

The Player Handout

Beginnings

A foul shade has fallen upon the world. The mighty Louvognian empire has fallen beneath barbarian boots, leaving chaos and destruction across the land. Tribes of horsemen and thieves prey upon the weak hiding in the bones of the old order. It is in this dangerous world that you struggle to survive.

In the face of all this misery, you have heard legends of candle in the dark; the last monastery of the old Dicenians is rumored to lie upriver in the Satrebonne valley. Tales are spun of wealthy monks and opportunities for ambitious souls to thrive in these dark times. The monks protect the only respectable library for several hundred miles, with access to extensive magical and non-magical texts. Intrigued by such stories, your party of adventurers has assembled to seek out this monastery.

It has been a long and challenging journey on horseback from the southern lands. Your party first arrived in Vitrenac, an old fortification of the Louvognian military that was abandoned after the fall. The fort is now the refuge of the barbarian Kavars. It was here that you traded your heavier pack horses for lighter mounts and learned the monastery's location. Vitrenac is a bustling trade center now. If you acquire items of great value at the monastery, you may want to bring them back here for sale.

After a brief rest in Vitrenac, you set out along the northern road to the small town of Auxenon. It sits on the end of the King's Road and serves as a hub for all mercantile traffic heading south by land. This is not much, but it is enough to provide a decent living to the town's residents. You were fortunate enough to pass through Auxenon on a market day when the farmers were in from the fields to sell their wares. After resupplying once more, you set out to the north on the final leg of your journey.

It is now almost dawn on the fourth day of travel. As the sun fell beneath the horizon last night, you finally saw the monastery up ahead. With dawn breaking, you can see it once more. You have been struggling to sleep, your mind bursting with thoughts about what lies ahead.

The monastery sits atop a hillock overlooking the Satrebonne river. The river is not very wide and looks fairly shallow. It is being used to irrigate the surrounding fields. You can see the long ditches that carry water into the farmland.

A number of shacks and shoddy buildings have been constructed along the outskirts, presumably to shelter those that work the fields. You can also see a few men shepherding flocks of sheep and goats upon the sides of the hillock.

The time has come for your party to approach the monastery. What are your plans? What do you seek here? Will you be friends or foes to the people that live there? How far are you willing to go to achieve great wealth and power? Only you can answer these questions.

*Generate a standard character. You may add a **riding horse** to your starting equipment at no additional cost.*



Languages

All humans are presumed to share a common tongue. Elves, Dwarves, Halflings, Gnomes, Orcs, Goblins, and any other demi-humans begin play knowing their racial language instead. You can choose bonus languages from this list and any other languages listed in your core game chassis. You can also choose one of the two languages described below.

The old empire that used to occupy this region used a language that is now referred to simply as *Imperial*. This is the language used by the monks and may be found in ruins of the old order. Imperial is a sweet flowing language with deep and sophisticated expression. Someone with the ability to speak it carries a mark of distinction.

The barbarian Kavars who occupied this land in the wake of the imperial collapse brought their own language with them; *Kavar*. It is spoken by most humans that live in the river valley. Kavar is a rough guttural language that does well to convey simple topics. You would not be the first to notice that there is decidedly little poetry written in it.

Magic

The people of the Satrebonne valley are generally superstitious and unsophisticated. If your character has the ability to cast magic, you might want to be cautious about how and where you use it. The monks of the monastery are probably also suspicious of anyone with magical potential. Unless you are immune to torches and pitchforks, it is advantageous to stick to mundane methods around the peasantry.

Guidance

You are your own compass. Do not allow yourself to be led by the nose through this adventure. The Satrebonne valley is an open land to explore. Ask the people of the monastery for rumors and tales of what lies out there in the wilderness. Hire guides that know the area. Be prepared to encounter violent monsters, bandits, and other dangers. On the other hand, don't go into every situation with your sword drawn.

Evaluate the situation. Make your own decisions. *Play smart.*