

Shendilavri

Dungeons & Dragons X Magic: The Gathering

New Logo and Deities as Planeswalkers

The graphic up above is the current 'official' logo for my homebrew campaign, which I added D&DXMTG to show the basis behind what the world is all about. I borrowed a page from Namco for using the X, or to be more correct 'Cross' to describe the crossover of the two Wizards of the Coast brands, like what they did with "Street Fighter Cross Tekken." In fact, the logo should be read as "Shendilavri: Dungeons & Dragons Cross Magic: The Gathering." And since this is a D&D campaign world, D&D comes first. (If it were a card game, I'd reverse it, much like what Namco is doing for "Tekken Cross Street Fighter," where they used their 3D Tekken Engine.

And like I said elsewhere, the biggest part about the crossover is the combination of D&D Deities and M:TG Planeswalkers. As you might remember, the Dawn War was fought to a double knock-out, and the few deities and primorals who survived were forced to come to a truce so they can repair a ravaged land. They initially had some problems gathering the needed power to do that until Planeswalkers discovered them. It is they who helped the survivors knit their world back together.

Are these Planeswalkers those you know? Perhaps, perhaps.

However, there was a problem. Returning the many shards together, as well as the extra shards from other planes to fill in the gaps, required a lot of the deities' own eternal essence, more than what the combined deities and primorals were able to give and still exists. But they discovered an answer from their new brethren: They managed to compress a part of their essence into generating their own Planeswalker Sparks. In effect, the deities and primorals became Planeswalkers themselves (with an exception of one, which I'll go into when he comes up.) That was enough to provide the primal-slash-divine energies needed for the repairs to the world.

That occurred tens of thousands of years ago, and during that time, the world has healed to a prospering plane, complete with its own Astral Sea, Feywild, Elemental Chaos, and Shadowfell. It is not complete, however; there are a multitude of rifts to the four of these planes as well as other planes in both D&D and M:TG worlds. This is where you'll have the combined flavor of the two brands, such as a Soratami Mage-Priest to Io for example. The other difference is that, because they are Planeswalkers now, the remaining deities and primorals now walk the plane instead of being distance, and can be as approachable as they wish. (Just that some of them aren't) Some are regarded as Gods and Goddesses

and are worshiped as such, others just roam the world seeking adventure, fortune, good deeds, or just random acts of whatever for shits and giggles, or they'd just sit in some tower and mope.

An Incomplete List of Shendivari Planeswalkers

This is, by no means, a complete list. I doubt I'll have all of the needed deities-slash-primorals-turned-planes jumpers listed here at this time. If you have any suggestions on what would make a good 'Walker here, please let me know. I'll gladly put it in a future version of this list and give you the credit for it.

There are also some notes here that might not be clear to some people. Most of it has to do with the geography of the material world here. This will get clearer in a future work, especially with a map or two.

Araunshee, The Spider Queen

"Be Quick, Be Smart, and Be Sly, for that would be as good as being Strong. At times, even better."

As mentioned earlier, Araunshee did not become Lolth in the classical sense. Granted, she's still known for spiders, drow, and cunning. And her lair is still a giant spider web. Hell, some people even call her 'Lolth' to get a snarl out of her. But she isn't the evil demon queen of the Forgotten Realms fame.

In Shendivari, it was Corellon, not Araunshee, who became Evil. Araunshee noticed Corellon's corruption first and eventually called the rest of the fey to drive the by-then tyrant Larethian from the pantheon.

While Araunshee is considered the Queen of the Fey, because of her Planeswalker nature, it's in name only. She entrusts the Feywild to Orlando and Juliana, The Winter King and Summer Queen respectively, while she monitors the stability of the Material plane as well as watching over her children, the Drow Elves. However, events in the Feywild will warrant her attention, one of which might be a port of the Encounters Season Beyond the Crystal Cave. (In fact, the names of the two Fey Monarchs come from that Encounters module.)

Avandra, the Traveller

"Fortune Favors the Bold, I always say."

Some say that Avandra found out how to emulate a Planeswalker Spark first. Being the goddess of change, luck, trade and travel, it comes to no surprise. Some would even say that she became a Planeswalker long before any deity or primordial knew that Dominaria exists. If she started off as a Planeswalker all along, nobody would be surprised.

In Shendivari, Avandra does not hide being a 'Walker at all. In fact, she revels in it, considering her new form as more free and alive than being a deity. Halflings, Vistani, and the multitude of Adventurers in the realm of worship her. During her constant travels, she keeps up with the local industries and companies supporting Adventurers to ensure that their needs for tools, equipment, and adventures are always in good supply.

Barrin, the Artificer

“I don’t know which is worse, thinking ‘Every time I try to get out, they pull me back in,’ or me considering that line to be oh so utterly corny?”

The last thing Barrin knew, he was nuking the whole island he was in and everything in it, including countless hordes of Phyrexians.

Next thing he knew, he was in Shendivari, sensing something sparking inside him.

Everyone within five miles knew of his arrival. For four weeks, he was cursing this Urza at fill lung.

When he finally calmed down, and realized that after a whole month of screaming, even Planeswalkers have to breathe, he went on with his life as much as he had.

Which eventually lead to him getting back into his vocation field: Making artifacts.

Almost every civilization in the Material Plane that uses any kind of technology owes their lives in some part to Barrin, who sequestered himself in a large university by what is known as Lake Tolaria (In a region bordering the Tibet-inspired country and another resembling classic Middle Eastern influences. (Think Arabian Nights, if you want Egyptian and eventually places that’ll remind you of Dark Sun, go further south.) The university also houses and protects a portal to the Magi-punk realm of Ebberon, which Barrin, Faculty, and Students often dabble. Ebberon-inspired tech is trickling out to the world because of Shendivari’s ‘Silk Road’, which travels coast to coast in the main continent.

Getting the party to meet Barrin’s going to be like pulling teeth. The man is a hermit, staying in his tower and not as much as sticking his neck out for anything or anyone. He even uses golems to deliver his meals and keep his place tidy. If you want Barrin to talk to your party, or at the very least talk to another human, you need to have something that would interest him. Showing him an iPod would be perfect.

The reason why he’s such a hikkikomori is obvious if you know him. He had his full of dealing with planeswalkers, other realms, and having to deal with major events, thank you so much. And it won’t be a surprise if he thinks that being a Planeswalker is a sort of hellish curse for being Urza’s assistant.

But at least he doesn’t have to deal with any Phyrexians...

Calypso, The Sultan of Brass

“I can grant you whatever you wish. Of course, there is a price involved.”

Calypso was an primordial who joined the deities in the pivotal battle in the Dawn War, and he added not only his essence—becoming a Planeswalker in the process—but the mercurial power of the Elemental Chaos for the mending. During the process, a direct path to his homeland, the City of Brass, got created by a dormant volcano in a region inspired by Arabian Nights.

During the time, he came across a group of Eladrin who found themselves lost in this region; as well as cut off from their fae magics for some reason. He took them in and offered them a way to reconnect

with their magical abilities, by converting their powers from the Feywild to the Elemental Chaos. As a result, they became the first Jinn Elves. Mortal genies and a playable race in Shendivari.

Calypso's biggest ability as both a deity and a Planeswalker is the ability to grant wishes. There are some rules (No direct killing, no raising the dead, no making someone fall in love, and no wishing for multiple wishes) but otherwise anything's fair game. However, Calypso is notorious for twisting that wish in true Twisted Metal fashion (The name is a placeholder for obvious reasons) if the wish or the wisher is not noble or just plain malevolent. More noble wishes and wishes are granted more or less straight, but they always include a minor twist that is comedic but harmless, mostly put there to let the wisher know that he or she should not depend on wishing for everything. This is something that he instills and encourages in all his Jinn.

Elspeth Tirel, the White Emperess

"The ruler is not there to be over his people, the ruler is there to be for his people!"

In the area south of the area of the text stories I'll make, of Jasmine and Jamie and Gasusuri and Hedong, (which will be the setting for a *Twisting Halls-Kobold Halls-Keep of the Shadowfell* chain.) there lies a land styled after mystical China, which is originally divided into three kingdoms. One of these three kingdoms was heavy into Legalism, which encourages heavy-handed, oppressive, and harsh treatment of the common folk. When these people cried out for something to free them from their cruel masters, they didn't know that their prayers were answered by a recent Planeswalker.

However, to be honest, Elspeth Tirel didn't know she was listening to any prayers. All she wanted was a replacement for Bant, a place where she can live in peace and not planeswalk anywhere else. But when these people called to her to aid them, she could not refuse them.

Elspeth's combination of her beliefs in Peace, Love, and Community; with her fighting prowess and devotion to nobility, she liberated village by village, eventually facing off against the ruler and his million-man army and defeating them both.

Singlehandedly.

(Okay, she summoned a lot of soldiers, leonin, knights, angels, birds and God knows what else, but...)

(You should've seen the end: She attacked with a 9600/9600 Exalted Double-Striking with Vigilance Flying White Dragon directly on the Emperor. There's a reason why nobody remembered that tyrant's name. She hit him that hard.)

At first, Elspeth refused to be worshipped as a Goddess to the people she freed. But one of the wiser viziers who prophesied her arrival told her about what she was looking for since she lost the Alara Shard of Bant. In the end, she compromised, preferring to become a kind-hearted and benevolent Emperess of a new Kingdom of Valeron. (Named after the kingdom she once called home.)

Elspeth's life didn't get any better though. The wizards and the other two rulers who *respected* her found out why she didn't start her quest of finding a way to immortality. Being someone who has a Planeswalker Spark, she already *is* immortal. (The best way to kill a Planeswalker, to the best of my

knowledge, is to extinguish his or her Spark, and with it their powers. Correct me if I'm wrong.) So she has to fight off an assassin going for her Spark to give to some Emperor every other Tuesday. If the party ends up in Valeron (or one of the remaining two Empires) they might find themselves stumbling into one of those attacks.

Kali, the Raven Queen

"Death comes to all, my friend, and those who claim they're not are either lying or deceiving themselves."

Worshippers of the Raven Queen would come here and be surprised to learn her name. However, Kali is just another way to call the goddess of Death, Fate, and Winter, as she is called by the Hindu-inspired Tibieten Lands. (Resembling East China and India) She still is the deity that ferrets the dead through the Shadowfell into the afterlife, although here she needed the assistance of the crow-folk Shadar-Kai to do the heavy lifting of that duty. She mostly resides in her citadel at Latherna in the Shadowfell (See [The Shadowfell: Gloomwrought and Beyond](#)) where she is annoyed by three up-and-comer Dark Walkers: Orcus, the Prince of Undeath, Venca, an Arch-Lich who somehow got a Planeswalker Spark in his current undead body, and Zehir, some sicko snake-lover who dabbles in poisons.

Larethian, the Demon.

Most of the people in Shendivari doesn't even know that Corellon Larethian exists. Or at least exists in this plane. They may hear of the deity from other planes and might think of bringing him to Araunshee and getting them to date. They'd might even wonder why he's not in this world.

The thing is that he is. He's the Demon King of the Abyss.

During the Dawn War, Corellon became battle-hardened and eventually tyrannical in his Ahab-like raging against the Primorals. Over time, his actions both against his foes in the Dawn War as well as his actions keeping the Feywild in line proved too dangerous for the Feywild for it to continue. It was Araunshee who saw it first, and she was almost cursed into becoming the Demon Queen of Spiders because of it. But in time she managed to spur an uprising for the sake of the Fey. In a battle that signaled the end of the Dawn War, Free Fae and Fae loyal to Corellon fought in a bloody conflict worthy of Gettysburg. It prompted the other deities and primorals to join the Free Fae to defeat Corellon and cast him into the Abyss, along with all the Fey-turned-Demons along with him.

Now an twisted evil and dark reflection of the Corellon we all know, Larethian lies in chains at the bottom of the abyss, as his underlings strife and struggle to free their Chained God. You might see his influence in the actions of the local Elven Tribes as well as an occasional cult or two, doing whatever demonic things you'd might expect: Slavery, Blood Sacrifices, Skullduggery, Intrigues, Drugs, Prostitution, Inner City Gangs, you name it.

Larethian desires nothing else than to return to the Feywild and assume the throne that he claims is his by right. But he also would love to see this abomination patchwork people call a Material Plane destroyed and remade in his design. And if every disgusting Planeswalker needs to be systematically hunted down and destroyed to do it, so be it.

Lavanya-Hime

“The sun and the moon had a child, and it was me. I’m honored to be the avatar of both.”

There was no Pelor and Sehanine in the pantheon in Shendivari; or at least their existence is a mystery. When these two deities are mentioned, they were a) mentioned together and b) claim that they are deities from another realm. Just as the existence of this plane drew attention of Planeswalkers, other deities from D&D worlds have their interest piqued by this peculiar plane.

Pelor and Sehanine are mentioned most in Hedong, and it’s because of the princess of that region, Lavanya. Worshippers of these two deities who visited this plane knew of the legend behind Lavanya, a child of Pelor with exceptional healing ability and beauty to match. And how she lost her life in a squabble with Sehanine. (See *Dragon Ish. 402*) When the Queen sensed something strange when she was pregnant with Lavanya; strange as in she’s not feeling any ill effects of being pregnant as normal, the priests checked and received a vision. Pelor and Sehanine wanted to make their presence known in this strange realm and make up for the mistake they did with the original Lavanya in the process, so they remade Lavanya and placed it in the queen’s womb.

And on top of that, Lavanya was born with a Planeswalker Spark! A sleeping Spark, but a spark nonetheless. And from the start, the baby Lavanya showed the same healing prowess as the original Lavanya. The people regard her as a star child, a favored soul, a living angel. She remains in the castle, protected from harm by a cadre of Bow Clerics, learning wisdom and virtue for when she ascends the throne, or for when her spark awakens. Maybe Both. It is a good chance that the party would be called on to assist Lavanya-hime at least once, and those who help here will be in her grateful favor.

Nicol Bolas

“How on earth can you create a plane using chunks of planes I know about and NOT have me notice? He-llooooo?!”

If you can sum up the Elder Dragon’s feelings toward Shendivari in one word, it would be a bemused interest.

And since when does Nicky B follow the rules?

He would’ve just chuckled at the very amateurish effort in creating a world—and he will tell it to the D&D deities’ faces—if it weren’t for it being the *D&D deities’* faces he’s getting into.

Shendivari is not just another plane to Nicol Bolas; it’s a gateway to worlds *he hasn’t seen yet*. No Planeswalker has ever been to Nerath, The Forgotten Realms, Ebberon, Dark Sun...Gamma World.

And up to the creation of Shendivari, Nicol thought he’s been to every world he could ever Planeswalk to. That part bemuses him.

It takes a lot of bemuse Nicol Bolas.

What does he want with Shendivari? Nothing. What he wants is to explore the other D&D worlds, to seek out these realms and gather their magics for themselves. The reason would be obvious if you

remember correctly: Nicol is one of the three surviving Planeswalkers who knew what Planeswalkers were in the old times, four if you count Barrin. (Karn and Sorin Markov are the other two.) Only Nicol wants to have his old 'godhood' back, and part of him is convinced that the key might reside in the many rifts that plague Shendivari.

Nissa Revane, the Elven Queen

"My people are fortunate to have me come in with the Roil. They need a better way to be."

Nissa's bounding from Plane to Plane to aid her Elves in Zendikar eventually made her way to Shendivari. Or to be exact, she *rode* a piece of Zendikar to be knitted into place in Shendivari. If you know how chaotic that plane gets, it's not that far-fetched.

Naturally, she is interested in the elves in this world, but she was all the more interested in the Drow. This eventually lead her to Aruanshee, who tells her about the world's history. Although she doesn't want to interfere, she does feel that the local light elves are being led astray by Larethian's schemes, and strives to offer them a better way.

Nissa's influence will be better felt further inland than in the east coastal region, where the elves are not as 'Drow-like' and closer to their more traditional roles. While they're still distrusting to other races, they are not as militant against them. They're more pro-Elves than pro-Nissa or even Anti-Larethian.

Sorin Markov

"There is a balance that must be maintained. Too much in the light, and the humans lose their will to survive, too much in the dark, and the humans become extinct. And when they become extinct, what do you think would happen to our kind?"

Rumors say that it was Sorin who found Shendivari first, before the mending. Rumors say that Sorin found his way to D&D worlds himself. Rumors say that he actually found our world and sired a certain prince from Romania named Vlad.

Okay, that third rumor might not be true, but...

Sorin's influence is better felt in the far West of the main continent, where it resembles a combination of medieval Europe with some Steampunk Cities thrown in. He has amassed a thriving vampire community there, who has access to technology that the vampires in Innistrad lacks. This House Markov has successfully achieved a way to properly store blood for over a month—refrigeration is the invention the Markov's gave to the world—and has set up a means for villagers to donate blood (sometimes for some needed money) so that the vampires won't attack their village. Only thing is, if blood coming from a bit neck is like fine Champaign, blood stored in the freezer and thawed out is like back woods moonshine. Might not be the same thing, but it's better than nothing.

Shendivari's House Markov knows about what their lord did in Innistrad, about his creation of Avacyn. His words of balance between the Light and the Dark are often read about and discussed when they're not feeding, and that results in a better understanding of their place in the world and what they

themselves try to maintain with the humans around them. They're a resource, sure, and they need the humans to exist, but they'd rather work with the humans (like with the blood donation scheme) than just charge into a village with hunger in their eyes.

Because of their desire to maintain this balance, they are concerned a bit about what Sorin is doing with a new arrival in the region: Thalia, the Archangel of Avacyn.

In Avacyn Restored, it was Thalia who was forced to destroy the Helvalt, releasing Avacyn and all the demons that were prisoned there along with her! In spite of the joy in seeing Avacyn back, they were less than thrilled at Thalia for what she done. Some even wanted to kill her because of breaking her vow to keep the Halvalt safe.

Avacyn rescued Thalia before a mob could kill her and sent the fallen Guardian to Sorin. Imagine Thalia's surprise when she found out about her Angel's origin, but as she listened to the vampire—getting enthralled in the process—she understood about the balance. Instead of siring her, Sorin turned her into an angel much like Avacyn, and then sent her to Shendivari to maintain the balance there. Thalia wishes no ill toward the vampires there, but it is the werewolves, demons, and other tyrannical rulers that require her to raise her arms and instill the people's faith.

Tamiyo, the Moon Sage

"If this plane is so fascinating with me, I could only imagine what Faerûn is like. I'd love to meet Elminster-domo. Oh, and Drizt! I never thought I'd feel like a schoolgirl again until I heard of Do'urden-san!"

The Soratami Planeswalker has not let her joy over finding new worlds to record wane one bit. Fresh out of recording everything that needed to be seen in Innistrad, Tamiyo now turns her attention toward Shendivari, and the unique and awe-inspiring worlds that the rifts will lead to. Like Nicol Bolas, she wants to see the D&D worlds, but her goals are more benevolent; she just wants to see what there is to see.

And her quest proved all the more profitable when she found a place to stay in this realm. She discovered a group of Soratami who hails from Kamigawa (they were spirited to this realm by the Kami War; apparently not all were killed instantly when a kami attacked) and set up a home in a floating island of Nippoan. (You got it, Feudal Japan) They might keep to themselves to the general public, but they welcomed Tamiyo with open arms, hoping to learn as much from her travels as she will from them.

Most of her studies currently focus on the immediate region. The Kingdom of Valeron and the Hedong region are being recorded and cataloged in her inexhaustible supply of scrolls and books, and she made friends with 'fellow 'walkers' Elspeth and Jasmine Sparkflow (a Planeswalker in the fiction series.) She hopes to get in touch with the wizards in Hedong and from there progress further Westward. She's already having her exploits recorded in a book, which might become this realm's answer to "Journey to the West."

Mistress Xandra Nightstar

"The Dawn War left a vacuum in the grand scheme of things. Do you think nobody would come to fill in the gaps?"

Most of the Chaotic Evil and Lawful Good beings of both sides perished in the Dawn War. That left a lot of places just waiting for someone to claim. And some of these positions were fought over more vigorously than others.

Such is the case for the positions in power left by the devils, such as Asmodeus, Bane, Gruumish, Tiamat, and others. Evil was not banished in the world, just as Good wasn't; just because the champions of both extremes of the alignment spectrum killed each other off, leaving the somewhat good and almost bad to pick up the pieces.

Xandra Nightstar, a succubus, is one such being. She is one of the group of devils who are responsible for the Tiefling population in the plane, her being close by in the story region. Like the others, she offers warlock and sorcerer's pacts for power. While she doesn't claim to wish for their soul, she claims that it's 'a lease with an option to buy later,' over time as the powers are used, the other member of the pact transforms into the devil-resembling race. Some see it as a result for their fall from grace, while others looked forward to and revel in their recreation. Some even spout wings capable of flight and others let their souls follow suit with their bodies becoming devils themselves. Many of Xandra's Tieflings end up becoming succubi in some manner or other, and they eventually become part of their Mistress's erotic conquests.