

Scarred Lands Player's Guide

The Gods, the Titans and the Divine War

For millennia, the Titans shaped the land and created new creatures to suit their ever-changing whims (in this way all sentient races are truly “Titanspawn” as all humans, elves, orcs, etc. can trace their origins to the Titans). When the Titans grew dissatisfied that they had never created beings approaching their own power and greatness, they created first the djinn and then finally the Gods. The Gods, unlike their Titan parents, had deeper ties to the mortal races and offered blessings and guidance to the mortal beings of Scarn. As more and more mortals began to worship the Gods, they in turn grew in power. This caused the Titans to grow increasingly jealous of their children and, in turn, to inflict greater insults and tortures upon their creations. When Hrinruuk the Hunter tracked, ambushed and raped his own daughter Tanil, the Gods rebelled against the Titans. When the Gods slew Mesos the Sire of Sorcery, open warfare erupted across the face of Scarn. The Gods and their armies marched against the Titans and their hoards of Titanspawn, nearly destroying the earth itself as Titan blood rained onto the landscape and the conflicted rent the land apart. While the Titans could not be destroyed completely, they were neutralized and imprisoned with the exception of Denev the Earthmother, who sided with her children against her siblings.

150 Years Later...

With the long conflict ended, the Eight Victors settled into a Divine Truce to never act directly against one another so that the earth would have a chance to recover from the disastrous war with the Titans. In that time, the mortal races have rebuilt their shattered nations and renewed their conflict with each other. The Titanspawn remaining from the war have since fled into the wild and tainted places to plot their revenge and the return of their masters.

The Gods of Scarn

- Belsameth (NE) Goddess of lycanthropy, the moon, murder, madness and witchcraft.
Favored weapon: shortsword Suggested Domains: Magic*, Trickery
- Chardun (LE) God of command, conquest, dominion, rulership, pain, the undead.
Favored weapon: morningstar Suggested Domains: Death*, Dominion*
- Corean (LG) God of chivalry, craft, fire, guardianship, smithing, valor
Favored weapon: longsword Suggested Domains: Light, War
- Denev (N) Titan of growth, plants, nature, the earth, the firmament
Favored weapon: sickly Suggested Domains: None, worshipped by druids
- Enkili (CN) God/Goddess of fate, luck, sailors, storms, trickery
Favored weapon: flail Suggested Domains: Tempest, Trickery
- Hedrada (LN) God of civilization, knowledge, law, wealth, wisdom
Favored weapon: greathammer (maul) Suggested Domains: Justice*, Knowledge
- Madriel (NG) Goddess of compassion, healing, motherhood, redemption, sky, sun
Favored weapon: spear Suggested Domains: Life, Light

- Tanil (CG) Goddess of animals, freedom, good fortune, hunting, survivors, wilderness
Favored weapon: Longbow Suggested Domains: Liberty*, Nature
- Vangal (CE) God of bloodshed, destruction, disaster, pestilence, terror
Favored weapon: battleaxe Suggested Domains: Death*, War

*= Domain from the Scarred Lands Player's Guide

The Fangsfall Peninsula

The events of the Spiragos Cycle take place on the Fangsfall Peninsula in the remote southwestern region of the continent of Ghelspad. The city of Fangsfall takes its name from the nearby teeth of Gaurak the Glutton which fell to the peninsula when the Titan's teeth were plucked from his mouth prior to being entombed in the earth. The city has since mined the great incisor as a source of building materials for its walls, docks and fortifications.

While the city claims the peninsula as its territory, the area is in truth sparsely settled as Fangsfall lacks the military might and the sharecroppers necessary to grow from a city-state into a full nation. Aside from a few small communities of the Divine races and the Redeemed (Titanspawn that have made peace with the Divine races) within a day or two of the city, much of the peninsula is untamed wilderness, peripheral swamps and wetlands, a few forests (outside of the Darkwood Grove) and the Bronze Hills to the North bordering Devil's March.

The weather in Fangsfall is generally calm and warm, except for the squalls that tend to crop up around Liar's Sound. Coastal breezes help to keep summers cool and the winters are temperate. The climate is well suited to growing grapes and some grains and corn, though the land is poorly suited to raising large herds of livestock.

Locations of Interest

- **The Bronze Hills** miles north of Fangsfall are riddled with mines dating as far back as the Asaathi Empire, many of which are abandoned and serve as lairs for Titanspawn and other monsters. Rich veins of copper, tin and zinc are still found regularly and new hamlets and thorps are settled periodically to exploit them only to fall apart in two or three years following supply problems and monster incursions.
- **Cheery Brine Warren** is located on the western side of the peninsula, south of the Bronze Hills and west of Fangsfall. The Warren is a small but growing community of Redeemed Slitherin ratfolk, currently transitioning from a temporary encampment into a permanent settlement.
- **Creagfort** is the northernmost "civilized" settlement on the peninsula, boasting a moderate garrison of Fangsfall soldiers ruled by a knighted priestess of Corean. Creagfort serves to reinforce the northern border of the Bronze Hills against anything that might crawl out of Devil's March.
- **Darkwood Grove**, located east-northeast of Fangsfall on the east coast of the peninsula and on the southern edge of the Bronze Hills, contains one of the largest stands of sacred Darkwood trees left in Ghelspad. It is protected zealously by a circle of mostly

human and halfling druids of Denev, who have a contentious relationship with the lumber hungry city of Fangsfall.

- **Devil's March** marks the northernmost border of the peninsula and remains a wasteland infested with undead and worse after a pitched battle between the forces of the god Chardun and the Titaness Mormo during the Divine War.
- **Fang Quarry**, located a day's ride north of Fangsfall, provides most of the city's building materials from the fallen tooth of Gaurak. The quarry is situated on the southern half of a massive and overgrown crater that surrounds the mountain of lustrous white rock.
- **Slaver's Rise** is a 25 foot bronze statue sitting atop a stone dais at the apex of five hills northwest of Fangsfall. The statue depicts a Charduni dwarf general holding his warscepter aloft in homage to the Great General Chardun. Rumors hold that the general's magical scepter still rests in the tomb beneath the monument, but that Chardun the Slaver himself will punish any that transgress upon his favored servant's resting place.

The City-State of Fangsfall

Fangsfall has had a colorful history throughout its existence- first as a failed colony, then as a slave trading post/resupply point for the Charduni Empire, then a rat-infested pirate haven after the Divine War until Lord Killian Vrail and a cadre of Mithril Knights fleeing the fall of Rahoch took control of the city practically by accident 24 years ago. Though it seemed an unlikely match, the city has flourished under Lord Vrail's political savvy and the Coreanic knights' discipline. Now refugees fleeing the Calastian Hegemony flock the city's docks and gates, desperately trying to get themselves and their families to safety- but locals fear that the arrival of so many new mouths to feed will strain resources and space. The atmosphere of the city is growing more cramped and more precarious by the day.

Allies and Enemies

Fangsfall counts the city of Mithril as an ally after Lord Vrail's coup, for what little help the city across the continent can offer. Closer allies constitute the Jeweled City of the Assathi to the east in the Swamps of Kan Thet and the Iron Citadel of the ironbred in the Ukrudan Desert. Both rely on Fangsfall's docks to do any sort of trade with the outside world while providing goods and labor for the growing city.

Beyond the Devil's March lies Dunahnae, a nation dedicated to Chardun's worship boasting a great wall of bones built by human and halfling slaves. Relations are poor between Dunahnae and Fangsfall. The city-state also counts the expansionist Calastian Hegemony as a foe as well, considering that King Virduk's aggression is the reason Lord Vrail and the knights (and more refugees every day) fled to Fangsfall in the first place.

Politics and Religion

Lord Killian Vrail rules as overlord of the city and is much revered by the people of Fangsfall, its army and navy fiercely loyal to him. Shortly after taking power, Lord Vrail declared Corean the Avenger the patron god of the city- though in practice only a small number of

citizens and aristocrats actually worship him. By far the most popular deity in Fangsfall is Enkili, the genderless god of chaos and luck, patroness of storms and sailors. The sea goddess Manawe also has a small following, mostly among refugees from Rahoch. The rest of the Victors are revered as well, but their congregations tend to be on the small side.

Places of Note

Blossom Harbor is the major factor in Fangsfall's prosperity. The sheltered harbor was originally built by the Charduni dwarves and protects ships from the swirling currents coming out of Liar's Sound. The docks are constantly under renovation to accommodate the growing number of ships coming to the city.

The Mithril Chapterhouse houses Corean's faithful paladins in Fangsfall. The villa was given over to the knights shortly after their arrival in the city and has been outfitted into a fortress.

Vrail Keep stands on the tallest hill in the city. The gates remain open throughout the day and Lord Vrail welcomes all of his subjects to his court. Here is where he keeps his military and civilian staff of advisors and magistrates.

The magnificent Temple of Enkili sits on the southern end of the city along the water. Most of the temples statues depict Enkili as an androgynous goddess, in her Dame of Storms aspect, and is worshipped as such by many merchants and sailors. The aspect of Enkili as the God of Ill Fortune are also represented and propitiated here regularly.

Important People

- Lord Killian Vrail, overlord of Fangsfall
- Bibliothecis (Duke's Advisor) Cestarian the Wise
- High Admiral Lord Remig
- Commander of the Army Sir Barolus
- Jeweled City Ambassador Lady Hosaani
- Chaptermistress Dame Commander Sempronia Raho
- Priest of Manawe Tidebrother Atanis Inton
- High Priest of Enkili Scandinius Stormborn
- Guildmaster of Sappers and Miners Dimen Hardi
- Magistrate Zalindra Danut
- Socialite and Manawe Worshiper Lady Marana Sol