

Part Three: The Age of Memories

With the world remade from fragments of memories, many aspects of Falleron have radically changed. Goddesses and Gods have different personalities and domains, and the pantheon has been cleaned up and consolidated down to 11 total gods. A stronger line has been added between gods, demons, and demigods, and while all three may serve as power sources for various characters, they have some core consistencies to help with their mechanical aspects. Several changes to how the various planes work have also been included here, including radical changes to how the Material Plane operates.

The first of these changes is that there are 12 gods in total (technically 13, as one is a duality), and these gods remain as constants for all the good and bad in the universe. The highest diety is Peace, and under her are 11 incarnations of the gods as she remembers them. Some gods, such as The Fool, are now more dangerous consolidations of previous beings (The Fool is now both the everyman wanderer god as well as the Trickster akin to Jack). It should be noted that both Compassion and Gardenstern is no longer considered gods and do not appear in this pantheon. The Age of Mortals was their world, and they do not manifest in this future universe.

There are a total of six planar spaces in this new Falleron, the Material Plane, it's four mirror planes (Shadowfell, Feywild, Ethereal, and Astral), and the Demiplanes that exist between these five spaces.

Together, these 12 deities and six planes are combined in the religious object of Falleron, the **Divine Arcana** deck. The 12 deities represent the Major Arcana, the Material Plane and Demiplanes are two wild cards, and the four mirror planes represent the four suits of the deck. While individual religious orders will have holy texts relating to the gods or group of gods they worship, the Divine Arcana Deck serves as a common religious and scrying tool (akin to the Tarot), a universal game deck for various card games, and a way to teach the nature of the universe. See the chart below for a full listing of these cards, the gods and goddesses, and their usual domains and meanings.

Occasionally, some add cards to a Minor Arcana suit, usually cards representing the manifold demons and demigods that appear on the plane.

Divine Arcana Deck

Card Name	Common Deity Name (gender)	Dominion	Plane
Divine Arcana (12)			
<i>Infinity</i>	<i>Peace (n)</i>	<i>Beginnings, Space, Cycles, Time, Ends</i>	<i>All</i>
<i>The Fool</i>	<i>Jack (n)</i>	<i>Androgynous, Innocence, Spontaneity, Trickery, Recklessness, Cruelty</i>	<i>All</i>
<i>The Hunter</i>	<i>Krampus (n)</i>	<i>Hunting, Glory, War, Murder, Conquest</i>	<i>Feywild</i>
<i>The Lovers</i>	<i>Mab & Oberon (both)</i>	<i>Attraction, Cooperation, Mischief, Conflict, Obsession</i>	<i>Feywild</i>
<i>The Earth Mother</i>	<i>Gien (f)</i>	<i>Femininity, Freedom, Nature, Fertility, Greed</i>	<i>Material</i>
<i>The Allfather</i>	<i>Tamberlain (m)</i>	<i>Masculinity, Tradition, Society, Protection, Oppression</i>	<i>Material</i>
<i>The Reaper</i>	<i>Morrigan (f)</i>	<i>Transformation, Change, Death, Chaos, Destruction</i>	<i>Shadowfell</i>
<i>The Hanged Man</i>	<i>Selnoir (m)</i>	<i>Penance, Regret, Guilt, Loss, Torture</i>	<i>Shadowfell</i>
<i>The Judge</i>	<i>Amalas (f)</i>	<i>Courage, Justice, Law, Vengeance, Wrath</i>	<i>Ethereal</i>
<i>The Watcher</i>	<i>Cael (m)</i>	<i>Perseverance, Patience, Balance, Stubbornness, Sloth</i>	<i>Ethereal</i>
<i>The Dreamer</i>	<i>Elethia (f)</i>	<i>Future, Intuition, Dreams, Illusion, Lies</i>	<i>Astral</i>
<i>The Magician</i>	<i>Daedalus (m)</i>	<i>Innovation, Inspiration, Power, Hubris, Unintended Consequences</i>	<i>Astral</i>
Planar Suits & Wildcards			Element
Mirrors/ Diamonds	The Ethereal Plane	Truth, Present, Mirrors, Envy, Confrontation	Air
Cups/ Hearts	The Feywild	Creativity, Excitement, Magic, Excess, Danger	Water
Bells/ Clubs	The Astral Plane	Possibility, Time, Dreams, Illusion, Deceit	Fire
Swords/ Spades	The Shadowfell	Reliability, Acceptance, Technology, Stagnation, Decay	Earth
The World	The Material Plane	Life, Pragmatism, Substance, Sacrifice, Death	Wood
The Tower	Versity & Demiplanes	Safety, Shelter, Demiplanes, Prisons, Exile	Metal

Goddesses & Gods in Brief

There are 12 divine beings at the top of the hierarchy of the world of Falleron. These holy beings are absolute powers, and while many work together, they have a multitude of beings that serve them, from mortals to demigods, to achieve their own ends. Each divinity has a set of abstract, metaphorical concepts that represent their domain. Some are fairly direct, such as *Courage*, while others are more abstract, such as *Hubris*. When creating a cleric, consider all of the aspects of the divine being you wish to serve, no matter how seemingly good or evil, as each divine has aspects of both as part of their nature. Your faith may hold strongly to one or two of these, such as Courage and Justice for Amalas, while acknowledging that Vengeance and Wrath are necessary and allowed evils to be seen while serving your goddess.

Peace

Card: Infinity

Domains: Beginnings, Space, Cycles, Time, Ends

Planar Home: All

Presented Gender: None

Peace is the highest of the gods, the beginning and end of the universe. They control all matters of time and space, and is invoked at the beginning and end of natural cycles. Some followers see them as the neutral arbiter of the world, making everything work without taking opinion or interfering. Others see them as an imperfect creator, having only partially remembered the world that came before. Clerics of Peace tend to serve as people who protect a cycle they feel is important, be it the natural passing of the seasons or the rise and fall of kingdoms, taking action to create new beginnings or to see to it that something needs ends in its appointed time. Peace is associated with places of tranquility and calm, such as still pools or tranquil gardens.

Jack

Card: The Fool

Domains: Androgynous, Innocence, Spontaneity, Trickery, Recklessness, Cruelty

Planar Home: All

Presented Gender: Both

Jack is the trickster god, appearing as it desires when it wishes. To children, Jack is the ultimate god, representing the innocence and cruelty that come with childish pursuits, casual tricks and kindnesses with no lasting implications. As one ages, what Jack can represent becomes decidedly darker, and more terrifying, as the unknown other becomes more intense and terrifying with wisdom. Most who revere Jack see it as a protector of drunks, children, and idiots, as such folk are rarely harmed by the tricks Jack plays. But to the orderly, the wise, and the powerful, Jack represents something dangerous and uncontrollable. Clerics of Jack tend to follow their own selfish goals, acting on their own wills but only showing the darker side of their tricks to those with the cunning and wisdom to potentially avoid them. Jack is associated with roads, pathways, and means of transportation as they represent his desire to find new places and encounters.

Krampus

Card: The Hunter

Domains: Hunting, Glory, War, Murder, Conquest

Planar Home: Feywild

Presented Gender: Male

Krampus is the horrific, glorious, gore-covered leader of the Wild Hunt. Patron of hunters, warriors, and murderers, Krampus drives those towards accomplishing the natural end of power: the strong are the predators and the weak are the prey. His wild Wild Hunt roams the wild, destructive realms of the Feywild seeking to capture any who venture within for its own goals, to join the hunt or become the hunted and is the primary reason for the exile of the Elfkin and Greenkin from their home. Followers of Krampus tend to be martial orders that relish in combat, champions of war and arenas, and also those who believe in strong competition. Hunters always invoke his name, and most orders believe in some form of ritual sacrifice. Krampus is associated with battlefields and places of military and martial training.

Mab & Oberon

Card: The Lovers

Domains: Attraction, Cooperation, Mischief, Conflict, Obsession

Planar Home: Feywild

Presented Gender: Female and Male (respectively)

The dual gods of Mab and Oberon are rarely seen apart, making their appearance almost always as one duality in the pantheon. These lovers, and sometimes enemies, represent the forces of love, lust, obsession, attraction, and the coordination and conflict that comes from the emotional pairings of the world. Most call upon them as some point in their lives, and for those that worship them as their primary deity social engineering and carnal pleasures are usually their highest sacraments. Like the pure emotional magical energy latent in the Faewild, Mab and Oberon aim to drive those that draw their attention to the extremes of their emotion, feeling fierce love or powerful anger towards the objects or persons of their affections. Mab and Oberon are associated with social places, especially taverns, theaters, and marketplaces.

Gien

Card: The Earth-Mother

Domains: Femininity, Freedom, Nature, Fertility, Greed

Planar Home: Material

Presented Gender: Female

The Earth-Mother is a powerful representation of both femininity and nature across Falleron. While the social aspects defining femininity differ from culture to culture, her connection to nature always grants her aspects of the great freedom, and danger, or the wild places of the world. She is associated with places where plants grow in abundance, especially forests and grasslands. Similarly, she is usually depicted as having the greedy hunger of wild beasts and overwhelming plants. She seeks to spread her influence and overwhelm the unnatural places of the world while protecting the wild beauty of Falleron. Followers of Gien tend to prefer animals and plants to cities and society, and she is often worshipped by farmers and those who live close with the land. Healers, especially midwives, swear by her and hold her in the highest regard.

Tamberlain

Card: The All-Father

Domains: Masculinity, Tradition, Society, Protection, Oppression

Planar Home: Material

Presented Gender: Male

The All-Father is a powerful representation of both protection and masculinity across Falleron. While the social aspects defining masculinity differ from culture to culture, he always is depicted in a way that shelters other from harm and keep watch over places of society and culture. Tradition is important to the followers of Tamberlain, and rituals and festivals play a key role in tracking the passage of time. Tamberlain's followers also believe in strong influence upon society, often making large temples in major settlements, acting in service to protect settlements and peoples, and seeking to impose their values upon others, for good or ill. Tamberlain is often associated with the sun and daytime.

Morrigan

Card: The Reaper

Domains: Transformation, Change, Death, Chaos, Destruction

Planar Home: Shadowfell

Presented Gender: Female

Morrigan, the Reaper, is the goddess of destruction, transformation, and death of Falleron. She appears as a woman shrouded in a dark, tattered cloak, often with a scythe or a sword, and comes to the mortal plane to bring the dead back with her to the Shadowfell. She is a goddess of change and transformation, and what she doesn't kill outright in her passing is forever altered by encountering her. She is often associated with storms and violent weather, and with crows that gather and flock around battlefields. Followers of Morrigan believe in death as an absolute, and find most undead creatures as vile abominations and perversions to the natural place of death. She is also worshipped by those who desire to bring death and chaos to others, and has been invoked in many terrible raids and violent conquests.

Selnoir

Card: The Hanged Man

Domains: Penance, Regret, Guilt, Loss, Torture

Planar Home: Shadowfell

Presented Gender: Male

Selnoir is often depicted as a man maimed or hanged by the neck, a symbol of death and punishment. But despite this gruesome display, Selnoir holds a powerful place amongst the people of Falleron as the god of atonement and penance, a god of reflection upon guilt and loss, and the desire to make good on one's mistakes. He is associated with the oceans and rivers, especially those with strong, deep currents as they represent the deeply felt turmoil that drives those he touches. His followers tend to be those who feel they have caused some great wrong, often through hurting those they loved in some manner or having committed a crime they feel deserves punishment. The penitent thief and the war survivor alike may both find comfort and motivation in Selnoir's

teachings, though often these teachings involve some form of symbolic or literal self-torture or punishment to make good on the harm caused to others. Temples to Selnoir are fairly common, and their adherents often are blindfolded, silent, or otherwise show some form of ritual loss to represent their devotion.

Amalas

Card: The Judge

Domains: Courage, Justice, Law, Vengeance, Wrath

Planar Home: Ethereal Plane

Presented Gender: Female

Amalas is the goddess of courage, justice, and law. From the ethereal plane, she sees mortals for their true nature and holds them accountable for their merits and flaws. Amalas is a goddess of action, and is prone to taking direct measures in reaching out to mortals and calling upon them to drive out evil where she sees it. While she is commonly invoked by paladins and lawmen alike in their pursuit of criminals and desire to see justice done, she is just as commonly called upon by those who have been wronged and see their only action as taking justice into their own hands. In Amalas's eyes, justice and vengeance are often the same thing, and there is no better fuel for courage than the righteous wrath of the wronged. Amalas is associated commonly with fire, warm and comforting when controlled or incredibly destructive and painful when out of control. Followers of Amalas believe in taking action to right the wrongs of the world, and cannot abide by those who sit back idly and accept the banality of evil.

Cael

Card: The Watcher

Domains: Perseverance, Patience, Balance, Stubbornness, Sloth

Planar Home: Ethereal Plane

Presented Gender: Male

Cael is the great watcher, a stoic guardian whose words grant the wisdom that all things eventually will come back into balance. He is a patient god, and his plans and goals are seen only in the longest of timelines. Associated with the moon, Cael passes overhead watching day and night alike, knowing great wisdom and ensuring balance is maintained between the other gods through the slightest of actions and manipulations. Cael is not one to charge forward and confront those throwing off the balance, instead he takes a subtle touch and a quiet word to tilt the scales over time back into balance. Many see he and his followers as too stubborn to take action in the world, or as slothful and lazy as they seemingly ignore the world from their secluded monasteries. But this is because few can think of the time and subtlety that Cael operates under. His monasteries are often found high in the mountains, and he is associated with stone and enduring things. Those under great pain or suffering under great burdens often call upon Cael to grant them the endurance to bear their lot until it eventually passes.

Elethia

Card: The Dreamer

Domains: Future, Intuition, Dreams, Illusion, Lies

Planar Home: Astral Plane

Presented Gender: Female

Elethia is the Dreamer Goddess, she who controls that realm of lies and truths that all mortal beings enter when they slumber. From the Astral Plane she crafts illusions, spins lies, grants insight and intuitive knowledge of hidden truths buried deep in the subconscious. Only her and Peace can glimpse the future, and while Peace remains still and waits for the passing of a cycle Elethia grants mortals glimpses of the future in the form of visions and prophecy. Many of these are lies, some are truths, most are couched in metaphor and misdirection, allowing for only the very wise or intuitive to truly understand their meaning. Followers of Elethia tend to be actors and oracles, politicians and poets. Those who seek to craft illusions and truths to meet their own dreams for their own purposes. Elethia is associated with starry skies and places of rest and comfort.

Daedalus

Card: The Magician

Domains: Innovation, Inspiration, Power, Hubris, Unintended Consequences

Planar Home: Astral Plane

Presented Gender: Male

Daedalus is the god of innovation and magic, of achieved power and the unintended consequences of using it. From the Astral Plane he crafts great works of magic and marvelous inventions that defy the minds of mortals, but through seeing such marvels lesser truths spark the discoveries of science and magic that advance the world. Daedalus is associated with places of creation, from smithys to studios, and those who create things are his most favored of beings. Under his great power to create, many fall sway to the folly of hubris as their pride in their creations often lead to their own downfall if they are not mindful. Tradesmen and magic users alike worship Daedalus as the source of all art and magical learning, and he is also associated closely with places of higher learning.

Demigods

Falleron has a wide range of Demigods, beings of far greater power than a mortal that derive their energy directly from the gods above them. While clerics may serve a Demigod, they tend to lend their powers more closely to the Warlock patrons and serve as intermediaries or honored champions of the god that lifted them into power. Demigods, unlike gods or demons, do not intrinsically have power. Instead, they have been bestowed with some form of mantle, an object or marking of great power, that grants them both their powers and compelled purpose. Mantles of power can frequently be taken and altered, causing their taker to become the new locus of the demigod and gain both their powers *and* their purpose. Most known demigods, by their nature, tend to reside in the Material Plane so that they can accomplish their purpose, but many exceptions to this rule exist.

There are a wide range of Demigods across Falleron with a range of powers and goals, the following are a few that are well known:

The Dark Lady/Lord

Mantle: The Eternal Rose

Purpose: To rule the Vampire

Patron: Cael the Watcher

Domains: Vampires, Hunger, Balance

The Eternal Rose is a glowing source of eternal power and life coveted by all undead creatures. With it, one can sate all hungers caused by the curse of the Vampire, be it Blessed or Fallen. It grants the one who possesses it both the eternal life of the vampire, but also the ability to never decay, never age, and never to suffer direct harm. The vampire who holds it is the official leader of all Vampire, and has the ability to compel all other vampires to their will. It's power is coveted by all of the undead, and while vampires are ill suited to rebel against the current Dark Lady or Dark Lord, they are more than willing to hire others to serve their aims at stealing this precious rose for themselves. Those that hold this power, however, see the full spectrum of their people and their impact upon the world, causing them to understand the need to restrain their people to some extent to prevent them from choking out the life of the other sentient creatures they rely upon for sustenance. This wisdom is unable to be conveyed directly to other vampires, and warnings about limiting their predation always fall onto deaf ears when the Dark Lady or Lord attempts to do so.

Gardenstern

Mantle: Memory of Compassion

Purpose: To Find Peace of Mind

Patron: Peace

Domains: Compassion, Grief, Travel

Gardenstern was once an Exile in the Age of Mortals, having been partially responsible for the original creation of humanity and in shaping its history across Falleron. After Peace reformed the world, the part of her that formed goddess Compassion did not lose her love for Gardenstern, but nor could she allow him to shape all of creation. She restored him in the Age of Memories, not as an exile, but as a blessed, treasured demigod, to once more walk amongst the mortal races as he did for so many years. His memories of the Age of Mortals and of Compassion, is his mantle- one that is nearly impossible to lift from him. His immortality and memories drive him to support those who would be compassionate to their fellow mortals, those who wander seeking to do good, and those who have suffered great loss. Gardenstern's driving purpose is to find some measure of peace in a world devoid of the identity of his former love, the Goddess Compassion, though how he can do so is something that Peace will not tell him. He must find that for himself.

Saint Claws

Mantle: Red Robe & Hat

Purpose: To Spread Goodwill each Winter Solstice

Patron: Krampus

Domains: Gifts, Winter, Merriment, Drinking

Saint Claws is the demigod of the winter solstice festivals, and serves at the pleasure of Krampus the Hunter. When the world and prey alike hibernate in the deepest part of winter, Saint Claws

appears to throw a vast feast to entertain the Wild Hunt, and the good people across the planes of Falleron. This jolly, bear-like beastfolk comes to the homes of hunters and prey alike to celebrate their survival through the winter and to bring together both in the spirit of gift giving, merriment, and festive drinking as both look past their history and rejoice in surviving the long, cold winters. Known for his mantle of the red robe and hat, and traveling on a sleigh pulled by hounds of the Wild Hunt, Saint Claws is unique in that his mantle changes ownership quite frequently, transforming whoever puts it on into the jolly old bear each Winter Solstice. Most years, this role is held by a new person, often a victorious hunter or enduring prey that outsmarted the Wild Hunt. Saint Claws favors those who celebrate and are generous to others, especially those in the most need. On the Winter Solstice, Saint Claws is compelled to travel across the world, spreading goodwill, gifts, and feasts to the people of the world. Through the aid of the Wild Hunt, and a healthy bit of time magic, he or she is able to enter every home and grant some proper gift, and is compelled to see this ritual successfully completed. During the rest of the year, the mantle remains inactive, only powering up between the first snows of winter and the dawn of the day after the Winter Solstice.

The Great Clont

Mantle: Throne of Clontstead

Purpose: To be the conduit of the Clontish Ancestor Spirit

Patron: Tamberlain the All-Father

Domains: The Clont People, Memories, Family

The Great Clont is the ancestor spirit of the Clontish People, and also the title for the thane of all Clont across the world. From the Throne of Clontstead, the Great Clont serves as the mortal conduit for the spiritual memories of all Clont across history, allowing his or her people to gain the wisdom of their ancestors in their travels. Such a burden is not taken lightly, and sitting upon the Throne of Clontstead causes great strain on the Clont who is chosen to lead their people. Only the strongest, wisest, and most intelligent may hold this honor. When the previous Great Clont dies and becomes one with the ancestor spirit, whoever can claim the Throne becomes the new Great Clont, either through election or conquest. The driving purpose of the throne, to serve as the ancestor spirit of the Clont, is not one that the Great Clont can shirk lightly, as whenever they are not on the throne no Clont can tap into their ancestral spirit's powers.

The Stormbringer

Mantle: The Shroud of Morrigan

Purpose: To cause destruction and ruination,

Patron: Morrigan the Reaper

Domains: Weather, Natural Disasters, Death

The Stormbringer is a demigod of the weather and natural disasters that roams the world wreaking havoc in their passing. Wherever they go, hurricanes, earthquakes, volcanos, and other natural disasters occur, triggered by the will of the Stormbringer. It is a terrible mantle, one that brings misery to everything around the Stormbringer, but one that also protects them from their effects. Throughout history, this mantle has been sought after only by the most evil and insidious, as they seek ways to direct this destructive power upon their enemies. The mantle of the Stormbringer, a tattered cloak of dark blue cloth, seems innocuous at first, but upon putting it on the effects begin

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immediately and the wearer cannot remove it unless slain. Should they be killed, the Shroud's powers go inert until a new wearer equips the mantle. While equipped, the purpose of the shroud is less a conscious decision, and more of a local effect. Whatever the worst natural disaster that could occur in a place could be, that is what happens. Only those particularly well bonded with the shroud can consciously choose how and what occurs, either to spare others or to focus the destruction to be even more devastating.

Demons

Demons are gods and demigods from beyond the Shroud of Peace, having entered the planes of Falleron by accident, by being sealed away from their home plane, or having somehow broken in seeking to devour what is inside. Like the mortal Exiles, the plane itself rejects their presence, regardless of their nature. While all demons bring with them the domains they held on their previous planar home, even a well-meaning demon is just as ill received as a truly evil one, and the planes attempt to resist their influence at every turn. Many have attempted to cause mortal creatures to be influenced by their powers, creating lesser devils and demons (as seen as enemies in the 5e handbook) and even mortal Tieflings that are forever marked by their powers.

Their ability to operate and influence the planes of Falleron are limited in three major ways. First, every demon has a binding that they cannot resist, some aspect that limits their behavior imposed by Peace upon their entry. This may be an inability to break a deal, inability to lie, or some other weakness that limits the demon's influence upon the world. They are also bound to a specific elemental force, represented by the 5e damage types. A demon might be bound to fire, or piercing, or radiant damage, and in doing so their Tieflings will also be so bound. Third, all demons are bound to a specific lair that they are unable to escape from without great effort and energy, and even then only for a small amount of time. This lair might be a specific place, such as the Vault of Want demiplane, or a more abstract location, such as in the reflection of mirrors. Regardless, the demon is limited in operating from this location, requiring intermediaries to do its dirty work.

All demons seek to expand their influence and power on the plane, regardless of their alignment or goals. As foreign entities, they wish to make the plane more hospitable to themselves and their creations, and to spread the influence of their own values. An evil demon might wish greater dominion over a specific plane, to the extent of rivaling the power of the gods. A more neutral or good demon might seek ways to fulfill their personal domains without need or respect of the latent gods, which they may not feel are sufficiently good or willing to serve those in need.

There are a wide range of demons across Falleron with a range of powers and goals, the following are a few that are well known:

Masque the Betrayer

Domains: Envy, Ambition, Betrayal

Binding: May only take the faces of those who make a deal with it.

Element: Psychic

Lair: Reflective surfaces, especially mirrors. Anywhere in the Ethereal Plane.

Masque is a faceless creature in the reflections, manifesting as the reflection of individuals it seeks out and speaking to them through telepathic communication unseen by others. Masque's goals are simple, it wishes to collect faces and wander the world as a mortal creature for a time. It does this by seeking out the envious or ambitious and offering great power in return for their face. So long as the source of their envy or ambition lays unattained, Masque provides them with power and guidance. Once they achieve their goals, Masque takes their face to add to it's collection and curses

them to become faceless changelings, unable to ever reassert their original forms. This deal, though obviously terrible, is attractive to a certain type of individual who schemes to keep the source of their ambition or envy just out of reach, so as to keep the blessings of Masque forever. But such an arrangement always ends the same way. One way or another, mortals always seek to triumph and attain the power they crave, and Masque is all too ready to take their face for its own. When Masque does so, it may manifest on the mortal plane so long as the mortal changeling still exists, though never in two places at once. As those who bargain with Masque often lead lives seeking power and influence, Masque's appearance on the mortal plane is almost always in a place where driving more mortals to be envious and ambitious is possible, serving its own growth over time.

Chimera the Hungry

Domains: Greed, Destruction, Hunger

Binding: May only be called upon through the destruction of life or objects of great value and reverence.

Element: Fire

Lair: The Vault of Want - Demiplane of the Shadowfell

Chimera the Hungry is a demon of fire and hunger, seeking to hoard and consume all it can. It desires blood and gold, the destruction of lives and objects of value, and the more venerated the life or more valuable the object, the more it wants to devour it. Chimera takes the form of a three-headed monstrosity, with the head of a lion, a snake, and a goat, with each head seeking to devour independently and desperately. The heads think independently, allowing Chimera to be in three separate places at a time, always seeking to devour. Chimera is bound in that it cannot manifest its power unless a sufficient amount of life or previous materials are consumed to open the door of its prison demiplane, the Vault of Want. By killing someone of great reverence, such as a beloved king or venerated religious leader, it may gain the ability to walk the earth for a short time in the guise of a mortal. By sacrificing a great many more lives, it might be able to manifest on the plane long enough to cause greater destruction, thus feeding its ability to wander outside the plane for a time. But only for a time. It promises the greedy power to help it gain the goals of consuming more and more, but should its servant no longer be needed or be a convenient source of life, Chimera will happily devour its own followers without pity or remorse.

Gaeko the Shadow

Domains: Night, Darkness, Deals, Wishes

Binding: Is a lawful being, and will obey whatever deal it makes to the letter (and wiggle it as much as it can within the boundaries of such things).

Element: Force

Lair: Perfect darkness, nights without a moon, eclipses.

Gaeko is a creature of darkness, appearing only as two points of flat, shifting white eyes in the darkness. What the Gaeko truly looks like, none know, as it cannot be seen in the light and only appears in times of darkness. Unlike many demons, the Gaeko is not a malignant demon, but more of a trickster. It will appear to those who are within the darkness and offer some deal to grant a wish. It desires only to grant wishes to those willing to deal with it, but will often pervert their wish should there be room to do so. Whatever deal it makes, it always has a condition or drawback, as

the Gaueko sees all deals as requiring an equal exchange. A lawful being, once it makes a deal it will obey that deal to the letter of the law, granting whatever wish it treated and taking only the agreed upon price. However, should there be room for interpretation, the Gaueko is frequently known to grant wishes in a monkey's paw-like fashion, and often will alter or shift the nature of the wish to its own ends- often to teach the wish maker some form of lesson.

Draug the Revenant

Domains: Undeath, Terror

Binding: Cannot bear the light of the sun or fire.

Element: Necrotic

Lair: Shadowfell

Draug is a demon of undeath, and is largely responsible for the powers of necromancers and undead creatures across Falleron. It subsists upon the fear of mortal creatures, and sends its agents to sow terror and undeath wherever it can. Whenever a mortal creature seeks to cause fear or raise undeath, Draug is happy to oblige. One of the simpler, most direct demons, Draug's motivations are clear and his influence is immediately felt. His most prized followers are often raised to become eternal litch or banshee to continue spreading undeath and fear across the world. Those who would oppose Draug would do well to remember his weaknesses. He cannot grant his powers under the light of the sun, and his undead fail to animate until it's light passes. Fire and radiant energy are his weaknesses, and he recoils from them

Religions

Various groups of mortal races have developed a wide range of religions based upon these divine beings. While worship of a single god, or the entire pantheon, is certainly common; many instead have a specific group of powerful beings that they worship together.

For example, the faith based upon the Three Sisters worships the collective goddesses of the Maiden (Mab), the Mother (Gien) and the Crone (Morrigan) as representations of the cycle of life. Many faiths oriented upon the passing of the sun and moon worship Tamberlain and Cael respectively as they pass in their celestial dance.

Mechanically, this may prove to be a useful means for a cleric to reconcile wanting two gods, or some combination of god, demigod, or demon, as their divine source of power. Work with your GM to define how this religion operates and what key tenants it has.

While there are a vast number of faith systems in Falleron, two such examples follow:

Order of the Three Sisters

Worships: Mab, Gien, and Morrigan (as Maiden, Mother, and Crone)

Tenants: Passage of time, the natural changing of roles in nature and society, nature and the seasons.

Places of Worship: Runestone filled glades, wild places, gardens, fertile fields.

The Order of the Three Sisters worships the Maiden, Mother, and Crone as their patron goddesses, seeing the passage of time as something to be venerated. Often worshipped primarily by hedge witches, druids, and those connected closely to the land, they believe there is always a cycle of innocence and love (Spring & Summer), followed by motherhood and sharing (Autumn), and eventual death and decay (Winter). The number three is powerful in this faith, and most believe that to achieve balance a coven of the Three Sisters must have three adherents, one representing each of the sisters. While many mortal races, and especially plankfolk, follow this religion, many monstrosity creatures, such as Hags, also follow this order closely. The Order of Three Sisters is most often found in rural communities, and in larger settlements their followers are rare as their connection to the natural world is usually tenuous at best.

The Celestial Watchers

Worships: Tamberlain, Elethia, and Cael (as the Sun, Stars, and Moon)

Tenants: Order, stability, prophecy, dogmatic knowledge, ritual.

Places of Worship: Mountaintops, observatories, temples exposed to the sun, stars, and moon.

The Celestial Watchers are the key divinities in a widespread religion. This faith is based upon rules of celestial order and placement, and believes in rigid hierarchies. The highest priest of this faith, the Celestial Prophet, reads the passage of the sun, moon, and stars to determine what the proper ordered path of the world should be, and passes their teachings down to the priests beneath them. Cultures that follow the Celestial Watchers tend to value their teachings to the point that priests are venerated to the same level as Kings or Queens, and often have powerful positions within their

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courts. As followers of the rigid order of these celestial bodies, this faith distrusts chaos and change that is not foretold in prophecy and is slow to accept new ideas.

Planes of Falleron

Falleron consists of five primary planes, with an infinite number of demiplanes of various levels of stability fixed between them. These planes of existence exist alongside one another and reflect the actions that occur on each across the other four. Everything is connected, and the life and nature found on each plane is needed to ensure the stability of all other planes.

The planes are fixed on two axis, with the Material Plane at the center. One axis is the dichotomy of the Feywild and Shadowfell, opposing planes of energy and emotion (Feywild) and entropy and emptiness (Shadowfell). The other axis is made up of the Ethereal and Astral Planes, representing material truths and dreams of possibility respectively. While there is not a fixed position for these axis, and indeed all five of these planes exist directly adjacent to each other at all times, it can be helpful to think of them as on a wheel in terms of their operation. In the fragments between these planes are demiplanes, small planes of limited function that squeeze into the spaces between spaces. These can be permanent domains of gods or demons, temporary abodes of wizards and magicians, or even spaces where items like bags of holding store their goods. The most famous demiplane is the Versity Tower, which simultaneously is visible, but neigh unreachable, from all planes of existence.

The Material Plane

The Material Plane is the place most mortal creatures hail from. The material plane is the center of existence, the world kept in balance by the extremes of the Ethereal, Astral, Feywild, and Shadowfell planes. It is a world of substance and change, and most closely resembles the real world you and I sit in at all times. The interweaving of forces from these other planes cause strange and wondrous effects on the world that make it unlike ours at all. Most notably through the creation of leylines.

Leylines

Each of the four mirroring planes of Feywild, Shadowfell, Ethereal, and Astral cause great flows of energy to cross through the land, sea, and air across Falleron. These fonts of energy are called Leylines, and are raw, untapped sources of energy that cause curious effects in the world. When a caster uses their focus to cast a spell, they are usually tapping into the local leylines to do so as these are a stable, somewhat safe source of arcane energy. Leylines run like invisible across Falleron, usually in sweeping arcs, but they can shift and change over time. Many run through both air and sea, causing powerful currents and jetstreams that flying creatures and devices make use of to travel from place to place.

Redstone

Scattered across Falleron are mysterious crystalline structures known as Redstone. These crystals glow a rose-hue when centered upon a Leyline (though occasionally other colors when influenced by specific sources of energy such as gold with Radiant energy, etc.). Redstone reacts strongly to acrane magics, often causing a gravity defying lift that can elevate entire islands. Many forms of ancient technology rely upon redstone in order to

operate, using it both as a power source and battery for arcane energies. Airships typically rely upon a redstone crystal in their hold to provide lift, though lighter-than-air ships are often a backup for those ships that venture far from leylines. Simply being near a leyline is enough to charge a redstone crystal, and floating islands, called Skylands, always have a massive redstone crystal at their core.

Skylands

Floating across the skies of Falleron are Skylands. These redstone-powered floating islands follow the paths of leylines as they gently pass across the world. While their size can greatly vary, there are innumerable tiny redstone islands the size of boulders or rock formations floating about, with islands larger than a mile in size being uncommon but plentiful. In very rare cases, massive islands that may be hundreds of miles across drift across the world, causing great shadows beneath them that can last days before they totally pass by. Skylands are not always seen in the sky and only follow major leylines across Falleron. Should something cause the island to leave the path of the leyline, their redstone core will begin to depower and the island will slowly, and gently, descend to the earth. While such a descent is not a major impact event, it does frequently crush and destroy the lands beneath it when it occurs, creating some very bizarre landmasses.

Islands

Due to the strong channels at sea, and the nature of redstone, many larger islands and landmasses float in the ocean, but are unable to gain the lift needed to reach the sky. These landmasses, some as large as continents, drift from place to place slowly over time, making charting them a tricky business. While life on these islands resembles that of our own world, their lack of permanent location as they follow the slowly shifting paths of leylines means that the effects of plate tectonics and impacts happen on the scale of centuries, rather than millennia. Islands crashing into each other or overtaking small lands following their leyline are not uncommon, nor are pieces of a continent breaking off and drifting away. In very rare cases, redstone islands have sunk into the ocean, never to be seen again by surface dwellers.

Crealochel

One of the very few landmasses that is permanently locked in place is Crealochel. At the center of this continent is the arcane center of Falleron's material plane. It is to this land, specifically the Temple of Peace located at its very center, that all arcane compasses point to. While the magnetic poles remain at the northern and southernmost tips of the world, many leylines either orbit or cross through this arcane center, allowing travelers and lands from across the world to eventually draw close to Crealochel for a time, even if this happens only once a century or longer. Crealochel is also home to the largest human settlement remaining on Falleron: Wake.

The Feywild

The Feywild is a realm of emotion and energy, and is a font of pure arcane energy that flows into each leyline on the material plane. As one of the four mirror planes, locations on Falleron are reflected in the Feywild, but out of each of the four planes here they are the least recognisable. The chaotic energies of the Feywild transform matter within them at a rapid, unpredictable pace, causing reflections of the material world to alter in bizarre, eldritch ways as one walks within it. The Feywild transforms all matter within it, and even entering the Feywild for a short period of time is a dangerous affair if one wants to remain as they were. Only Elfkin and Greenkin can pass through or dwell for any length of time without the energies causing lasting transfigurations, but even they cannot remain within the Feywild for long. For within the Feywild are creatures that are slowly driven mad by the intense emotional and magical energies that suffuse them. Other mortal races, beasts, and worse that venture into the Feywild for any length of time begin to become altered, eventually becoming chaotic monsters of nightmare driven by singular emotions. Such beings are the source of many a monstrosity that can be found across Falleron, as these creatures eventually escape the plane and return to the Material Plane forever altered. For those few that take precautions to ward away this transfiguring magic, the plane is still a dangerous place, and even for the careful any emotion felt becomes amplified to the extreme. Affection becomes obsession, dislike becomes intense hatred. For this reason, not even the Elfkin and Greenkin remain in the Feywild for long, as the dangers are too great.

Faegates

The Elfkin have found ways to use the Leylines to tap directly into the Feywild, Shadowfell, and Materials planes. Through these stone portals, known as Faegates, one can enter into a specific anchored point across the world. It was long believed that only Elfkin could open these portals once created, but anyone with Elfkin blood (living or dead) appears to be able to trigger the portal to open. Greenkin have found that this loophole makes for a far simpler way to enter the Feywild than dealing with their cousins, as simply taking one hostage and using a drop (or more) of their blood is enough to trigger the portal to activate. Faegates have specific signatures which, once known, allow those who find them to return to a place they have been before. Though the trip through a Faegate without an Elfkin always poses some danger of becoming lost in the Feywild.

Faepools

The Elfkin have also found ways to tap raw sources of energy where they seep into the world from the Faewild. These pools of pure, wild magic can be stabilized into permanent fonts of arcane energy with wondrous properties. Such fountains are valued greatly by all who use magic, and the Elfkin protect them jealously from being tampered with by others.

Elemental Fire

The Elemental Plane of Fire is considered to be tapping into the Feywild in Falleron: Age of Memories.

The Shadowfell

The Feywild is a realm of entropy and depression, and is where the decaying energy and spent magic of the world goes upon use. Of all the mirror planes, the Shadowfell is perhaps the most terrifying, for it resembles closely the world of the material plane as if it were in a constant state of decay and death. Trees appear withered, structures rotted and rusted, even the being of the plane appear to be in states of punishment and decay. It is a purgatory of the damned, and becoming stuck within the Shadowfell is to be doomed to repeat the same state of decay for all eternity with no hope of changing or altering your fate. Of all the planes, the Shadowfell is the most static. Here nothing can change, it can only accept the decay as an inevitability. Emotions of those entering the Shadowfell become instantly deadened, with stoicism being the best case and depression and apathy becoming the most likely state of those who remain under the influence of the Shadowfell for long.

Elemental Water

The Elemental Plane of Water is considered to be tapping into the Shadowfell in Falleron: Age of Memories.

The Ethereal Plane

The Ethereal Plane is the realm of truth and substance, and of all the material planes it is the only one to perfectly resemble the material plane. Indeed, it resembles it more than even the Material Plane is able to, as the Ethereal Plane reflects the true nature of the world without accepting images of illusion or guise. A traveler to the Ethereal Plane sees people and places for what they truly are, without any magic or emotional armor. People appear more closely to their true nature than their mortal guile would allow, with people of great power having strong auras of color that are clearly visible. Illusions are wiped away, and spells like Truesight rely upon tapping into the Ethereal Plane to see the truth of things unclouded. Those walking in the Ethereal Plane are invisible to those on the Material Plane, but can see events as they are currently unfolding. The one quirk is that, aside from the colorful auras surrounding individual living creatures, the Ethereal Plane is otherwise colorless. Existing in shades of black and white, with dense fog appearing as one looks into the distance. Sounds are heard as if from a long way, or as though muffled through water. The strange beings that live on the Ethereal Plane are wispy and without form, appearing as wraiths silently watching the events of the Material Plane as they occur.

Elemental Earth

The Elemental Plane of Earth is considered to be tapping into the Ethereal Plane in Falleron: Age of Memories.

The Astral Plane

The Astral Plane is the realm of dreams and possibilities, and of the mirror planes is the one most commonly touched by mortal creatures. For, whenever one dreams, they reach into the Astral plane. Like dreams, this plane shifts with the perspectives, desires, and fears of the viewer. While it will often reflect real places and people, such visions are rarely realities but instead are drawn from the memories and thoughts of the viewer when sleeping. If one manages to enter the Astral Plane with their conscious mind, they can see great truths and visions, reach other sleeping minds and

communicate with them, and actively alter the Astral Plane around them to their will. Such wonders come with a cost, as entering the Astral Plane means leaving behind one's body, and a fragile silver cord connects the mortal form to their astral projected soul. Should this cord be severed, the soul and body are lost and the body will begin to die. Souls so trapped cannot escape the Astral Plane and slowly lose their sense of self. Eventually becoming nightmarish creatures that hunt the Astral Plane for other souls to consume.

Elemental Air

The Elemental Plane of Air is considered to be tapping into the Astral Plane in *Falleron: Age of Memories*.

Demiplanes

In the spaces between these planes, are demiplanes. Of varying size, shape, and appearance, their only constant is that they are anchored to one of the four mirror planes in their nature, and eventually that nature bleeds through to those who remain in them for long. A wizard making a home in a pocket dimension attached to the Shadowfell might slowly lose their emotions while within, allowing for focus and logical thought when they remain within for a prolonged period of time, or eventual depression and apathy for permanent habitation. Similarly, a demiplane attached to the Faewild would amplify the emotional states of those within. A demiplane attached to the Astral Plane might be highly manipulated by the minds of those within, while one attached to the Ethereal Plane might remain in a constant state no matter how hard those within try to change or alter it (such as with bags of holding). Very rare planes are anchored perfectly between the four, resembling the Material Plane almost precisely.

Beyond the Shroud

Surrounding these five planes and their demiplanes is the Shroud of Peace, a powerful barrier preventing the escape of those within the plane. While there is a vast multiverse beyond the Shroud, it remains a powerful force of protection for those within, preventing most beings from entering. While the occasional Demon or Exile finds some way to slip through, this is rare and often has worldwide implications over time.

Creature Types

Falleron mostly follows the 5e Creature Types listing with a few minor, but important, variations. One of these is that many creatures have an allergy, or weakness, to a specific substance. This mechanically allows some variation in equipment (for example, considering between choosing a Cold Iron sword to fight Fey versus a Silvered Steel weapon for fighting a dragon).

Creature Type	Allergy	Notes
Aberrations	Silver	Silvered weapons are powerful against naturally occurring but terrifying beasts and their evolved monsters.
Beasts	Silver	Silvered weapons are powerful against naturally occurring but terrifying beasts and their evolved monsters.
Celestials	Salt	Salt traps demons and celestials, and they cannot cross it.
Constructs	Magnets	In Falleron, creatures with the Construct tag are always robotic creatures of the ancient world. Magnets cause various issues with sentient Constructs similar to a confusion effect.
Dragons	Silver	Silvered weapons are powerful against naturally occurring but terrifying beasts and their evolved monsters.
Elementals	Cold Iron	Elementals are beings that have escaped the Feywild.
Fey	Cold Iron	Fey are beings that naturally live within the Feywild.
Demons	Salt	Replaces "Fiends," Salt traps demons and celestials, and they cannot cross it.
Giants	-	Giants have no direct allergies.
Humanoids	-	Humanoids have no direct allergies.
Monstrosities	Cold Iron	Monstrosities are creatures transformed by the Feywild that escaped into the mortal world.
Oozes	Fire	Fire Bad.
Plants	Fire	Fire Bad.
Undead	Fire & Light	Undead shy away from fire and light, and generally avoid movement or being exposed to sunlight.

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Common Realms

As places are discovered in the Age of Memories, this section will expand to include descriptions of these realms and a map of their landmasses.