

*Well of Darkness: Volume One of the Sovereign Stone Trilogy and millions of other books are available for Amazon Kindle. Learn more Enter your mobile number or email address below and we'll send you a link to download the free Kindle App.*

Groups of Mortals trying to take back the night. The Reckoning game line. Related to Exalted Game line. The Fallen as game. End of cWoD Time of Judgment [ edit ] In late , White Wolf Publishing announced it would stop publishing new books for the line, bringing the published history of the setting to an end with a series called The Time of Judgment. This event is described from different supernatural perspectives in four Sourcebooks: The Dreaming, Kindred of the East, Mummy: Fiction novels from each of the three major gaming lines concluded the official storyline. The Masquerade , also called V20, was released, and a series of further books for the cWoD were announced. The Curse and Demon: Onyx Path also announced that would feature a Revised World of Darkness 1. The Eternal Struggle formerly called Jyhad is also based on the original World of Darkness, staying very true to the setting. As one of the longest-running CCGs in existence, it is the only WoD product that has not been discontinued – the Gehenna-theme end of the old WoD Vampire setting was featured in one expansion, but further expansions have been produced, without any reboot of the franchise. The Embraced that was produced by Spelling Television and broadcast by Fox. The show was based on the game Vampire: It was canceled in the U. The possibility of a Canadian television station picking the show up was pre-empted by the death of Mark Frankel , one of the stars of the show. Chronicles of Darkness formerly New World of Darkness [ edit ] Many details of the setting, especially in regards to its history, are left vague or otherwise have multiple explanations. This book established core rules and a tone and mood for games featuring human protagonists. The old setting also made humans a minor threat to the supernatural races, but the new rules make it possible for humans to be powerful opponents to the things in the night. In order to play other supernatural entities such as Vampires or Mages , both the World of Darkness core and the specific book detailing the rules for that character type were required. The second edition of rules was released in a companion volume for the core World of Darkness book called The God-Machine Chronicle, and Vampire: The Strix Chronicle, which contained complete rules for the Vampire characters, including the core system that had previously only been found in the World of Darkness core book. As White Wolf Publishing attempted to keep the original World of Darkness separate, the new World of Darkness was rebranded as the Chronicles of Darkness, releasing a new core book with the God-Machine Chronicle errata folded in. Blood and Smoke received minimal changes to be re-released as Vampire: New rule system[ edit ] The Chronicles of Darkness rules are much more streamlined than the previous system. If another 10 is rolled, this step is repeated until anything but a 10 is rolled. When a dice pool is reduced by penalties to 0 or less, a single Chance die is rolled. If a 10 is rolled, it is a success and, as mentioned above, is re-rolled. The game also features a much more simplified combat system. In the old system, each attack made during a combat scene could easily involve 4 separate rolls and, in many cases, required more due to supernatural abilities possessed by the characters. Combat scenes involving large numbers of combatants could take a very long time to resolve. The new system requires only 1 roll which is adjusted by the defensive abilities of the character being attacked and represents both the success and failure of the attack, as well as the damage inflicted indicated by number of successes. The nature and demeanor rules which represented the personality of the characters that were common in the old games have also been removed. In the new system, characters have a virtue and a vice trait that not only represents the personality of the characters, depending on how well the player role-played the trait, but also represents actions that the character can take in order to regain willpower points that have been spent during the course of play. The vices are the same as the deadly sins lust, gluttony, greed, sloth, wrath, envy, pride , while the virtues correspond to the four cardinal virtues prudence, justice, temperance, courage and three theological virtues faith, hope, charity. Instead, they may select any lofty ideal to be their Virtue, and any guilty pleasure to be their Vice. A character with a high morality would be more moral and saintly, while a person with a low morality would be able to take more

dubious actions. This, too, was changed in the second edition. Integrity can be lowered not only by performing questionable actions, but by witnessing or being subjected to the horrors, supernatural or otherwise, that occur in the setting. Publication[ edit ] The core setting[ edit ] The Chronicles of Darkness rules have improved compatibility between games; all characters are created as normal humans and thus have the same basic traits. Supernatural traits still vary for each character type, but their interactions with each other are governed largely by a single, simple mechanic. The playable supernatural types generally follow similar rules in terms of game mechanics, including: Power level trait often generically referred to as "Supernatural Tolerance" , rated 1â€”10 Vampires: Synergy Psyche in first edition, Synergy in second edition ; Mummies: The Curse is the only World of Darkness game in which players begin at rating 10 and progressively become weaker called the Descent. Humanity Pilgrimage in 2nd edition ; Changeling: Falling to 0 typically results in complete insanity and loss of control of the character. Energy trait, consisting of temporary "points" used to fuel various powers with capacity and spending ability based on the "power level trait" Vampire: Learned powers, often arranged in traits rated 1â€”5 Vampire: The three core games are as follows: The Awakening released August 29, Limited series setting[ edit ] In addition to the main three games, there are also additional limited series games. Like Orpheus for the Classic World of Darkness, each of these "fourth games" will have a limited series of approximately six books, including the core rulebook. The Created for August , based largely on Frankenstein and similar stories of giving the unliving life through alchemy. The second game is Changeling: The Lost, and was released in August It is a game based around characters that were taken and enslaved by Fairies similar to those of European folk tales, who managed to escape to find they were no longer human themselves, and must find a new place in life. Due to overwhelming positive response to Changeling, White Wolf Publishing has continued publishing material for it, although it is not recognized as a Core series. The third game, Hunter: The Vigil, was released in , dealing with humans who decide to confront the supernatural. The fourth game, Geist: The Sin-Eaters, came out in The game concerns characters known as sin-eaters who, at the point of death, bonded with one of the strange entities known as geists. They returned to life, and are now able to journey into the Underworld. No additional games were released in or , but at the Gen Con , it was announced that a new Mummy game would be released in August The Renegades would follow.

## Chapter 2 : Watch Egyxos Episode 11 - The Well of Darkness online FREE | KimCartoon

*Descent: the Well of Darkness features six new heroes, tricky kobolds, bloodsucking ferrox, and unstoppable golems. Heroes will find more skill and treasures at their disposal, including six new relics and a new type of potion.*

VIC May be all you dreamed it would be and be all that you dreamed This review continues my series of detailed reviews that attempt to be part review, part resource for anyone not totally familiar with the game. For this reason I expect readers to skip to the sections that are of most interest. So I regard this as something of a review for the fans as I for one think that 1st Ed. Whilst my play group and I may have taken too many years to get off our butts and get Descent to the table, we are thoroughly enjoying the experience and will continue to play 1st Ed. If you would like to know more about the basic flow of the game and the mechanics please refer to my original review "Descent: I hope you find it useful as a first time read or a nostalgic trip down memory lane for those that have already walked these halls. Oh and I promise Mud "Speed is the death of all Overlords, so the inclusion of Mud helps to gank up heroic parties and ensure that monsters deal as much damage as possible. Dart Fields "Well of Darkness takes the classic adventuring theme to a new level with the inclusion of Dart Fields that can cut and daze careless heroes. Scything Blades "Descent meets Prince of Persia with the inclusion of wicked scything blades that can cause nasty wounds and the ongoing Bleed effect more on that shortly. Boulders "The homage to Indianna Jones is all but complete with the inclusion of Boulders and ramps that will see the heroes scurrying for their very lives. Power Potions - The Heroes can find themselves a new little bottle of potiony goodness in the form of Power Potions. Once inbibed, these green wonders will allow a hero to roll all 5 black Power Dice on their next attack. For every Bleed token a figure has at the beginning of their turn the White Dice must be rolled. Any hearts rolled result in additional wounds and these ignore armour. Bleed is nasty indeed but thankfully they are discarded after a roll is made. Bolt "The Bolt ability makes use of the new Bolt Template a most menacing template if ever there was one. Longer than the forearm of a Hill Troll, the Bolt template is placed adjacent to the unit firing it and all figures underneath the template are affected with range becoming irrelevant. Unless a miss is rolled all such figures suffer the full damage of the attack. Daze "Figures that become Dazed can become confused and lose some of their hand-eye co-ordination. As a result if a Daze token is not discarded it will result in the loss of a yellow, green or black dice, which is at the discretion of the player controlling the figure. If a figure is unfortunate enough to have more than 1 Daze token in effect then they will lose multiple dice. Image Courtesy of itchyrichy New Abilities Ironskin "Figures empowered with the Ironskin ability are as tough as nails. They also suffer no ill-effects damage from Blast, Breath or Bolt attacks. Golems from the Well of Darkness have Ironskin. Leech "Leech attacks target those last reserves of the soul. For every wound lost to a Leech attack the figure must also lose 1 Fatigue. If a figure has no Fatigue left they will suffer an additional wound. Swarm allows a figure to add 1 additional power dice black to an attack for every friendly figure adjacent to the target. Kobolds are not so bold but in numbers they will Swarm! Trickster "Drawing on the cunning of their underlings, the Overlord can pay 1 less Threat to play a Trap card for each monster with Trickster in the dungeon. Combined with its Ironskin ability the Golem is pretty much immune to any fancy tricks it just needs old fashioned pounding. New Familiars Familiars are as annoying to Overlords as panty itch is to runway models and Well of Darkness offers up one new foe to have the Overlord scratching at their panty line! Furr the Spirit Wolf "Furr has a speed of 4 and can make one attack per turn using a White dice. The result of the attack ignores armour and this can be vitally important against high armoured foes. I can still remember how my eyes gleamed when I drew a card and it was something new! Treachery "The Overlord was something of a Gimp in the base game. By that I mean they just had to sit there and take it. Sure sometimes they dished it out but they really had few choices to make. There was some hand management to be had and the tactical nature of movement, but in terms of their Overlord Deck, they had to take what they were given. With Well of Darkness a whole raft of new Overlord Cards 39 in all are offered up but rather than simply being added to the Overlord Deck which would affect the balance and bloat the deck, making it hard to suck Conquest Tokens from the Heroes for exhausting the deck the new cards serve as options with which the

Overlord can Deck Build. Each card is worth a certain number of points and each quest informs the Overlord as to how many points they have to spend on customising their deck before the quest begins. The costs come in one of 3 colours purple, green or red signified by a gem at the bottom of the new cards and some quests will have a particular bent towards a given colour as they are linked to Traps, Events and Monsters etc. Once a card is paid for it is simply added to the Overlord Deck and any one card is removed from the deck to make way for the new card. Should the Overlord not spend all of the Threat offered by a scenario, they can draw an extra card to start the game for every 2 unspent Threat points. Well of Darkness looks to rectify some of the wrongs present in the base game by listing a series of rule changes or clarifications and also provides some new cards that were misprinted in the base game, which simply replace the old cards. Whilst the preference might have been for these errors to not exist in the first place, it is nice that FFG went to the effort of trying to make up for it with this content. New Heroes No expansion to a dungeon crawl would be complete without new heroes and Well of Darkness offers up 6 new adventurers to spice up your questing. Interestingly 3 of these new Adventurers appeared on the boxfront and rulebook cover of the base game and yet took till this expansion to make an appearance. Nanok of the Blade Tanks are the staple of a good dungeon crawl and Nanok adds himself to that list. Image Courtesy of Jason McMaster Laurel of Bloodwood Laurel may be a little light on for life and armour but while she is alive she will exact a toll as she can convert unneeded range into damage at the cost of Fatigue. If she gets a skill or surge enhancer to range she can take down the biggest of foes, especially if she risks getting in close. Just make sure she has a Vitality Potion or two handy, make her look like the whino of the dungeon as she downs potions between firing arrows and she will have the Overlord cursing in no time. Sure he has 3 armour which can be extended to 5 with Chainmail but his 8 life at a cost of 4 conquest tokens for dying is a little rich - given that damage can be done that ignores armour. His movement of 2 is poor and whilst offset somewhat by his 5 fatigue and ability to gain an extra 2 movement regardless of Action chosen meaning he can move 2 and Battle , I regard him as more of a liability than an asset. Whilst he will give up 4 Conquest Tokens at the pearly gates and only has an armour of 1, he moves well and has good fatigue levels to enhance that. His ability to Reach can also enable him to get at adversaries on the other side of lava, pits and mud pools. At a cost of 5 movement his base movement Thorn can effectively teleport to any empty space within a straight line and within his line of sight. This enables him to thwart many a well laid plan of the Overlord and cause them to be more conservative in their actions. This is compensated for by his 2 rating in relation to lost Conquest Tokens if killed, which is pretty generous given his 12 Life. Image Courtesy of Jason McMaster Cetherys Cetherys is something of an Elven Assassin as she can change the target of her attack after her roll is made. This can be handy when adjacent to multiple foes of varying life levels but her weakness is possessing only 1 natural armour and she gives up 3 Conquest Tokens if slain. This is great given that the Quests are really the true meat of any Dungeon Delving game. But what about the quality? Thankfully Well of Darkness gets the here too. The base game can be looked at with a little scorn as the majority of its Quests were nothing more than monster bashing exercises. But essentially it is all pretty basic stuff but we forgave it as the base game. We would not be so forgiving if the 1st expansion threw up more of the same. Yes 6 of the 9 Quests do require a monster to be defeated but you have to do it in style because often there are secondary things that must be done as well. There are at least 2 rescue missions, a couple of fetch quests find relics and the like and then there are a couple of Quests that require the heroes to act in order to stop certain things from happening or to destroy key locations. Time is also used as a mechanic on at least one occasion whereby the heroes have to keep moving at a brisk pace. One Quest also sees the heroes separated from the get-go, which poses its own set of challenges. But the goals of the Quests are one thing. What really makes Well of Darkness a worthwhile expansion is how those quests feel. They really do mix up the action from what was seen in the base game. The Quests feel more dynamic and the Overlord has more weapons at his disposal thanks to new monsters in the bestiary and they can have more control over their deck to better match the features of each Quest. The end result is an expansion that keeps the hero players on their toes and a general increase in the difficulty of the Quests. The base game all but went to mush as soon as the heroes got some good silver items or just about any gold items. We ended up winning 4 and losing 5, which we were pretty happy with given 1 of our losses could have gone either way. So I think the balance for both sides is

pretty good if all players know what they are doing. My one criticism would be that 1 or 2 Quests seemed to be quite tough for the heroes because they were not really informed as to the nature of the threats that faced them - having to make estimated guesses. This did feel like the heroes were being punished for a lack of prior knowledge and that they would fare better on a return to the dungeon - which I guess gives the game some added re-playability. Time Factor - The time required to play some of the Quests really does blow out from what we were used to in the base game. By the last few Quests of the base game we were managing to crank them out in Well of Darkness will most likely see the majority of game groups needing to set aside a good hours per Quest. If you love your delving then this will likely be seen as time well spent we do. Others though may well see this as too much of a commitment in order to have a good time. To see a write up of the base game monsters please check my original review. After writing all of the expansion reviews I will put together a combined bestiary. When playing with the max players they will need 8 standard and 10 Master wounds to take them down completely, which can be quite a task with store based equipment. Unless you are a tank sporting an Axe and have a bonus to damage thanks to skills Ferrox are likely to last longer than a single attack. But what really makes them nasty is their Bleed skill. If a Ferrox inflicts a wound on a target it is given a Bleed token to represent the severity of the slow healing wound made by those nasty, infected claws. A hero then rolls a white dice at the start of their turn for each Bleed token and suffers a number of wounds equal to the hearts rolled. This damage ignores armour! Consider that an Overlord may attack a single target with multiple Ferrox and a hero could be looking at suffering up to 9 extra damage if they have 3 Bleed Tokens. And this is on top of the fact that Ferrox roll a green and a red dice to attack. Thankfully after the Bleed rolls are resolved, all tokens are discarded. But the Master Ferrox only make matters worse.

### Chapter 3 : All about the Well of Darkness, an expansion to Descent: Journeys in the Dark

*Well of Darkness is the first book in a series based off of a role-playing game, The Sovereign Stone. I have never seen, much less played that game but it isn't really necessary to enjoy the book. This is definitely a series for the lover of dark fantasy.*

Well of Darkness is the first book in a series based off of a role-playing game, The Sovereign Stone. This is definitely a series for the lover of dark fantasy. The story follows Garreth, the young whipping boy of Prince Dagnarus. For no one would dare harm the prince when he acts out, they lash the whipping boy instead. Some people may recognize the name Weis and Hickman from their very popular Dragonlance series. For no one would dare harm the prince when he acts out, they lash the whipping boy instead. Since these two boys grow up together, they eventually become close friends. Prince Dagnarus is quite evil as a boy and young man. This book has a lot of the elements that most fantasy stories have. The token races human, elves, dwarfs, and orcs are all there and each with their own personalities that is a new take on the norm. It is similar to the song of Ice and Fire series by George R. It is refreshing really to not have the "knight in shining armor" aspect like so many other books including the aforementioned Dragonlance series. What is great about the other two books is that even though it is a continuation of the main story, they take place in the future with a whole different cast of characters, adding even more depth and build-up to the final conclusion. Find more of my reviews at <http://Hanquerido.com>. meter demasiados detalles que no son relevantes para la historia y eso a mi parecer en vez de hacerlo interesante lo ha vuelto aburrido y lento la mayor parte del tiempo. It is graphic in more ways than one and really never gets to the "point" of it all. I guess if I had continued on to the next in the series I may have found out. Maybe Margaret and Tracy were hating on someone when they decided to pen this one and this was their outlet. I did not feel like this story really needed nearly pages. What initially attracted me to this book was the armor that the character is wearing on the cover. It looks like he made some Daedra armor in Skyrim. Too bad they do not start wearing it until page something. The story overall reminded me of Prince Joffrey Baratheon of Game of Thrones growing up with a bipolar mage and gain This was a pretty good book, but it could have been shorter. The story overall reminded me of Prince Joffrey Baratheon of Game of Thrones growing up with a bipolar mage and gaining superpowers. The use of evil magic in this book is pretty interesting, so if you enjoy books about people making huge sacrifices for power, especially of the magical kind, you will probably enjoy this story fairly well.

**Chapter 4 : Wells of Darkness - Horrors of The Abyss**

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The Wells of Darkness Ruler: However, even without the concept of law much less an obligation to promulgate law, demons do have a concept of incarceration and they certainly possess the willingness to use it against those who threaten their ambitions and their power. The Abyss itself also has its own version of a prison. This prison takes the form of an entire layer, and is known as the Wells of Darkness. Shortly after The Devourer of Souls stirred from its slumber it began to bend demons back to its foul will. To discover the state of the creation that it had lost control over during its prolonged inactivity, it sent lesser demons throughout The Abyss to discover what portions of its former creation as The Demiurge remained within its boundaries and their current locations. Several among these demons discovered a bodak spawning layer with a cold and distant blue sun. It was filled with black pools that appeared superficially similar to those of Pazunia, but were far different in that they could trick beings into entering them and in turn devoured those who did so. These pools were not independent, living creatures like the portal oozes of Pazunia. Instead they were the interconnected maws of an entity that without drastic intervention, could self awaken until it became a true rarity within The Abyss: Travelling there personally Demogorgon was able to subjugate the layer and interrupt its evolution before it reached full sentience. It then subjugated The Wells of Darkness until it became something far more useful. The layer retained some of its entrapping instincts to the point where it was capable of imprisoning powerful demons without necessarily consuming them. Furthermore, Demogorgon added additional protections to ensure that in the extremely unlikely event that it was somehow manipulated, it would be difficult for prisoners to be released simply. This protection consisted of devising the Ritual of the Wells, a potent magical incantation that contained within its casting a means to specify a unique counter-ritual to free the same specific prisoner. Even for Demogorgon, a mere brutal attack upon the Wells without the proper counter-ritual would prove difficult to liberate someone contained within them. The first prisoners of the Wells were either enemies of Demogorgon or experiments that it wished to temporarily store outside of Gaping Maw. During this time it was populated by the likes of Shami-Amourae and others. Instead, he placed his own array of prisoners within the layer and largely left the Custodians alone. All of these beneficiaries had their own independent and often contradictory motives for throwing beings into the prison-layer. Practically none of them, with rare exception, had any reason for attempting to totally disrupt the operation of the layer. This is a bizarre situation that remains largely constant to this day with few exceptions. The most overt threat to The Wells of Darkness comes from Apollyon. The Dark Angel is completely unaware of its elaborate history and is relentlessly apathetic to the machinations of both its prisoners and those who incarcerated them. He merely sees the layer as another region he can destroy in his quest to annihilate The Abyss as well as Creation in their entirety. Paradoxically, it is because Apollyon is such an obvious threat that he is less likely to actually be responsible for causing The Wells of Darkness to tumble into Abaddon, The Bottomless Pit or otherwise subsuming the layer into his control. Not even Diabolos, the Demon Prince of Prophecy, supports him in this ambition. The maleidolon servitors of Apollyon known as akrusids were also banned from entering the Wells when Demogorgon first controlled it. In comparison, Baphomet is deeply involved with scheming to claim the layer himself with an attack upon The Wells of Darkness that has been unusually subtle and deeply counterintuitive. Instead of actually trying to send an army to The Wells of Darkness and conquer it directly, Baphomet has been using various intermediaries to trap enemies of his in The Wells, in the process expanding it in a more labyrinthine fashion. In this manner he hopes that the paths of the Wells of Darkness will become sufficiently convoluted that the entire layer itself can be absorbed wholesale into The Endless Maze in the future. At that point, Baphomet can use his own control over a layer in order to devour all of the prisoners of The Wells of Darkness, fueling his ascension into a far greater Demon Prince than he is currently. It takes the form of a pool of black oil which,

while viscous to the touch, does not actually adhere to any being that does touch it or any being that travels through it. The portal key is a prisoner intentionally carried by a group attempting to enter the layer, and without the intention to leave a being within the Wells attempts to use the portal are not successful. They need not be physically restrained, however, and the form of the prisoner is not predetermined. Successful variants that have activated the portal have included polymorphed victims, dominated mortals or other demons, or souls stored in gems. Nobody can leave the Wells without leaving a prisoner behind and all attempts to planeshift or exit The Wells of Darkness fail otherwise. However, this incarceration need not consist of the full ritual of consigning a being to a Well. When an attempt is made to leave the layer, a prisoner must be within 30 feet of the beings that intend to abandon it for the layer to correctly ascertain that a prisoner is present to satisfy it and allow their unhindered departure. Prisoner of the Wells: The Prisoner of the Wells ritual is necessary in order to entrap a being within the Wells of Darkness. Technically, the ritual itself does not possess the requisite power to actually imprison any being beyond an atrocity, much less the array of deities, abominations, and Abyssal powers currently interred there. What it does instead is allow for a limited awakening of the mouth of The Wells of Darkness to the extent where the Wells itself finishes the ritual and devours the intended prisoner, enveloping them in a membrane of black, viscous fluid which leaves as the only remnant of its activity a brief imprint of the terrified face of its prisoner in its surface for several minutes after the act. For the purposes of entrapping victims, the Wells of Darkness is considered to have rank 16 for the purposes of making rank checks. Failing to perform the ritual correctly places the being that has performed it at risk of being imprisoned themselves. Succeeding at either ensures that the individuals responsible for the failed ritual escape from the layer unharmed. Failing both saves incarcerates all involved a Well with the layer itself determining randomly the conditions for their release. Despite the dire consequences of such failures they are in fact comparatively rare. Most entities that intend to throw a prisoner into a Well have sufficient power and acumen to ensure that their initial attempt succeeds. The first Ritual of the Wells was devised by Demogorgon himself and used upon the original prisoner that he committed to the prison layer. Although the details of the Ritual of Wells depend greatly on the specific nature of each prisoner, there are some commonalities that hold true. Generally, the Ritual takes one minute per hit dice of the target. Most successful castings of the Ritual take place with at least three ritualists, although some demon princes such as Demogorgon and Zugtmoy have sufficient might to perform it unaided, even when their targets were rival Abyssal powers such as demon lords or other demon princes. The Ritual of the Wells always requires at least one prisoner as well. If a prisoner is not provided, then the layer itself randomly selects one of the ritualists and imprisons them upon the same conditions that would otherwise be set forth for release. Hazards Custodians of the Wells: The Wells of Darkness are well guarded by an array of beings known as the Custodians of the Wells. An average Custodian is a 54 HD bodak. Custodians do not intervene against visitors to the Wells unless they are attacked, or unless an attempt is made to free a prisoner from the Wells that does not match up with the proper ritual which they can sense instinctively, even though they do not know the specifics of the rituals themselves. Furthermore, Custodians seem to have an uncanny sense as to when a being is brought to the Wells for the purposes of guarding a prisoner, and will not attack such called or even created beings in situ based on the implication that they are, in a sense, prisoners of the Wells in their own right. However, their deadly gaze has been known to inadvertently slaughter visitors to the Wells and the Custodians seem to be unaware of the lethal effects of their eyes against those who view them. In comparison, when Custodians are attacked, the Wells themselves respond in a prompt and deadly fashion. Eight additional bodaks are created and teleported around any threat each round. If these defenders prove insufficient, then the Wells responds by sending further Custodians which may be treated as possessing varying arrays of innate class levels until a combination is found which can defeat the threat presented to the Wells. However, the wrath of the layer does not extend to taking sides in battles between different demons or visitors. Provided that no Custodian is harmed or the substance of the layer substantially damaged area effect spells and powers are allowed, while wholesale and deliberated destruction of the layer is not, the Wells will not get involved in any such conflict. Furthermore, Custodians can not interact with prisoners that are already within a Well-a loophole that Ahazu again has massively used to his advantage. They possess no independent existence or

knowledge save for what is given to them when they are created. As such, Custodians are incapable of pursuing attackers off of the layer and in fact disintegrate into a pool of liquid and a skeleton the instant they are removed. This is true even if the Custodian is somehow transmuted and then taken off of the layer by other means. One of the more notable attempts consisted of trapping a Custodian in a gem-which when taken off of the layer, gushed black blood until it was nothing left but a hollowed, ruined shell-and the demons that attempted it were instantly attacked the next time they tried to enter the Wells. Custodians also transmit whatever knowledge they gain to the Wells. This ability enables them to remember for an apparently indefinite period of time the appearance, powers, and weaknesses of any being that attempts to damage the layer, defy its power, or has attempted to do either in the past. Although their status as creations of the layer gives them the ability to both comprehend and speak languages, the bodak Custodians betray as little comprehension of any tongue as possible. They demonstrate through their actions both their stature and their power to defend the layer. Nor do they speak, save upon those occasions of necessity where a Custodian is created that must be capable of spellcasting. Beyond the Custodians of the Wells the layer has multiple ways of defending themselves from those who would attempt to either conquer it or improperly free its prisoners. Custodians are immune to these blockages and they can surround hazardous intruders by physically appearing both in front of and behind them. Furthermore, the layer can locally alter the rules of existence in particular locations to disallow flight, generating the effects of a wingbind spell that can only be overcome through the successful use of Alter Reality and a rank check against the Wells itself DC. Finally, and as a last resort, the Wells themselves can also rearrange spatial geometry around those who prove particularly offensive against it, completely encircling victims without actually devouring them or placing them in a Well. When this occurs, the victims of the layer find themselves trapped either upon the pathway or in the space between Wells in which they were physically located. Teleportation is not directly blocked as much as it is simply rendered utterly useless, as the Wells of Darkness merely creates a destination for its transgressors that looks physically identical to their previous location. Similarly, the air and ground around such entrapped victims is created at a sufficient rate as to totally impede motion, resulting in either flight or burrowing apparently providing no meaningful progress. When the Wells resorts to these sufficiently drastic measures, there are few methods that are successful at allowing egress from the layer. Alter Reality, wish, and miracle, along with analogous psionic powers, are capable of creating an escape-but only if the intent is to escape from the spatial rearrangement. In such cases the layer interprets the intent of the casting or supernal ability in such a way as to greater planeshift those involved back to their previous location outside of the Wells. Only one hill or bluff exists within the Wells of Darkness. Three hundred feet tall, at its peak is the ruined fortress of Overlook. Now all that remains of it are blasted and partially disintegrated stones, and mere imprints of where the former followers of Ahazu were destroyed by Orcus in his wrath. Burnt out and completely sacked, there is no notable treasure that anyone has managed to find within it-even after untold thousands of years of scrupulous examination, as tampering with Overlook is allowed given that it is not a Well proper. However, besides its strategic position, which has been highly advantageous in those circumstances where the Wells were attacked, Overlook also has one extremely unique property. Most Wells have a small group of defenders either incarcerated with each prisoner or in the area around them. However, the Dark Prince also came to realize that there was a distinction between the nature of the layer itself and the Custodians endemic to it as compared to the minions of Demogorgon. Those demons that Demogorgon had placed upon the layer, who were tolerated within the Wells but not spawnings of it, could be slain without provoking the wrath of the former. In his hubris Ahazu ran afoul of The Goat. While Orcus had little interest in taking over the Wells, he responded to the affront delivered to him by Ahazu lethally and dramatically. The Overlook was destroyed, and throughout Creation, all beings that formerly followed Ahazu were butchered.

**Chapter 5 : Descent: The Well of Darkness | Board Game | BoardGameGeek**

*Custodians of the Wells: The Wells of Darkness are well guarded by an array of beings known as the Custodians of the Wells. An average Custodian is a 54 HD bodak. An average Custodian is a 54 HD bodak.*

Background[ edit ] In , Radclyffe Hall was at the height of her career. Since she knew she was risking scandal and "the shipwreck of her whole career", she sought and received the blessing of her partner, Una Troubridge , before she began work. So far as I know nothing of the kind has ever been attempted before in fiction. Even at birth she is physically unusual, a "narrow-hipped, wide-shouldered little tadpole of a baby". At seven, she develops a crush on a housemaid named Collins, and is devastated when she sees Collins kissing a footman. Her mother, Lady Anna, is distant, seeing Stephen as a "blemished, unworthy, maimed reproduction" of Sir Phillip. The following winter, Sir Phillip is crushed by a falling tree; at the last moment he tries to explain to Lady Anna that Stephen is an invert , but dies without managing to do so. Stephen begins to dress in masculine clothes made by a tailor rather than a dressmaker. At twenty-one she falls in love with Angela Crosby, the American wife of a new neighbour. Angela uses Stephen as an " anodyne against boredom", allowing her "a few rather schoolgirlish kisses". Lady Anna denounces Stephen for "presum[ing] to use the word love in connection with Stephen moves to London and writes a well-received first novel. Her second novel is less successful, and her friend the playwright Jonathan Brockett, himself an invert, urges her to travel to Paris to improve her writing through a fuller experience of life. During World War I she joins an ambulance unit, eventually serving at the front and earning the Croix de Guerre. She falls in love with a younger fellow driver, Mary Llewellyn, who comes to live with her after the war ends. They are happy at first, but Mary becomes lonely when Stephen returns to writing. Rejected by polite society , Mary throws herself into Parisian nightlife. Stephen believes Mary is becoming hardened and embittered and feels powerless to provide her with "a more normal and complete existence". In time, he falls in love with Mary. Lowther, like Stephen, came from an aristocratic family, adopted a masculine style of dress, and was an accomplished fencer, tennis player, motorist and jujitsu enthusiast. The narrative voice asks that their contributions not be forgotten and predicts that they will not go back into hiding: Barney lived and held her salon at 20 Rue Jacob. By Krafft-Ebing had adopted a similar view. Female inverts were, to a greater or lesser degree, inclined to traditionally male pursuits and dress; [48] according to Krafft-Ebing, they had a "masculine soul". Stephen, born on Christmas Eve and named for the first martyr of Christianity , dreams as a child that "in some queer way she [is] Jesus". They call on her to intercede with God for them, and finally possess her. It is with their collective voice that she demands of God, "Give us also the right to our existence". God had created inverts, so humanity should accept them. Though the two books proved to have little in common, Hall and Cape saw *Extraordinary Women* as a competitor and wanted to beat it to market. *The Well* appeared on 27 July, in a black cover with a plain jacket. Cape sent review copies only to newspapers and magazines he thought would handle the subject matter non-sensationally. Some critics found the novel too preachy; [67] others, including Leonard Woolf , thought it was poorly structured, or complained of sloppiness in style. Douglas was a dedicated moralist, an exponent of muscular Christianity , which sought to reinvigorate the Church of England by promoting physical health and manliness. His colourfully worded editorials on subjects such as "the flapper vote" that is, the extension of suffrage to women under 30 and "modern sex novelists" helped the *Express* family of papers prosper in the cutthroat circulation wars of the late s. It is a seductive and insidious piece of special pleading designed to display perverted decadence as a martyrdom inflicted upon these outcasts by a cruel society. It flings a veil of sentiment over their depravity. It even suggests that their self-made debasement is unavoidable, because they cannot save themselves. Above all, children must be protected: Poison kills the body, but moral poison kills the soul. The Home Secretary was William Joynson-Hicks , a Conservative known for his crackdowns on alcohol, nightclubs and gambling, as well as for his opposition to a revised version of *The Book of Common Prayer*. He took only two days to reply that *The Well* was "gravely detrimental to the public interest"; if Cape did not withdraw it voluntarily, criminal proceedings would be brought. With publicity increasing demand, sales were brisk, but the reappearance of *The Well* on bookshop shelves soon came to the

attention of the Home Office. On 3 October Joynson-Hicks issued a warrant for shipments of the book to be seized. Then the Chairman of the Board of Customs balked. He had read *The Well* and considered it a fine book, not at all obscene; he wanted no part of suppressing it. And he will tend to cling to subjects that are officially acceptable, such as murder and adultery, and to shun anything original lest it bring him into forbidden areas. Forster drafted a letter of protest against the suppression of *The Well*, assembling a list of supporters that included Shaw, T. Many were reluctant to appear in court; according to Virginia Woolf, "they generally put it down to the weak heart of a father, or a cousin who is about to have twins". Norman Haire, who was the star witness after Havelock Ellis bowed out, declared that homosexuality ran in families and a person could no more become it by reading books than if he could become syphilitic by reading about syphilis. Under the Obscene Publications Act of 1959, Chief Magistrate Sir Chartres Biron could decide whether the book was obscene without hearing any testimony on the question. Biron replied, "I have read the book. She took advantage of a lunch recess to tell him that if he continued to maintain her book had no lesbian content she would stand up in court and tell the magistrate the truth before anyone could stop her. Birkett was forced to retract. He argued instead that the book was tasteful and possessed a high degree of literary merit. Then I am asked to say that this book is in no sense a defence of unnatural practices between women, or a glorification, or a praise of them, to put it perhaps not quite so strongly. The topic in itself was not necessarily unacceptable; a book that depicted the "moral and physical degradation which indulgence in those vices must necessarily involve" might be allowed, but no reasonable person could say that a plea for the recognition and toleration of inverters was not obscene. He ordered the book destroyed, with the defendants to pay court costs. But when Kipling appeared on the morning of the trial, Inskip told him he would not be needed. James Melville had wired the defence witnesses the night before to tell them not to come in. The panel of twelve magistrates who heard the appeal had to rely on passages Inskip read to them for knowledge of the book, since the Director of Public Prosecutions had refused to release copies for them to read. Joynson-Hicks looks on, with a copy of *The Well* in his pocket, while Cupid makes a derisive gesture and Sappho leaps across the scene. The *Sink of Solitude*, an anonymous lampoon in verse by "several hands", appeared in late 1959. The image horrified Hall; her guilt at being depicted in a drawing that she saw as blasphemous led to her choice of a religious subject for her next novel, *The Master of the House*. But after Cape brought forward the publication date, Knopf found itself in the position of publishing a book that had been withdrawn in its home country. They refused, telling Hall that nothing they could do would keep the book from being treated as pornography. Friede invited John Saxton Sumner of the New York Society for the Suppression of Vice to buy a copy directly from him, to ensure that he, not a bookseller, would be the one prosecuted. He also travelled to Boston to give a copy to the Watch and Ward Society, hoping both to further challenge censorship of literature and to generate more publicity; he was disappointed when they told him they saw nothing wrong with the book. But Covici and Friede had already moved the printing plates out of New York in order to continue publishing the book. By the time the case came to trial, it had already been reprinted six times. Scott Fitzgerald, Edna St. To make sure these supporters did not go unheard, he incorporated their opinions into his brief. *Mademoiselle de Maupin* described a lesbian relationship in more explicit terms than *The Well* did. According to Ernst, *The Well* had greater social value because it was more serious in tone and made a case against misunderstanding and intolerance. After "a careful reading of the entire book", they cleared it of all charges. Unknown to Troubridge, he added a postscript saying "I am not really anxious to do *The Well of Loneliness* and am rather relieved than otherwise by any lack of enthusiasm I may encounter in official circles. Other lesbian novels[edit] See also: Lesbian literature Three other novels with lesbian themes were published in England in 1959. When, unlike Sir Phillip, he confronts his daughter, she replies confidently: Am I not doing after your very Desire, and is it not the more commendable, seeing that I do it without the Tools for the Trade, and yet nothing complain? It did not become widely available until 1990. Terry Castle says that "like many bookish lesbians I seem to have spent much of my adult life making jokes about it", and Mary Renault, who read it in 1959, remembered laughing at its "earnest humourlessness" and "impermissible allowance of self-pity". One woman was so angry at the thought of how *The Well* would affect an "isolated emerging lesbian" that she "wrote a note in the library book, to tell other readers that women loving women can be beautiful". She was also wearing a straight

knee-length skirt, but later Sunday Express articles cropped the photo so tightly that it became difficult to tell she was not wearing trousers. Newton argues that "Hall and many other feminists like her embraced [ Sex was seen as something that "could only occur in the presence of an imperial and imperious penis" [], such that sex between women was simply not recognised to exist. Newton shows how sexologists of the time, like Ellis , echoes this sentiment, where his "antifeminism and reluctance to see active lust in women committed him to fusing inversion and masculinity" []. In a society "very conscious of sex and its vast importance" [], Stephen feels excluded from the rigid, feminine role imposed on her as a biological female. The novel has had its defenders among feminists in the academy, such as Alison Hennegan , pointing out that the novel did raise awareness of homosexuality among the British public and cleared the way for later work that tackled gay and lesbian issues. Hall tried to void the contract on a technicality, but Kershaw refused to change her plans. The play opened on 2 September The public skirmish between Hall and Kershaw increased sales of the novel.

**Chapter 6 : Well of Darkness - Guild Wars 2 Wiki (GW2W)**

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A large blue sun is in the sky and it barely lights up the rocky terrain. A 10 foot marble path goes from one pool to another and if you go off the path trouble it can be found. The only building on the plane is located on the highest tor named Overlook. The pools are deep and at the bottom there is a thick black liquid that holds a demon lord or fiend imprisoned. The liquid is from another plane called Shattered Night founded and dug out of the ground from Ahazu. Ahazu became the master of the plane and prison till he became imprisoned in his own located in the fortress called Overlook. Communication can be done with the prisoners by touching the window opening of the well. Well for Anstif, Antif destroyed a demon lord named Malgoth and instead of victory it lead to disaster. Antif became imprisoned for doing so by the other demon lords and he has been long forgotten. He will only communicate with visitors if they drop treasure into the dark well. He has knowledge of hidden artifacts of the Abyss. Well for Apep a gargantuan blackstone giant protects this well as it holds Apep the king of the serpents. The guardian wants to make sure the foot long serpent of evil is imprisoned for eternity. Apep a long forgotten time ago laid death along the great east of the world. Well for Areex, this demon lord has been long forgotten people or fiends can not even remember his name. His has been here in the well for a very long time. About 7 years ago a large group of gibberlings started chanting his name but they were put to death for driving people mad. Well of Astraroth, Astraroth made a deal with Ahazu that when he dies he would be brought to the Wells of Darkness. Astraroth attacked Gargauth an agent of the arch devil Asmodeus. Well of Cabiri, this is now the home of the many eyed demon Cabiri who turned down the Queen of Chaos when going to battle against the Wind Dukes. Now trapped in the prison he is planning his revenge. Well of Dahak, this is the prison of the great 3 headed dragon. He will not speak unless some is sacrificed into the well. He belonged to the Elemental Plan of Air but got imprisoned before he caused anymore damage. Dahak knows the secrets of weather control and venomous serpents. The entrance to his well is a carpet full of poisonous snakes. Well of Ebulon, the demon lord Ebulon is trapped in this prison. Now the well is guarded by a maelephant. Ebulon knows a lot about the 5 fingered demon princes weaknesses. Well of Echidna, this well holds the Mother of Monsters, Echidna. The well is well protected by a large group of fiendish harpies who shriek in her name. Ahazu sometimes let the evil fiend out of the well and then retraps her back in. Well of Kizarvidexus, this demon lord is long forgotten , his long curved dark red horns and cloaked figure is imprisoned. He once served the Queen of Chaos and went against the Wind Dukes. Now trapped in the well from the surviving Wind Dukes after the war. There is a consent tornado in the well that throws body parts and flesh of the demon lord along the walls. Abyssal ghouls eat off the flesh within the well. The demon lord killed 3 princes including the demon tree known as Malgarius. He screams of rage can almost be hear through the black liquid of the well. Well of Ma Yuan, this well holds the demon lord known as the god killer. Ma Yuan is a huge yellow skinned 4 armed reptile with a loin cloth. He has control over a stone triangle item that can change into any type of weapon. The demon lords with the help of the eastern gods help contain the beast in the well. He challenged the demon lord Tharzax and Obox-ob. She was placed here by Demogorgon and the evil demoness Malcanthet. She was once the lover of Demogorgon and was stabbed in the back by Malcanthet. Outside the well it has many lilitus demons that still worship her. She holds some of the darkest secrets and weakness of the prince of the demons. The well is well guarded inside by advanced girallons and retriever demons. There are many wild trees that grow like vines within the walls of the well. Shami-Amourae is a beautiful succubus with long blonde hair with large black wings. She has short little black horns on her head that peak through. Well of Ungulex, one of the first prisoners of the wells, this demon lord has been long forgotten. The only thing left in the well is his ghostly sigh that echos from time to time. Well of Arlgolcheir, this demon lord made a pact with Ahazu to have himself placed here if he was ever killed on anotehr plane. He dies from a trio of mages from the Material Plane and now his body sits rotting at the bottom of the well. He body is slowly seeping into the black liquid at the bottom waiting to be resurrected. If

the well gets stared at long enough you can see a scaled figure with 3 prong horns growing from a snout. Within the well itself advanced chasmes and abyssal ghouls lair here. Overlook, this ruined fortress is built of blood red marble is located on the highest rock on the plane. Undead varrangoins also call this lair their home. Because the palce is in such rough shape it is not hard to get to the centre of the ruins. This is also the last place that the great demon lord Ahazu is trapped. The well of Ahazu has large claw marks all along the side of the well. Swarms of abyssal ants lives in the walls of the well and it is also guarded by undead varrangoin liches. If anyone touch the pool they can communicate with the demon lord but must make a will save or be drawn into the wll and releasing the demon lord. Ahazu is the guardian and owner of all the wells on the plane.

### Chapter 7 : The Well of Darkness (Gandalara Cycle, #4) by Randall Garrett

*The Well of Darkness is the name of a Gandalaran geographical feature; but it also turns out to be a forewarning of what you're in for here. Things keep going badly wrong for our hero, and in addition he starts behaving strangely and badly from time to time.*

### Chapter 8 : Fishing For Fallen Light: A Tanka inspired by David Lynch and Pablo Neruda | The Uncarved B

*The Well of Darkness is a place that features in He-Man and the Masters of the Universe by Mike Young Productions. History This ancient pit was located on the planet Eternia and had existed for an unknown numbers of years.*

### Chapter 9 : The Well of Loneliness - Wikipedia

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