

"The Age of Revelations is over. The time of the Doomed Realms has come."



THE DOOMED REALMS

{Summary} A once fantastical {high-magic} world cast back into the dark ages {low-magic} by the gods' pride-fueled wars

{History} The hungry void of Doom was driven back beyond the starts and all of creation brought into existence by the first spell {it isn't known who or what cast this spell}, mortals were taught divine and arcane magics by the Crowned Deities who tamed the primordial magics and lead their worshippers through an Age of Revelations, this time of endless miracles came to a tragic end when the Crowned Deities refused to share their Divine Thrones and waged a many centuries long Sovereign War against the Unholy Ones

{Geography} A once beautiful world left scarred and blasted by the divine conflicts that toppled the old kingdoms, the small pockets of civilization that have emerged from their dungeons are isolated from each other by hundreds of unmapped miles of monster-infested wilderness, only the Long Road and the Dead Sea connect these doomed realms

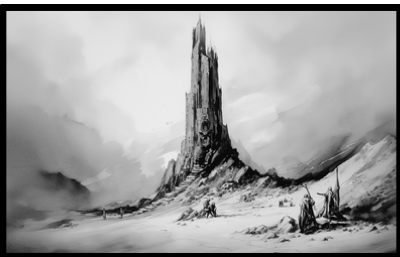
{Inspiring Visual} Crumbling ruins, the bones of this world are littered with the abandoned structures and dungeons of ancient kingdoms, many still show evidence of the divine conflicts they witnessed and endured throughout the Sovereign Wars

{Saying} "Do not look to the heavens for salvation, for it is entombed beneath us."



UNIQUE FEATURES

{Doom} Doom is the black void that existed before creation and longs to devour all that is good and beautiful, the true powers of Doom remain trapped beyond the stars but occult rituals can conjure fragments of it in the form of monsters or curses, some forgotten prophets from the Age of Revelations believed Doom was not a formless evil but rather eldritch entities older than time itself {the Crowned Deities refuse to speak on this}





{Unholy Ones} The Unholy Ones were once enlightened mortals cast out of their kingdoms by the Crowned Deities as punishment for attempting to ascend to godhood, the forces of Doom witnessed this from beyond the stars and tricked these slighted mortals into performing unspeakable rituals that transformed them into living avatars of Doom known as Unholy Ones, mortals are once again hearing the whispers of Doom which seeks to create new Unholy Ones who can devour the defenseless realm

{Crowned Deities} These deities were once mortals who attained godhood through the collective prayers of millions of worshippers, a Crowned Deity is just as imperfect and susceptible to personal flaws as any mortal despite their immense power, the surviving Crowned Deities are desperate to escape their prisons so that they may save their worshippers from annihilation {or selfishly reclaim their seat upon a Divine Throne}

{Mutilated Gods} The Sovereign Wars were so destructive they left the surviving Crowned Deities/Unholy Ones horribly mutilated and trapped under mountains of rubble, in their weakened states the gods are unable to free themselves and can bless only their most zealous worshippers with divine magics, the gods can only be healed through the prayers of their worshippers {a process that will take many ages to complete}



{Divine Thrones} The Divine Thrones were created by the Crowned Deities and placed across the heavens as the stars, each Divine Throne is tethered to a specific domain of magical creation which allows the deity that sits upon it to bend those magics to their whim, the now empty thrones would have been stolen long ago had the secrets of ascending to godhood not been lost or hidden away during the Sovereign Wars

{Magic} Magic is a mysterious force that lives within every piece of creation and can be conjured through divine/arcane/occult spells, this miraculous power was once common even among the common folk of most civilizations but is now accessible only to those wealthy or foolish enough to seek it out, so long as the Divine Thrones sit empty magic will continue to fall further out of balance and mutate the realm in dangerous ways



THE PARTY IS APPROACHED BY...

{Priest} Is convinced they're the last worshipper of a forgotten Crowned Deity, and agents of evil are trying to hunt them down to kill their god once and for all.

{Witch Hunter} Wants to ask them a few questions about a supposed witch they're tracking down. The "witch" in question is one of the character's grandmother.

{Royal Agent} Sent by the baron to recruit the party into representing him in a "tournament" which is actually just a petty competition with their cousin.

{Runesmith} Believes they can forge magical blades using their mother's forge tomes if the party helps them reach a mine deep inside a lost dwarven dungeon.

{Assassin} They've been hired to kill the heroes, but they want to earn the party's trust and get as much information out of them as possible before they strike.

{Farmer} Claims his field was cursed by a local elf druid and now all of his crops are turning into blight imps when he tries to harvest them.





THE PARTY IS ATTACKED BY...

{Starving Goblins} A nearby hag named Auntie Fingerlicker has promised to bake a giant pie for them using as many living creatures as they can bring her before the next half-moon.

{Giant Slug} Is using the skull of a blue dragon for its shell which makes it immune to lightning damage and has given it the ability to shoot lightning bolts from all 3 eyes talks.

{Gore Demon} Spawned from the blood spilled in a colosseum. Having massacred every fighter and onlooker there, they're out in search of worthy opponents to satiate their bloodlust.

{Doom Cultists} Their Unholy master has demanded the heroes' souls be sacrificed before the summer solstice. Their leader is a disguised Confession Devil accompanied by 3 Bell Fiends.



{Flesh Dragon} Stitched together by a necromancer using the mummified skin of a slaughtered dwarf army. Its ectoplasm breath can create ghosts and burn souls from the inside out.

{Screaming Comet} Was conjured from the stars during the Sovereign Wars to serve an Unholy One. The evil god will release them but only once they've sacrificed 10,000 souls in their name.

THE PARTY STUMBLES UPON...

{Shrine} Resembles a large pine tree made of broken spears and shields. Is dedicated to a Crowned Deity of nature and peace.

{Cages} 6 rusty cages floating 30 feet above the ground. Each holds the skeletal remains of 1 of 6 royal siblings who tried to have their own father assassinated.

{Observatory} Is on the verge of collapse. A character has a 1-in-10 chance of seeing a wish-granting star the first time they look through the giant cracked telescope.



{Skyship Wreck} Tangled up in the thick vines that cling to the side of a sheer jungle cliff. The vines excrete an oily substance that is highly flammable and makes climbing them incredibly difficult.

{Dead God} Their last worshipper was killed in the final years of the Sovereign Wars. A section of their shattered skull blends in amidst a rolling hillscape.