

Credits

Developer: Scott Holden

Authors: Bill Ashbless, Jason Bolte, Tanya Cohan-Diaz, Chris Cowger, Steffie de Vaan, Adam Eichelberger, Matt Franklin, Nathan Knaack, Eddy Webb

Editors: Dixie Cochran, Nathan Knaack

Other Contributors: Too many other authors and fans to count, who submitted material for any one of the many first-edition Scarred Lands books

Art Director: Mike Chaney

Typesetting & Design: Mike Chaney

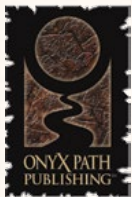
Cover: Aaron Riley

Interior Art: Bryan Syme, Brian Leblanc, Andrew Trabbold, Subroto Bhaumik, Mitch Malloy, Shen Fei, Steve Wood, William O'Brien, Seth Rutledge, Aaron Riley, Eric Lofgren, Felipe Goana, James Denton, Claudio Pozas, H.H. Ambrose, Michel Gorgi, Matt Lewis, Mitch Byrd, Jeff Holt, Langdon Foss, Jeff Rebner, Rich Thomas, Ron Spencer, Jason Alexander, Andrew Bates, Leann Buckley, Steve Ellis, Talon Dunning, Matt Mitchell, Jim Nelson, Anthony Hightower

Cartography: Rich Thomas

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BLOSSOMING SEA

THE DAVOUSING KEEL

TARPAK

URIA
KARRIA

DRIFTING ISLE

CHARDONAHAE

INFERNO GULF

DEVILS MARCH

SWAMPS OF KANTHET

LIAR'S SOUND

BLOSSOMING SEA

DARAKEENE

FOULED FOREST
STRICKEN FOREST

PERFORATED PLAINS

CLIFFS OF CANE

ALBANDIA

HORNDAW FOREST

HAGGARD HILLS

CANJUS

NEW YONIK

CELESTIAL GROVE

LAGONI

RED MOUNTAINS

ANKILA

CALASTIA

STIFFENED SEA

BLOK

SAVANNAH

KELDER MTS.

VEGH

YOUNG MOUNTAINS

WILDED MOUNTAINS

BLOODRYN WOODS

CORCAN'S CLEFT

BLOOD SEA

PLAINS OF LEDE

BLOOD BASIN

TOE ISLANDS

GODFACE CLIFFS

CELESTIAL SHELF

CLIFFS OF CONTANNO

DISTANCE SCALE IN MILES
0 100 200 300 400



chapter one: Introduction to the Scarred Lands

Welcome to Scarn. This world is not what it once was. Broken and battered, it was mauled in a great conflict that raged across its surface for years. The titans – primal beings, forces of nature that created and shaped Scarn – warred with their children, the gods, who had learned to draw power from the faith of lowly mortals wandering the face of Scarn.

They clashed across the world, amassing armies using the creatures they created or who worshipped them. On one side were the “titanspawn,” twisted monsters and foul creatures loyal to the titans; on the other, the “divine races,” the mortals, banded together to aid the gods. Over time, the gods were successful and the titans subdued, but never destroyed. The gods are the sole rulers of Scarn now, fueled by the devout worship of their mortal followers.

Yet though the war is over, the damage remains, and it is for this reason that Scarn is now known as the Scarred Lands. That great conflict, known as both the Divine War and the Titanswar, has been over for a century and a half, but the healing process has only just begun. Much of Scarn’s topography has been twisted and warped in unnatural ways. And the titans, though dormant, are not dead. Yet hope remains.

The Geography of Scarn

Though this book focuses primarily on one continent of the Scarred Lands, Ghelspad, the world is filled with diverse places, all of which were affected in some way by the Titanswar. Listed below are some of the major landmasses of Scarn.

Ghelspad

Though it is not the largest, Ghelspad is the most populous continent of Scarn. Because of its dense population, this continent bore the brunt of the titans’ attacks on the armies

of the gods. Much of its landscape shifted during the Divine War; verdant savannahs were smashed into desolate wastelands, and magnificent forests shriveled to lonely stands of blighted trees. Large portions of the land still crawl with titanspawn and other dangerous creatures that the divine races struggle to comprehend, let alone face.

The nations of Ghelspad have spent the last century and a half rebuilding, and in some cases building new societies from scratch. Though a tentative peace among the nations existed for decades following the Titanswar, this armistice eventually eroded. The continent today is largely in turmoil; in recent decades, King Virduk, called the Black Dragon, has sent his armies on a mission of conquest into nearby nations and has amassed a mighty empire known today as the Calastian Hegemony.

See Chapter 8 for an extended tour of Ghelspad.

Termana

The continent of Termana, perhaps two months’ journey from Ghelspad to the south and east, across the Blood Sea, is not densely populated. However, it is a landmass several times larger than Ghelspad. A land of lush jungles and verdant forests, Termana also hosts blighted wetlands and treacherous mountains. Some of the continent has been tamed, although other areas remain bleak and impenetrable, such as the Blood Bayou and the Isle of the Dead.

The Charduni Empire is Termana’s most prominent nation, an empire of grey-skinned dwarves loyal to their severe god Chardun, the Slaver. Gnomes and terali (a race of catfolk) populate the southern jungles, while courtly elves – cousins to the wild woodland elves of Ghelspad – inhabit ancient, graceful forest cities. Humans dwell in a few small kingdoms in the northwest or, elsewhere, in tribes scattered throughout many of the continent’s jungles and plains.

Asherak

Asherak is known as the “Cradle of the Gods.” Stories tell that the titans used this barren land to birth their divine creations, at least initially. An arid continent dominated by deserts and scrubland, Asherak produces people who are rugged and canny, acclimated to the harsh environment in which they live. Its most prominent feature is the Desert of Onn, which comprises a large portion of the land and is home to the cunning halflings known as the Ubuntu.

Asherak is also home to the Godspire Mountains, the most treacherous mountain range on Scarn and host to some of the tallest peaks of all the Scarred Lands.

Fenrilik

The continent of Fenrilik is the most barren and desolate land of Scarn. Blinding snow, howling winds, and frigid temperatures are pervasive. Few choose to inhabit this land, and for good reason: Not only is the land a frigid wasteland, but legions of foul creatures dwell here. Titan worship is still prevalent throughout the continent, particularly among the druids known as the ice-walkers and among the winter gnomes, who eke out a bare existence on the tundra.

Dragon Lands

At the far southern tip of Scarn rests a cluster of islands known as the Dragon Lands. Little has ever been known about these isles, even well before the Divine War. Few people from other continents have dared venture there, and of those, none have ever returned. Rumors and legends suggest the islands are ruled by mythical dragons whose power rivals even that of the gods.

A Cosmic History of Scarn

Aside from the political and geographical, there are cosmic repercussions of the Divine War. The history of that conflict is outlined here.

The Divine War

A little over 150 years have passed since the Divine War concluded. For those mortals with relatively short lifespans, such as humans and halflings, the Divine War occurred well before their time, many generations ago. Yet for many members of the other divine races, those who live for centuries, the Titanswar is a fresh and bitter memory. Regardless, every mortal in Scarn deals with the aftereffects of this cataclysmic war to this day.

Before the War

The titans ruled Scarn with impunity for millennia, the land and its people subject to their whims and caprices. They forged new lands from nothing, shaping and twisting the surface of Scarn as they desired. They created new life as well, populating Scarn with new races and creatures. Thus it was the titans who created the sentient races – humans, orcs, elves, and more – as well as the monsters that roamed throughout the land.

But the titans were not content. Impetuous and fickle, they grew bored with such lesser creations. They next created the djinn, beings of intense elemental and magical powers, and then the lesser elemental creatures who served the djinn. These beings were more interesting to the titans, to be sure, but still they were found lacking. The titans wanted beings that could approach or even match their own virtually limitless power. So they tried again.

The first of their new children was Vangal. Other gods followed, sired by the titans in a myriad of combinations. Some resembled one or more of their parents in terms of temperament and disposition; Enkili the Trickster, for example, emerged from the union of two forces of wild chaos, Lethene and Gulaben. Others rejected and opposed their parents' nature; Madriel's divine radiance, for instance, is in stark contrast to her mother Mormo, the Serpent Mother.

Regardless of their relationship to the gods, the titans knew that they had finally created beings of comparable, though lesser, stature. However, the gods did not always approve of their parents' desires. In some cases, the gods resented them.

Perhaps more importantly, though, the young gods did not draw their power from the world in the same way as their parents: Instead of relying on ties to the earth and its natural and mystical forces, the gods gathered their strength from a deep connection with mortal creatures, their fellow titanic creations. Titans, for the most part, viewed mortals merely as playthings or pests, but the gods took a special interest in these lowly creatures. They aided and guided the mortal races, granting them blessings and bits of power in return (even if only, as in the case of Vangal, through sponsoring acts of violence and cruelty) and as time went on, more and more mortals worshipped these new divine beings.

The gods grew stronger and then stronger still. In time, taken together, their might truly rivaled that of their parents.

Rebellion

The titans were not oblivious to their children's growing power. They saw the devout men and women of Scarn worship the gods, and they quickly deduced that the gods' power increased with every new follower. And as their children grew more powerful, the titans discovered a new emotion – jealousy.

As a result, several of the titans mocked and tortured their children relentlessly. Chardun suffered continual, horrific torment at the hands of his parents, Mormo and Gormoth. Madriel and Belsameth, the twin children of Mormo and Mesos, suffered similar fates, poisoned by the Queen of Serpents and battered persistently with arcane magic by their sire.

The gods also witnessed wanton destruction of faithful mortals on Scarn. Titans thought nothing of killing mortals by the thousands as they tinkered and shaped the natural forces on Scarn, and now that the link between god and worshipper was understood, this destruction became crueler and more common. After centuries of these crimes, the gods could take no more.



Though accounts vary, the gods' first true act of rebellion was a response to a heinous crime. Hrinruuk the Hunter grew bored with hunting mortal beings on Scarn and turned his sights on more difficult prey: He decided to hunt his own daughter, Tanil. After successfully tracking and catching her unaware, he raped her and left her to die. She was strong, though, and she survived.

Tanil's violation infuriated the gods. They convened in the Crucible Lands on Asherak – a desolate place free from surveillance – and plotted rebellion. They were not strong enough to defeat the titans one on one, perhaps, but they had to react to the Hunter's atrocity. They formed a plan: Enkili would mock and taunt Mesos, the Sire of Sorcerers, who was physically one of the weakest titans, leading him into a trap. It worked. The gods subdued Mesos, and Vangal hacked him into bits, after which they dispersed his essence across Scarn.

The first titan had fallen, and the gods now knew that they could defeat their parents.

The War Rages

With this open act of rebellion, the great conflict began in earnest. The titans, caught off guard by Mesos' defeat, were not prepared. Yet the gods, though victorious against Mesos, were

not powerful enough to defeat all of their mighty parents. Their solution was to create armies from among their most loyal races. These mortals, though weak on their own, could bolster the power of the gods; better yet, the religious fervor created by their holy war would foment broader and more intense devotion among the mortals on Scarn. This devotion, in turn, would increase the gods' power, both temporal and celestial.

On the other side of the war, the titans formed their own armies. They had the power to create new beings and races from nothing, or to bend existing creatures to their will, and they soon had legions of followers on Scarn. Each titan pieced together battalions from the monstrous creatures and wicked races that titan had created in its own image.

Battles raged across Scarn. The divine armies clashed against the titanspawn legions in an open proxy war. Titans and gods manifested regularly on Scarn to lead their battalions in person. These fierce confrontations tore the face of Scarn asunder, leaving desolation in their wake. Thousands of mortals perished, both divine races and titanspawn alike. Nowhere in Scarn was safe from the conflict.

Yet over time, the young gods proved stronger. One by one, they overcame the titans, though nearly every battle inflicted

dreadful casualties among the mortals. None of the highest gods were killed in the war, but many minor gods and demigods perished, often suffering cruel deaths at the hands of the titans themselves. As the titans fell, their armies broke and scattered across the face of Scarn. After countless mortal years, the final titan, Lethene, was defeated, and the gods were victorious. Yet victory came at an awful price.

Postbellum

The landscape of Scarn was battered and torn, scarred by many years of cataclysmic conflict. Nations were ruined, and many of the gods' worshippers had fallen in the war. The titans' broken and scattered armies, while defeated, still roamed throughout the Scarred Lands, though they were generally relegated to the newly desolate areas. And the titans, though beaten, torn to pieces, and banished, were not dead; such primal, ineffable beings might still come back if the gods do not remain vigilant.

The mortal survivors were left to rebuild what remained, though doing so would not be a simple task. The gods formed a peace among them, resolved to keep a tentative alliance at first, and each god agreed to keep their own divine squabbles hidden from their followers. This alliance has grown increasingly shaky over the years, and conflicts have begun to erupt between gods and their followers across Scarn, though on a very small scale relative to that of the Divine War.

Titans

Before all else, there were the titans. Generally, it is accepted as fact that they created the world, and that various aspects of the world match aspects of their natures.

Denev [deh-NEV]

Title: The Earth Mother

Perhaps the mightiest of the titans, Denev is the only one of her kind to have survived the Divine War intact. Her survival was due to her decision to turn away from her fellow titans and to aid the divine cause. Some believe that Denev had always taken a more benevolent view of mortals than her fellow titans. Others believe that attributing benevolence to any titan is folly, and that she simply did not want to see her precious earth and its firmament torn asunder.

Theological and cosmological considerations aside, today Denev is venerated openly by druids and other mortals who work with the earth and nature. A few find this titan worship troubling, despite Denev's relative benevolence, but most people consider it a necessary evil, at worst.

Chern [CHURN]

Titles: The Great Sickness, the Scourge

The creator of plagues and any number of equally unpleasant creatures, Chern delighted as much in observing life fester and die as in creating new creatures and diseases that could kill other living things. Chern is also held to have participated in a bizarre

The Garden of Denev

In the garden of Denev, flanking her earthen throne, grow two singular trees. The two are alike in size and shape, indistinguishable to mortal eyes. The same is said of the fruit they bear, until it is tasted. One tree produces a sweet, refreshing fruit; the other's fruit taste of bitter ash. The first tree is named Fortune. The second is Despair. Only Denev can tell these trees apart.

To every man and woman born, the Earth Mother gives a harvest taken from these trees. With Fortune, she is sparing and inconsistent: Some few receive a bounty, but many receive none. Yet to each she gives from the tree of Despair. Though some may take the lion's share, no mortal goes without a harvest of the bitter fruit.

Thus each life born into Scarn suffers the ills and the defeats of life, while some few receive good fortune in unequal measure.

titanic coupling with two of his kin; the result of that union was the violent god Vangal, said to be the first god.

Gaurak [GOW-rock]

Titles: The Glutton, the Ravenous One, the Voracious

Unbridled consumption is the hallmark of the Glutton, whose hunger knew no limits and went eternally unfulfilled. His symbol, a massive tooth surrounded by countless other teeth, speaks both to his immense appetite and his eventual defeat. The gods systematically removed his teeth before banishing him to another plane of existence. His teeth are said to have formed entire mountain ranges when they fell to earth.

Golthagga [gul-THAH-gah]

Titles: Golthagga of the Forge, the Shaper

Golthagga might have been the entity to whom craftspeople and blacksmiths whispered prayers prior to the Divine War. His interests lay less in creating new life than in manipulating the raw substances brought into existence by his fellow titans. However, he is known to have shaped the troll race, and he is the most likely progenitor of any species renowned for great resilience.

Golthain [GOL-thane]

Titles: The Blind One, the Faceless One

If one may refer to any titan as a tragic figure, then that description would best fit Golthain. At the outset of the Divine