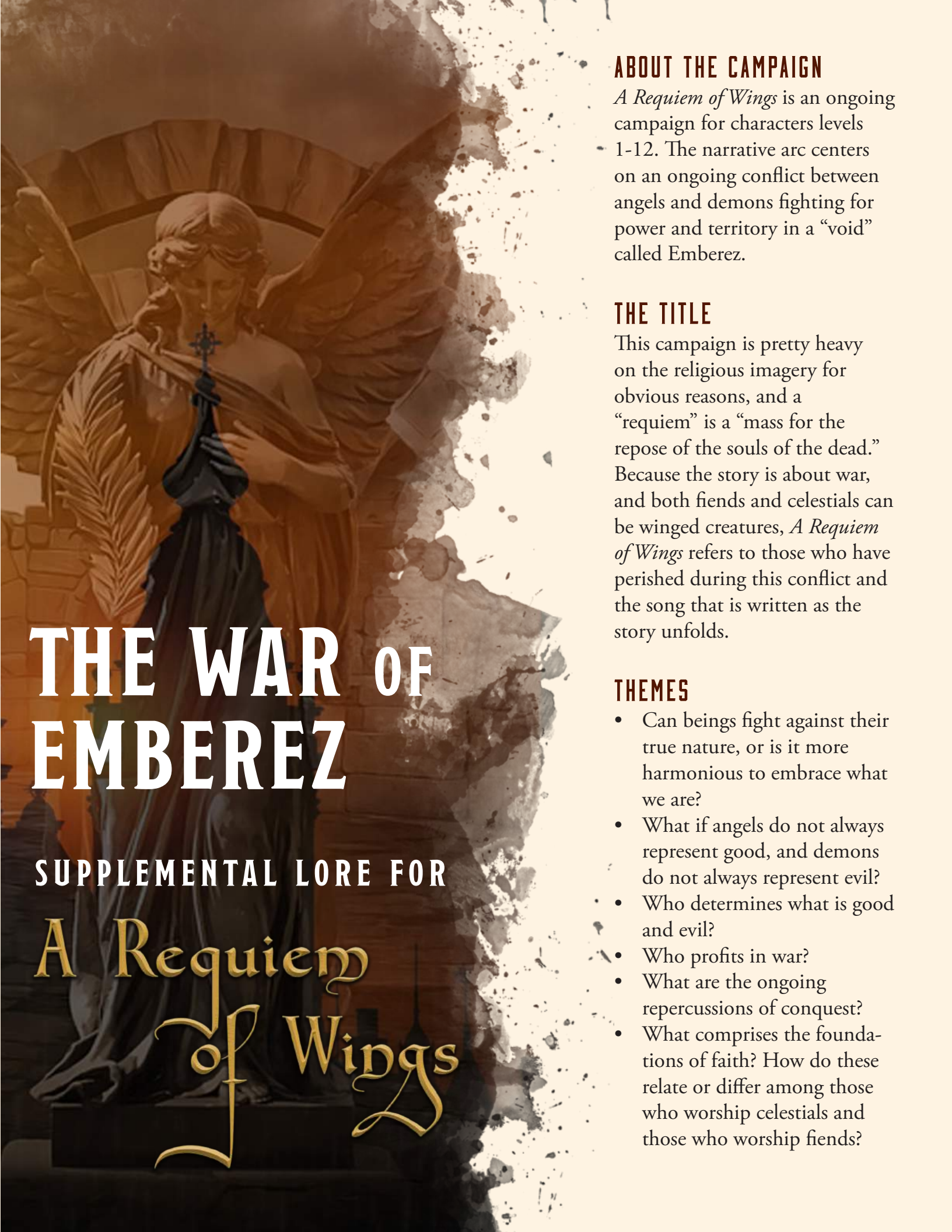




THE WAR OF EMBEREZ

SUPPLEMENTAL LORE FOR

*A Requiem
of Wings*

ABOUT THE CAMPAIGN

A Requiem of Wings is an ongoing campaign for characters levels 1-12. The narrative arc centers on an ongoing conflict between angels and demons fighting for power and territory in a “void” called Emberez.

THE TITLE

This campaign is pretty heavy on the religious imagery for obvious reasons, and a “requiem” is a “mass for the repose of the souls of the dead.” Because the story is about war, and both fiends and celestials can be winged creatures, *A Requiem of Wings* refers to those who have perished during this conflict and the song that is written as the story unfolds.

THEMES

- Can beings fight against their true nature, or is it more harmonious to embrace what we are?
- What if angels do not always represent good, and demons do not always represent evil?
- Who determines what is good and evil?
- Who profits in war?
- What are the ongoing repercussions of conquest?
- What comprises the foundations of faith? How do these relate or differ among those who worship celestials and those who worship fiends?

WHAT, AND WHERE, IS EMBEREZ?

Emberez is less of a realm and more of a currently-inhabited void, a blip in the multiverse, located within the Forgotten Realms. It's comprised of various cities, all of which contain portals to other places throughout the Realms, and some natural ecosystems including forests, rivers, and mountains.

Emberez is a manifestation of faith and belief, a place brought into being with prayer and longing, easily accessible to those who seek it out.

THE ORIGINS OF EMBEREZ

Emberez was established in 1358 DR during the Time of Troubles, when gods across the pantheon were being forced into mortal forms and stripped of their divinity. During this time, celestial beings who served these deities feared the same would happen to them, and sought out a place to live in peace and maintain their celestial nature. They discovered a wild, empty void filled with warmth and bright sunlight. They claimed it, and named it Eré.

Demonlords and otherworldly beings saw what was happening to the gods they often opposed, and worried that they would be next. They, too, began searching for a place where they could maintain their true forms and not be stripped of their fiendish power. These beings found a wild, empty void filled with cold and darkness. They claimed it, and named it Ember.

Little did they know that Eré and Ember were the same place. They quickly discovered that their temporary home was occupied by their enemies, and war broke out instantly. The battles were brutal and bloody for both sides, and a tenuous truce was made. They agreed to share the void if each side kept to their own territory. They made a deal and unified the void, calling it Emberez. They formed two organizations intended to keep each side in line: the **Aureum** and the **Malum Animus**. However, despite the

truce, both factions continue to build militias. The war continues, and each side does what it can to undermine the other.

WHO LIVES IN EMBEREZ?

Nearly everyone who lives in Emberez is a celestial or a fiend, or someone follows and serves a celestial or a fiend. Most of these people are simple commoners who want to live near those they worship, surrounded by others who also worship their gods or beings. The other inhabitants are members of the factions who control West and East Emberez. These people are spies, warriors, masterminds, and nobles.

THE SIDES IN THE CONFLICT

The **AUREUM** is comprised of celestials, aasimar, and those who worship and champion gods of the pantheon. Although most of the Aureum serve good/neutral gods, some continue to serve evil gods, which is reluctantly permitted. The Aureum has some internal conflict over this, which has led to some clandestine efforts to rid the Aureum of any evil alliance.

The **MALUM ANIMUS** is a collective of demons, devils, fiends, hybrid creatures, werefolk, and those who worship and serve demonlords and otherworldly beings. Because the Aureum sees hybrids and werefolk as cursed, wretched, and “unnatural” creatures — regardless of their alignment — the Malum Animus saw this as an opportunity to recruit them to their cause. Still, not everyone on this side agrees with the goals of the Malum Animus.

JOINING A FACTION

Characters who complete quests on behalf of either the Aureum or the Malum Animus can receive points of renown. Once they receive 10 points from either side, they are invited to join that particular faction.

LOCATIONS IN EMBEREZ

West Emberez

Under the domain of the Aureum

Aurea

Aurea is the capital of West Emberez, the seat of the Aureum, and the oldest city in this region. Aurea is known for its famous gladiatorial arena, forum of temples, and the oldest library in Emberez. Celestials travel to and from Mount Celestia via Aurea. Aurea is ruled by Empress Justina, Paladin of the Lark.

Ibrido

Ibrido is an Amnian colony and trade city, established by the Aureum to bring in goods and resources by way of Amn to help build Emberez. Those who live in Ibrido are now extremely wealthy and enjoy splendor. A beautiful and strange city built atop a smattering of tiny islands, Ibrido is considered a popular tourist destination by many. It is not uncommon to run into visitors from Neverwinter or Waterdeep while in Ibrido. It is home to the Castel di Maschera, a beautiful castle that hosts weekly balls and masquerades.

St. Valentine

Located in the valley of the Sol Mountains, St. Valentine is a lush and fertile city that draws farmers, florists, and vintners from across the Realms. It is named after a paladin of Sune who perished in one of Emberez's first battles, which took place on the land that eventually became St. Valentine. The city honors this fallen warrior with an annual festival.

Soldra

Founded by devotees of Bahamut, Soldra both reveres and fears dragons. For centuries, dragons have attacked and looted Soldra as revenge for

settlers invading their home, and Soldrans found peace once they began annually sacrificing one of their own to appease the dragons' hunger.

Natural Landscapes

Sol Mountains

The mountains that separate St. Valentine and Soldra are craggy and verdant, a stark contrast from the frigid Kol Mountains of East Emberez. The Sol Mountains are home to communities of rock dragons, brethren to metallic dragons.

Lacrimosa River

This river of souls runs the length of Emberez. It eventually pours out of Emberez, merging with the River Styx, and deltas in the Lower Planes.

Lyren Woods

The veil between the Lyren Woods and the Woods of Sharp Teeth is very thin, and adventurers traveling in that area often inadvertently find themselves passing through Emberez. Soldra and Cerazen have fought over the Lyren Woods for centuries. The woods are home to communities of werewolves.

Neutral Territory

Cerazen

Cerazen was once under the control of East Emberez and remains a colony of the City of Brass. It is now considered to be the only neutral territory in Emberez. Cerazen is home to communities of djinn, efreeti, werefolk, and golems — creatures who struggle to find a place among the warring factions. Cerazen has long fought with Soldra over who owns the Lyren Woods, which each side claims as their own. Cerazen is where the plants used for incense are cultivated. Both factions use incense in abundance to ward off their enemies.

East Emberez

Under the domain of the Malum Animus

Ravukoi

Ravukoi is the capital of East Emberez, the seat of the Malum Animus, and the oldest city in this region. Ravukoi houses a portal to the Nine Hells, and the inhabitants of the Hells travel into the city every year in search of a marriage alliance. Ravukoi is ruled by Tsarina Morevna, a Warlock of the Owl, who spent much of her life in Barovia.

Magra

Magra was disputed territory between the two Emberezian factions for several centuries before being relinquished to the Malum Animus. Its haunting and beautiful architecture clearly favors its demonic influence. Surrounded by a dense forest, Magra is home to many wood artisans and hosts a year-round outdoor market.

Kolodnokiva

Tucked in the frigid and treacherous Kol Mountains is the village of Kolodnokiva. Followers of the otherworldly patron known as the Owl travel to Kolodnokiva on a pilgrimage, where they must complete a task requested by this patron.

Natural Landscapes

Magran Forest

The forests of Magra are thick with maple, willow, and spruce trees, providing artisans with the supplies for their trade. Trees grow quickly in this strange forest. Tucked away in the Magran Forest is a temple that once served the Archfey.

Kol Mountains

The snow-capped alps of the Kol Mountains make life harsh for its few remaining inhabitants. When Emberez was first founded, dwarves migrated to the Kol mountains to mine its abundance of gemstones. This dwarven influence is still visible to those who brave the summit and explore the abandoned mines and caves.

COMMON OCCURRENCES IN EMBEREZ

Despite the differences in culture across Emberez, there are many recurring sights, including the following:

Doors. Beautiful, ornate doors are found across Emberez. Because Emberez is a place that many pass through without realizing it, the doors are a symbol of the void's function as a portal.

Incense. Both sides heavily rely on incense: for daily life, for rituals, and for deterring and detecting their enemies. Each side favors particular plants used for this purpose. As such, incense is everywhere. Adventurers who are fiendish or celestial in nature are most certainly affected.

Annual Festivals/Ceremonies. Emberezians are incredibly ritualistic and are devotees to annual holidays, many of which have sinister history.

Transformative/Shapeshifting Creatures.

Many people in Emberez, on both sides of the conflict, possess the ability to change their shape and appearance. Adventurers can expect to meet many people like this while in Emberez.



The Pantheons of Emberez

What links the warring factions is their shared devotion: both sides revere either divine or demonic beings, and this faith/servitude keeps them bound to Emberez forever.

THE LARK AND THE OWL

The two queens of Emberez, Empress Justina Justicius and Tsarina Marya Morevna, have each devoted their lives to a greater being that they revere as the “true” one, the being that oversees all the others. The Empress is a paladin devoted to the Lark, who is also known as the Goddess of the Light. The Tsarina is a warlock who serves the Owl, also known as the Night One. Many in Emberez have followed the example of these rulers and also worship the Lark or the Owl. Some religious scholars, however, suspect these beings may be one in the same...

MAJOR GODS AND DIVINE BEINGS OF THE AUREUM

The Harbinger

Athena

Artemis

Bahamut

Dionysus

Lathander

Sune

Selûne

Shar

Mask

Oghma

Tyr

**Gods from other pantheons are
welcome and worshipped in Emberez.**

MAJOR DEMONLORDS OF THE MALUM ANIMUS

The Great Old One

The Archfey

The Fiend

The Raven Queen

Baphomet

Orcus

Demogorgon

Fraz-Urb'luu

Graz'zt

Juiblex

Yeenoghu

Zugtmoy

**Archdevils and other cosmic patrons
are also followed in Emberez.**

ADVENTURES IN EMBEREZ

Planning your *A Requiem of Wings* campaign? Characters traversing the realms may find themselves in Emberez during one of these adventures. You'll have to wait until early 2019 for the full campaign book, but here's what you can expect — and play! — in the meantime.

THE AUREUM

Aurea / Level 1-2

Adventurers can help a young, captive minotaur escape from a deadly gladiatorial ring.

Available early 2019.

A NIGHT OF MASKS AND MONSTERS

Ibrido / Level 3

Adventurers are invited to a masquerade at the Castel di Maschera, which presents the chance to investigate a recent murder. *Available now on DMsGuild.com.*

THE EXECUTIONER'S DAUGHTER

Soldra / Level 4

To placate the dragons that once attacked Soldra, the city offers up one of its own in an annual ceremony. When the wrong person is chosen as the offering, adventurers are asked to escort the volunteer to Garra's Peak.

Solo adventure version available on DMsGuild; multiplayer adaptation available early 2019.

LABYRINTH OF THORNS

St. Valentine / Level 5

Every year, a citizen of St. Valentine is pulled into a treacherous labyrinth. When chocolatier Dante's wife is taken, he seeks the help of brave adventurers to get her back. *Available now on DMsGuild.com.*

THE RESURRECTIONIST

Lyren Woods / Level 6

A strange woman in the Lyren Woods seeks aid to collect the necessary materials that will bring fallen soldiers back to life. *Available early 2019.*

THE STARLIGHT RELIC

Magra / Level 7

When famous luthier Vela Kapra discovers the location of a lost relic, she recruits adventurers to fetch it from the haunted and fey-touched Magran forest. *Available now on DMsGuild.*

THE WOLF ORACLE

Cerazen / Level 8

The Oracle of Cerazen is trapped in the Cerazen citadel, unable to take action on her latest vision, which foretells the demise of her own daughter. She asks adventurers to act in her stead. *Available early 2019.*

WHAT I ASK OF YOU

Kolodnokiva / Level 9

Adventurers who seek to earn respect or favor from their god or patron can embark on this pilgrimage that may cost them everything. *Available early 2019.*

ALTAR OF HOLY FIRE

Ravukoi / Level 10

The Red Princess of Ravukoi has been promised to a prince of the Nine Hells, but her heart belongs to another: Lea, a paladin in the Aureum. The star-crossed lovers need help from willing adventurers to escape Ravukoi and be wed in secret. *Available October 2018.*

BIRDS OF A FEATHER

Level 12

Adventurers come face-to-face with the beings who could end the war of Emberez, once and for all. *Available early 2019.*

NOTES FROM THE AUTHOR

This whole campaign began while I was on a family trip to Italy. It was born out of my desire to explore my heritage — Italian and Russian/Jewish — and to explore a fantasy story with a different “flavor,” so to speak.

The Aureum is heavily inspired by the Holy Roman Empire’s domination across Europe; the Malum Animus represents the cultures that both struggled and flourished in the shadow of that rule. During my travels to places like Istanbul, Budapest, and Prague, the evidence of Roman Empire’s reign still permeates the unique culture of those great cities. The tension between faiths is everywhere in Europe — Catholicism, Orthodoxy, Judaism, Islam, Paganism, etc., all tenuously co-exist — and I found that to be a compelling idea in the Forgotten Realms, where gods and otherworldly beings play a significant role in characters’ lives.

Although Emberez is my own, I do see it firmly rooted in the Forgotten Realms. I love the notion of a place being “willed” into being, and that’s essentially how Emberez functions for characters who explore it. That being said, every story in this ongoing campaign is easily adaptable to another location. However these stories manifest for you, I hope you enjoy them.

Cheers,
Ashley Warren



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#AREQUIEMOFWINGS

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