wrath of the Sword of the Heavens
 - Give everyone initiative rolls. Attalus, the Sword of the Heavens and Basuhe get Advantage.
 - Regardless, Nier's Hand is a reaction.
 - Uncle Jesse is slain, Attalus is siezed by a flaming hand.
 - The hand is an object that has AC 20 and hit points equal to your hit point maximum. If it drops to 0 hit points, the spell ends. It has a Strength of 26 (+8) and a Dexterity of 10 (+0). The hand doesn't fill its space.
 - Grasping Hand - The hand attempts to grapple a Huge or smaller creature within 5 feet of it. You use the hand's Strength score to resolve the grapple. If the target is Medium or smaller, you have advantage on the check. While the hand is grappling the target, you can use a bonus action to have the hand crush it. When you do so, the target takes bludgeoning damage equal to 2d6 + your spellcasting ability modifier + 10d10 fire damage.
 - Siege in Ventaka
 - The dead continue to rise when not burnt. Nierites begin burning all of their opponents, and their own bodies.
 - Collectors for the Pyres

Siege of Ventaka

- To the First City!
 - Ashvan
 - On his way to the Blessed Lands, Leonydas devastated the small town of Ashvan, almost as an after thought. It was here that Leonydas faced the Knight Protector of Ashvan, the wielder of the mighty Spear of the Lohgin, and impaled him with the holy weapon, leaving him pinned to the chapel of Illiir for all to witness.
 - Eremis val'Virdan
 - Leonydas then ordered the systematic slaughter of every living thing in Ashvan, man, woman, child or beast, as an offering to Nier. Not able to offer such an unworthy sacrifice to the Lord of Battle, Eremis val'Virdan, the former Nihang of Nier, refused. The Sword of the Heavens interpreted this as a final sign of weakness from these perverse Cancereze Nierites and dismissed Eremis

and his followers from his armies. For his arrogance, Leonydas ordered Eremis taken to Nishanpur for public execution; he was to be crucified and his body denied the cremation given to pious Nierites. Ironically, this death sentence may have saved Eremis' life.

- The Avator of the Oathbreaker
 - Basuhe divined that this creature could only be killed within the holy inner chamber of the Citadel of Nier. There, when both he and the Avatar were present, the Dagger of Annihilation would appear. With it, the Avatar could be permanently destroyed. Satisfied, Leonydas turned to leave when Basuhe uttered one final utterance through her toothless maw, "Only one will emerge from the Citadel of Silence, Lord. The other shall suffer as few have in this life or the next."
 - For the first time in his life, Leonydas val'Virdan was given pause, for he knew that Basuhe spoke not with her own voice, but that of Nier Himself.
- The Citadel of Silence
 - Undeterred, Leonydas led his army unerringly to the ancient Citadel of Nier in the Blessed Lands. Once he arrived, he had his army camp about the Citadel and with only his personal guard, entered the ruined fortress. What occurred therein is known only to those who entered. What is known is that the Sword of the Heavens and his entourage never emerged from the Citadel and that when the black moon loomed at its apex over Onara, the Nierite army was attacked from beneath the very ground by their ancient nemesis – the Voiceless Ones. Within hours, Leonydas' army was cut to less than half its number as the immense nest that had lain beneath the fortress unleashed its untold numbers. By dawn, the mighty army of the Sword of the Heavens was reduced to a paltry forty thousand warriors as it retreated in a half-panicked state back to Canceri. Though the Voiceless Ones did not pursue, the Nierites were about to be dealt a final, devastating blow at the Battle of the Four Armies.
 - [The Storm](#)
- The Battle of the Four Armies (1027 I.C)
- After The Battle of the Four Armies
 - [... Die by the Sword](#)

From

Far away in Erduk, the long-exiled val'Virdan saw this light, and recognizing it from legend and prophecy as the sign their great leader had returned, they marched to Nishanpur to stand at his side. They brought with them not only their warriors, but also the Sisters of Nier, a sect of Larissan oracles that had accompanied them into their exile millennia ago. The Mother of the Order, an ancient hag, came to serve Leonydas as his most trusted advisor.

But time waits for no man, not even Leonydas val'Virdan. Over the last year, battles have raged across Canceri, as Leonydas once again attempted to seize the throne of Onara and purge it of "heresy" and decadence. Although his conquest of Nishanpur was practically effortless, the Sword of the Heavens did not meet with such instantaneous success elsewhere. After a protracted siege, his forces were unable to breach the domed necropolis of Ventaka, so the Sword marched onward, laying waste to a large portion of Milandir before turning towards the First City and the Throne of Man, which had been denied to him millennia earlier. His army was some forty thousand strong, and it seemed as though the remaining forces of Milandir would be crushed while the Emperor of Coryan laughed from the sidelines. However, several unexpected events occurred. First, Leonydas himself took half of his army and marched into the Citadel of Silence, an ancient Nierite stronghold in the Blessed Lands. What he hoped to accomplish there, none can say; what is known is that the Sword of the Heavens and all those who accompanied him did not return.

The remainder of Leonydas' vast army was subsequently defeated at the Milandisian town of Heliadaquae, during the Battle of the Four Armies. During this conflict, General Menisis val'Tensen, Defender of the Empire, defied his own Emperor to march to Milandir's aid. Also fighting against the Sword of the Heavens was a small group of Canceri rebels led by a man named Eremis val'Virdan, who had been one of Leonydas' most senior commanders until he turned away in disgust as the Sword's brutal methods. Eremis is beloved by many of the people of Canceri, who see him as a potential inheritor of Leonydas' divine legacy – but without the Sword's tyrannical ways. Following their humbling defeat, the survivors of Leonydas'

Addendum

Kelimirhe val'Virdan, Ex-Archivist of the Histories

LN Val (Emman) Male Fighter 2/Sorcerer 8

Medium-size Humanoid (5'6")

CR: 10

HD: 2d10+6, 8d4+24 (70hp)

Init: +2 (+2 Dex)

Spd: 30ft

AC: 16 (+2 Dex, +2 armor, +2 RoP); touch 14, flat-footed 14

Attack / Full Attack: Greataxe +10/+5

Damage: Greataxe 1d8+3 (x3)

Special Qualities: Summon Familiar

Languages: Cancerese, Low Coryani, Yhing-Hir, Milandisian, Altharin

SV: Fort +8, Ref +4, Will +8

Abilities: Str 12, Dex 15, Con 16, Int 17, Wis 15, Cha 18

Skills: Concentration +10, Diplomacy +6, Gather Information +8, Knowledge (arcana) +13, Knowledge (religion) +9, Knowledge (history) +9, Profession (scribe) +8, Search +7, Spellcraft +9.

Feats: Armor Proficiency (all), Dodge, Mobility, Scribe Scroll, Shield Proficiency (all), Spell Focus (evocation), Spell Penetration, Weapon Focus (greataxe), Weapon Proficiency (simple & martial),

Bloodrank: 1

Bloodline Powers: To Know the Sight of Our Lord

Spells:

Base DC: 14 + spell level (+2 for bold spells)

Spells Per Day: 6/7/7/6/4

Spells Known:

0-Level: arcane mark, detect magic, detect poison, disrupt undead, flare, light, mage hand, open/close

1st Level: burning hands, detect undead, identify, magic missile, shocking grasp

2nd Level: flaming sphere, invisibility, scorching ray

3rd Level: fireball, greater magic weapon

4th Level: ice storm

Possessions: +2 Sarishan steel Greataxe "Opener of Ways", +2 Bracers of Armor, Ring of Force Shield, Iron Bands of Binding

Kelimirhe is middle-aged, and has curly black hair and a beard. He normally wears simple red robes. He is a follower of the philosophies of Nier, although he does not agree with the Swords of Nier in their extremist views. His influence with the Nierites of Nishanpur before the return of the Sword of the Heavens was sufficient for him to gain a seat on the Nihang Council.

Kelimirhe loves knowledge for its own sake, and has spent many long hours in research at his library. It has been said of him, "he would leap into the mouth of a volcano, if it would let him learn something no other man knew."

The coming of the Swords of Nier changed much in Kelimirhe's life. Though he sought to deceive the Swords into believing him loyal, his efforts only resulted in his demotion to the position of bricklayer, as his family line was not considered "pure" enough to grant him a more prestigious position. He now seeks ways to overthrow the Swords, and regain his previous position at the Grand Library. His hatred of the Swords only grows with each brick he lays.