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# DARKFAST

## CLASSIC FANTASY

### THE KINGDOM OF RICHARD

BY: DAVID OKUM



The Kingdom of Richard is the first in a series of gazetteers fleshing out the Darkfast Dungeons setting. Designed to fit into classic fantasy games, elements of this setting can be used "as is" or bits and pieces can be adapted to fit into on-going campaigns or sandbox games. This book is designed as a stand-alone product and contains stats that can be used for Darkfast Dungeons and Swords and Wizardry: White Box (or any other old school role playing game based on the classic edition.)

**OKUM**  
**ARTS**  
**GAMES**

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## DUNGEONS

compatible with  
**Swords & Wizardry**  
Whitebox



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# THE KINGDOM OF RICHARD

A Gazetteer for White Box and Darkfast Dungeons

Written & Illustrated by **David Okum** Edited by **Pauline Gay**

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This is the first in a series of mini-gazetteers detailing “The Kingdoms” which was the first milieu or setting I created for my Dungeons and Dragons campaign in 1981. The details were sketchy at first, but eventually I had decided on enough material to make it feel like a proper fantasy setting for my tastes. I borrowed mostly from fairy tales, Errol Flynn movies, a collection of bad TV shows and what I read in White Dwarf, Sorcerer’s Apprentice and Dragon Magazine at the time. The campaign did not last very long, we got back to our existing Gamma World campaign and eventually shifted into other games with Traveller, Champions, Runequest and Call of Cthulhu. When I started playing Fantasy Hero in 1985 it was a simple task of translating the existing D&D characters and transporting the setting into the new game system. There were many crossovers with this setting and my Champions campaign as well using Fantasy Hero as the conduit. I changed the name of the setting to the Kingdom of Windsor. I always regretted that decision and was quick to ignore it when I could, really confusing the heck out of my players.

In my old D&D game I had always alluded to an event called the Darkfast Wars, where a family set out to essentially take over the world and was resisted by an alliance of kingdoms. The Darkfasts were cunning necromancers and when the father was mortally wounded in a battle, he was turned into a lich. This creature rallied his forces and almost won the war, but was stopped by the intervention of a collection of clerics of the sun god Vis. The Darkfast name was always in the background, with all undead and necromantic magic tied back to that imperialistic family, but no real encounters. I even wrote up a lich of the youngest son for my characters to encounter when I ran the Fantasy Hero version of the game, but I never used him. We ended the campaign with a giant war with the orcs and I felt I had said what I wanted to say with the world for now and put the binder back on the shelf.

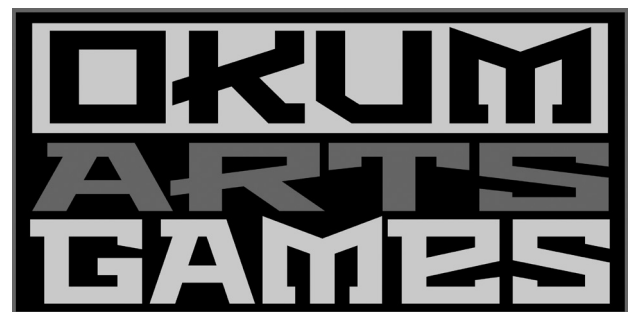
Fast-forward to 2010, and as I started planning what was to become Okumarts Games Paper Miniature releases I knew that I wanted to have a fantasy line that embodied an old school gaming aesthetic. I dug through my old binders and found that much of my material would hold up, especially for gamers using retro-clones or classic games. I never could get my head around the details of 3rd edition and had been playing retro-clones with my gaming group for a cou-

ple of years at this point. The time seemed ripe to tap into the material I had worked so hard on as a teenager and twenty-something. Darkfast Classic Fantasy was my chance to create something that evoked an era of gaming that was innovative, exciting, and felt kind of dangerous. The fact that I was able to share these products with everyone via the internet was incredible.

I created the tabletop adventure game Darkfast Dungeons as a way to play quick “pick up” dungeon crawls that required no Game Master or preparation. The story sort of wrote itself each time the game was played. New characters were chosen every time, but sometimes people wanted to play the same characters. This will eventually become the Darkfast Dungeons Role Playing Game (Extended Campaigning Rules) and while it is still in play-testing mode, I am very certain it will be released in a couple of months of writing this. I am providing statistics in these gazetteers for Darkfast Dungeons (which will be compatible with the Role Playing Game) and Swords & Wizardry: White Box.

It has been so exciting to create and bring this material to life for the original Darkest Dungeons Kickstarter Supporters, people like my self who enjoy a fun dungeon crawl. It will flesh out the setting and continue to provide a wealth of material to draw from in the future. I will be sharing all of this with my own gaming group, but it is so much fun to share it with everyone else along the way.

David Okum  
January 30th, 2017



<http://okumarts.com/>



<http://www.patreon.com/okumarts>



# The Kingdom of Richard

The Kingdom of Richard is a kingdom in decline, surrounded by enemies and cursed by an uncertain future. Originally held by the dwarves and the elves, the expansive Radaran Empire invaded a thousand years ago and held on until their collapse 200 years later. The remaining governors and warlords were systematically wiped out by 100 years of Northmen raids. Eventually, the Northmen settled in these lands and established the Avaran line of kings that Richard currently heads. The kingdom currently is home to Avara: one of the most cosmopolitan cities in all of the known world.

## Geography:

The kingdom extends from the southern coast on the Kararian Sea north to the Northern Sea. The eastern border once stretched to the ruined coast and further north to the frontier city of Sylph, but these lands were lost in a series of disastrous conflicts early in Richard's grandfather's kingship over 100 years ago. The Kingdom extends to Binnet Tower in the south-east and Rune Hold in the north-east. The Avaran Road that travels north and south is a heavily defended route, but has been seeing more incursions by goblin and orc raiders. Bridgeton has been particularly targeted since orcs established a stronghold at the ruined village of Low March. Efforts are being made to defend Bridgeton, but Richard's knights are spread thin across his kingdom as more enemies rise up to threaten the peace. The Kingdom extends to Oldton and Graystone in the West, bordering on the Navaran Alliance and Dun to the south, across the Palantran River from the collection of chiefdoms that make up the state of Palantra.

A ridge of hills and low mountains cuts through the centre of the Kingdom, cut through by the Avaran River to the east and the Graystone pass in the west. The hills are passable, but filled with dangerous wildlife and monsters. They are also mostly unpopulated, except for the Hill Dwarves who have a mysterious hidden city deep under Mount Dismal and the rude, uncouth Keltas people who still live hidden in the woods and hills of kingdom.

The Great Dismal Swamp is a hopelessly dreary and dangerous blight in the south. The flood waters are moving ever closer to drowning the city and castle at Port Hardy.

The Ghost Woods fell into disuse at the end of the Darkfast Wars 300 years ago. There is a rumour that the undead lich of Valen Darkfast still waits in Castle Skull Grave, slowly building power so he can launch an assault on the living.

The ruined villages along the Ruined Coast on the Katarian Sea have been largely ignored by the Elves who sacked them since their destruction over 100 years ago. Today, they are a strange and dangerous collection of ruins that are haunted by monsters, pirates, and the ghosts of those who died there. Treasure hunters from the Kingdom of Richard, Bretak and Kataria have braved the dangers, but only a few have returned and then usually only with their lives with little treasure to speak of.

## Climate:

The kingdom itself is generally temperate, with summer temperatures peaking around 30°C and mild winters, especially along the southern coast with little snow to speak of, except in the hills and occasionally in far northern shores. The Northern Sea is well-known to be harsh and cold, wrecking many a ship and bringing dangerous Northmen raiders. The Katarian Sea is a calm, warm sea with many ships trading from places as far away as Estavia, Cyrak, and Riesk.

## Politics:

This is an anxious time for the people of Richard's Kingdom. The king is strong, but suffering from an extended illness that has kept him trapped in his fortress in King's Vale. He had waged a bitter war with the elves in his early days as king to take back the towns and cities lost by his grandfather to the elves along the Ruined Coast. Each raid was more disastrous than the last. His ambitions were finally stopped once the elves cursed his queen Estella to a magical sleep 20 years ago. She has remained asleep and unaging. No demands were given to lift this curse and it remains a great mystery to his advisors. His three sons are now 29, 25, and 22. The oldest, Crown Prince Tomas is devoted to strange magic and esoteric studies. He has always had an interest and connection to the study of magic. This has infuriated his father and he now lives away from the family fortress of King's Vale in a lonely keep on the northern edge of the Kingdom called Rune Hold. The middle brother made a name for himself fighting Keltas uprisings alongside dwarven mercenaries. Battle-tested and cruel, Edmund shares his father's



hatred of the elves and has shunned his older brother since he was exiled to Rune Hold. The youngest prince Ivo has always been a bit of a “lost soul” and has devoted his life to be a peacemaker and to do good deeds. He is an acolyte of the Radaran Church and a devoted cleric. He studied in Radara for a time, but has returned to help patch things up between his eldest brother and the rest of his family before his father’s eventual death.

Recent incursions from the north-east by Orcs and Goblins have worried people along the Avaran Road. The city of Avara has recently employed hundreds of mercenaries from Kataria and Bretak to help defend the city and launch a liberating attack on the fallen village of Low March north of the city. The presence of these troops has created some further concern in Avara, especially since they have been housed in an island fortress in the Avara River usually occupied by the royal family. The mayor is unapologetic and has criticised the king for his lack of commitment defending the city. Prince Edmund wishes to resolve the crisis personally and has taken up residence north of Avara in a converted windmill. He oversees the defense of the Avaran Road and plans his attack on Low March.

### **The People:**

The Kingdom has an approximate population of two million, not including the demi-humans (such as dwarves, elves, gnomes, etc.) and other intelligent creatures (centaurs, dragons, etc.) inhabiting the region. Most of the people live in rural villages or towns. The three cities of Crownhelm, Avara and Port Hardy make up less than half of the population of the country.

The population of the kingdom is mostly fair skinned with light brown to blonde hair. This is especially true of the north where Northman blood is strong, but the southern cities of Avara and Port Hardy are much more diverse and cosmopolitan with a variety of skin tones, hair colours, and cultural practices from people all around the world.

There is a small population of people who lived in the hills in harmony with the elves and dwarves even before the Radaran Empire invaded 1000 years ago. The Keltas people are an ancient culture, well connected to the land and stubbornly holding onto their language and traditions, despite repeated efforts to wipe them out. Keltas features are squarish and chiseled, with strong jaws and steely blue eyes. Their hair colour is

dark, ranging to sandy brown and their complexion is almost deathly pale. Keltas warriors and mages will put chalk in their hair to stiffen and whiten it, often shaping it into spikes or keeping it in long ponytails. They will often use blue pigments to cover their skin with sacred and magical symbols and make themselves appear more terrifying than they already are. Today, there are probably less than 5,000 Keltas scattered through the central hills and the Keltas Wood. Many fled to the Navaran Alliance since the Radaran Empire was replaced by the succession of kings established by the Northmen converted to the Radaran Church.

### **Language:**

Most citizens of the Kingdom of Richard speak a language known as “Common”. This language is shared with other countries such as the Navaran Alliance and Kataria. Other countries such as Palantra, Bretak, Cyrak, etc. speak their own language, but most of it seems to be based on the language used by the ancient Radaran Empire. Today ancient Radaran is used primarily by clerics of the Holy Radaran Church for prayers and services. Most citizens (75%) are illiterate, but can get through a childhood prayer or two in Radaran, even if they don’t know what all the words mean. The Keltas language is the language of hedge mages and used by old people when they want to swear, but don’t want the grandkids to get the wrong idea. It is considered a dying, old-fashioned language. Even the Keltas are having a hard time maintaining the purity of their language as their population dwindles and younger people leave for the cities and towns of the Kingdom of Richard.

### **Religion:**

The majority of the population, including the royal family, are devout followers of The Holy Radaran Church. This includes the central sun god Vis, prophets, saints, and martyrs as well as the stories of the Vis-trian Mysteries that tell of the Avatar of Vis descending to the earth and rescuing humans from a terrible war.

Every human community has great reverence for clerics, monks, nuns, and members of the war-like orders. The church or cathedral are hubs that provide assistance, education, and information to most of the people. A few pockets of heretics, following radical new leaders or worshipping ancient gods, but even the Keltas pray to both their gods and to the god of the Holy Radaran Church, just in case.



## Timeline of Events

The Kingdom of Richard is a fairly young kingdom. Here is a quick listing of historical events that have helped shape the current situation. For campaign purposes the current year is 1020 ARE (After Radaran Era).

-1000 BRE (Before Radaran Era)

There is a major shift of population due to a strange and magical destructive event that devastated an entire continent far to the North East. Legends claim it was the fall of the great elvish empire, destroyed by its own magic. Not long after this catastrophe, thousands of elves moved into the northern areas of the globe, creating conflict with the dwarves, orcs and goblins.

-500 BRE

The events of the Vistarian Mysteries take place. The Avatar of the sun god Vis descended to earth and rescue humanity from a terrible war against the dwarves, elves and orcs. Vis then punishes the enemies of humanity and sets up the current era of human dominance on the planet. This emboldens the humans and strikes fear into the hearts of their enemies.

-250 BRE

The diverse orders worshiping Vis join forces and become the Holy Radaran Empire, centralizing their power in Radara, but venturing out to conquer the rest of the known world.

-100 BRE

A great migration of people from the eastern continent arrives in the lands south of the Northmen's domain and Dior. These people build a wall around their new land and cut themselves off from outsiders. The land, known as Cathasta becomes a legendary and uninviting presence north of the Kingdom of Richard.

0 BRE

The dominance of the Holy Radaran Empire reaches its peak with the fall of what is now The Kingdom of Richard and the Navaran Alliance.

200 ARE

The Holy Radaran Empire falls in a combination of internal corruption and attacks from outside forces. Countries fall into ruin and a "dark age" settles across

the world.

300 ARE

The Northmen destroy the remnants of Radaran rule in what was to become the Kingdom of Richard.

450 ARE

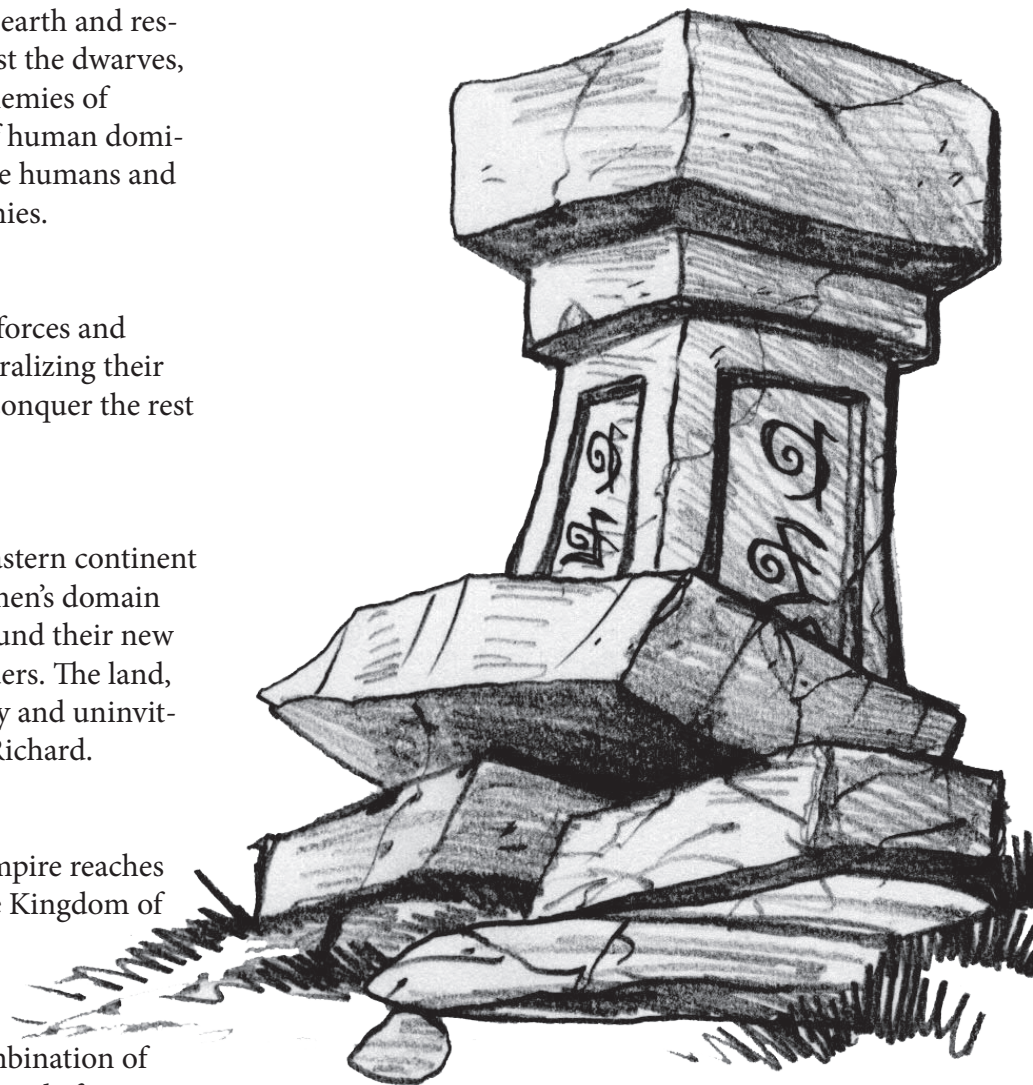
The Northmen establish the lines of kingship that eventually lead to King Richard starting with King Edmund the first.

470 ARE

Edmund's war with the Keltas ends in their defeat and an alliance with the Hill Dwarves.

475 ARE

Death of Edmund 1 and the coronation of Edmund the second. Edmund 2 is killed by his son Gadmeal, later that year in a "hunting accident".





500 ARE

King Gadmeal is arrested for heresy, tortured and executed by the Holy Radaran Church inquisition. His successor (Balfor, his cousin) is appointed by the church council.

522 ARE

Balfor dies in a disastrous war with Palantra. His son Ovis becomes king.

524 ARE

Second war with Palantra ends in failure. Ovis is imprisoned in the dungeon of King's Vale. Palantran rule established when Avara falls and is sacked. The city burned seven days and seven nights.

534 ARE

Ovis' relatives (in exile in the Navaran Alliance) return to the kingdom to rescue him, but it is too late, his mummified remains are found rotting in the dungeon of an abandoned and forgotten castle.

535 ARE

The Church of Radara intervenes and establishes an end to the Palantran occupation, citing 8 year old Cyril as the heir to the throne once he comes of age when he turns 13. The withdrawal of Palantran forces is slow and painful.

540 ARE

Cyril takes power and launches a rule of terror that lasts until he is in his 70s. His religious zeal is matched only by his petty cruelty and desire to punish his enemies, both real and imagined.

602 ARE

Jolly King Lyndis, Cyril's only son undoes most of his father's draconian laws and then sponsors travelling entertainers and establishes a formal town crier system to more effectively communicate edicts through his kingdom. He is wildly popular at home and abroad, but harshly criticized by the church.

637 ARE

King Balfor the Second continues his father's joyous reign and imposes punitive restrictions on the church, angering the warrior orders of clerics and risking a threat of holy war on the kingdom.

677 ARE

Queen Sanctus takes over, secularizing some schools and seizing lands and assets from the church in her first decade of power. The Radaran Church calls for vengeance, but is too busy with its own internal reforms and conflicts to effectively respond.

682 ARE

Trade war with Bretak. Bretak's naval fleet is destroyed in several victories in the Katarian Sea, but a Northman invasion destroys the coastal towns of Hellshank, Sylph, Rune Hold and Saltford. Hellshank and Sylph remain in ruin to this day.

703 ARE

King Linvis takes power. He is notable for his disdain of the Dwarves and his trust in the church's warrior clerics in the battle with the Darkfast family of necromancers in 720.

720 ARE

The Darkfast Wars were a series of pitched battles against the Darkfast Family. Their use of necromancy terrorized the land and devastated the Ghost Wood and the turned Skull Grave Castle into the haunted ruin it is today.

740 ARE

The Darkfast Wars officially end with the Battle of Ghost Woods and the destruction of Valen Darkfast, ending the family line forever (or **did** it?).

745 ARE

King Ullock begins to rebuild the country after the devastating war against the undead. Most of his reign is spent destroying the remnants of undeath wandering the land.

785 ARE

Queen Petras rules a mostly peaceful land full of prosperity and hope.

825 ARE

King Pidson takes over the most influential trading country in the world. Avara's population swells to 10,000 souls and citizens from around the known world establish themselves in the city. Under his rule the country becomes even more dynamic and influential, establishing strong trade ties and treaties with the Navaran Alliance.



852 ARE

King Hevistria presided over a fairly uneventful couple of decades of history, notable for a rise in influence of the Radaran Church and closer ties to the Hill Dwarves.

888 ARE

King Balfor the third tightened his family's relationship with the Hill Dwarves and defeated a series of attacks by a Northmen and Keltas alliance later in his reign. Balfor dedicated his remaining years to the defense of the Hill Dwarf citadel.

918 ARE

King Dallovis launched a holy war on the elves the day after his coronation, forgoing the official weeks of prayer and celebration for a relentless invasion of the Elven Glens by land and sea. Initial success quickly turned to defeat after defeat. By 920 the elves systematically attacked and sacked the cities of Avyn, Lysk, Tyne, Elwyk, and Bone Garden. They were eventually stopped at Binnet Tower, but the loss demoralized the nation and thousands of displaced people flooded the cities and towns, ruining trade and development for decades. The fallen lands have never been recovered.

953 ARE

King Galgroth continued his father's animosity towards the elves, but had to deal with a new threat from the north: hordes of marauding goblins and orcs. The fall of Low March ended much of the mining and peat bog harvest that Avara needed for trade. Low March would prove to be a constant battleground during his reign, eventually falling to the orcs and goblins by 980.

990 ARE

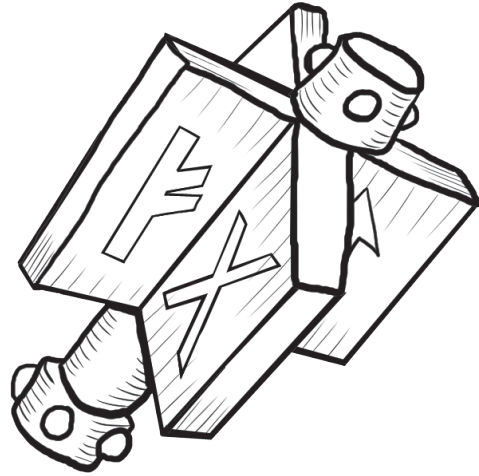
King Richard takes power and is given a mystical dwarven mace originally intended for his father in his battles against the orcs and goblins. The mystic mace was created a century ago as a symbol of friendship between humanity and the dwarves during the rule of Balfor the third.

995 ARE

Richard launches a war on the elves in an attempt to take back the Ruined Coast. Supported by the Hill Dwarves, it appears as if he might actually succeed, but the battle drags on for many years with massive casualties on both sides of the conflict. No land is gained and no land is lost in this costly conflict.

1000 ARE

The war ends abruptly when the King Richard's wife Estella, cursed by elven magic, falls into a deep, unaging sleep. No conditions or demands are given, nor are there any promises to release her from this curse.



### The Dwarven Mace

King Richard has been known to allow brave warriors or clerics to use his mace in times of great importance. The weapon attacks as a +2 magic weapon (1d6+2 damage in S&W:Whitebox, +2 DMG in DFD). There are eight dwarven runes inscribed on the silver mace head. Each rune can activate once per day providing a variety of effects:

- ✚ **Wealth** can magically transform a pile of rocks, or similar inanimate objects into piles of gold worth 2d6x10 Gold Pieces (GP).
- ✕ **Gift** can magically produce any one item of mundane equipment needed up to a maximum cost of 120 GP.
- ♢ **Joy** summons a feast that can feed up to 2d6x10 people. The mead and meats have the magical ability to heal light wounds (1d6+1 HP) and cure minor illnesses and diseases.
- ♯ **Strength** doubles the damage for this weapon in the course of one hour per day.
- Y **Protection** adds a +2 bonus to the AC/Defense of the wielder and adds a +2 to all Saving Throws/Defensive Ability Checks for one hour per day.
- ⚡ **Sun** creates a 20 foot radius circle of light around the wielder that is the same in every way as sunlight.
- ♣ **Mankind** charms any one humanoid biped as per the spell. The effect only lasts 24 hours.
- ✧ **Home** allows the wielder to teleport themselves (only the wielder) to a pre-determined home location (King's Vale as default) once per day.



## King Richard

Armor Class: 4 [15] Chainmail  
Hit Points: 45 (Fighter 10)  
Attacks: Dwarven Mace +2 (1d6+2)  
+8 to-hit (total)  
Special: Dwarven Mace Powers (p. 8)  
Move: 12  
Save: 5  
HDE/XP: 12/2,000

### King Richard (8)

Ability: 4      Health Points: 12  
HtH Mod: +4      Range Mod: 0  
Defense Mod: +1      Armour: 3  
Power: 0      Damage Mod: +3 (mace)  
Gear: Medium Armour, Dwarven Mace +2  
Talents: Charming, Counter Attack, Disarm, Disengage, Elusive, Favoured Weapon (mace), Mighty, Scholar (history), Tactics, Toughness  
Powers/Abilities: None  
Dark Secrets: Hatred of Elves and Magic Users, Honourable

King Richard is a just and noble king who honestly considers the best interests of his people before making decisions. He is, however, motivated by an irrational hatred of elves and magic users that he inherited from his grandfather Dallovis and his father Galgroth. It was King Dallovis who launched a holy war on the elves and almost destroyed his entire kingdom. King Galgroth lost more land to encroaching goblins and orcs. By the time Richard became king and launched his own ineffectual attack on the elves it was clear that the elves, orcs and goblins were here to stay. Richard's main accomplishment has been to foster friendly cooperation between humans and hill dwarves. His mystic dwarven mace was given to him by the hill dwarves as a symbol of friendship between humanity and the dwarves. King Richard has a hill dwarf envoy and advisor named Berrow who keeps him connected to the royal court of the hill dwarves of Mount Dismal.

Richard's wife Estella has remained in a cursed sleep for twenty years. She has not

aged or needed food or water. The elven magic has suspended her in a state between life and death. The curse ended the war with the elves twenty years ago and has vexed the king ever since. Her slumbering body lies in state in the highest tower of King's Vale Castle.



Having an audience with the king should be a difficult task. He is currently very sick and hiding out in King's Vale Castle. His surgeons claim he is dying and he spends most of his time resting and brooding over his failures. His illness and his estrangement of the Crown Prince Tomas has created a strange tension in the kingdom with strong opinions on all sides of the argument over who is worthy to become the next king.



## Crown Prince Tomas

Armor Class: 6 [13] Bracers of Defense  
Hit Points: 25 (Magic User 6)  
Attacks: Magic Staff +1, +2 to hit (total)  
Special: Magic Spells (see below)  
Move: 12  
Save: 10  
HDE/XP: 7/600

### Crown Prince Tomas (4)

Ability: 3 Health Points: 6  
HtH Mod: +1 Range Mod: 0  
Defense Mod: +2 Armour: 2  
Power: 6 Damage Mod: +1  
Gear: Bracers of Defense (2 armour), Magic Staff +1 to hit/damage and adds +1 to Ability Checks to cast spells.  
Talents: Elusive 2, Scholar (esoteric magical knowledge), Spellcasting 2, Tactics  
Powers/Abilities: Magic Power 2  
Spells: Charm, Fireball, Dispel Magic, Invisible, Magic Missile, Sleep  
Dark Secrets: Hatred of Elves and Orcs, Cursed (becoming a demonic creature due to studying and practising evil magic).

Tomas was only nine years old when his mother suddenly fell into a cursed sleep of elven origin. This display of power impressed him greatly and he set aside his wooden swords and shields and devoted himself to the study of a magic strong enough to break the curse and punish the elves once and for all. This study of esoteric knowledge was hidden from his father, but eventually the magic began to change Tomas' appearance: his hair turned white and his features sunk into his face. The use of evil magic allowed a taint of evil crept into his soul and Tomas can feel that the magic is consuming his soul, slowly transforming him into a demonic creature of chaos and hate. His father would sooner see his brother Edmund become king, but he has not officially appointed him as the new Crown Prince. Tomas is still next in line for the throne and he would like to keep it that way. He lives in Rune Hold, studying his craft and keeping a low profile.

Tomas' spell list for White Box includes: Magic Missile, Sleep, Detect Magic, Charm Person, Detect Thoughts (ESP), Invisibility, Dispel Magic, and Fireball.



## Prince Edmund

Armor Class: 2 [17] Plate and Mail +1  
Hit Points: 30 (Fighter 6)  
Attacks: Blessed Sword +1, +5 to hit (total)  
Special: None  
Move: 12  
Save: 9  
HDE/XP: 7/600

### Prince Edmund (4)

Ability: 3 Health Points: 12  
HtH Mod: +3 Range Mod: 0  
Defense Mod: +1 Armour: 4  
Power: 0 Damage Mod: +4  
Gear: Magic Plate and Chain (4 armour), Blessed Sword (heavy weapon) +1 to hit/damage, Shield  
Talents: Counter Attack, Disengage, Favourite Attack (sword), Lucky, Mighty, Multiple Strikes, Tactics  
Powers/Abilities: None  
Dark Secrets: Hatred of Elves and Orcs, Honourable





Prince Edmund is an honourable, but strong-willed warrior who has rejected his brother Tomas' study of magic and sees him as unfit to be the next king. He has adopted his father's harsh stance against elves and magic and is deeply faithful to the Holy Radaran Church, having made several pilgrimages to many kingdoms as a young man, mostly serving as bodyguard for his equally devout younger brother Ivo. Edmund often leads his troops personally and has gained quite a reputation as an honourable, but often cruel opponenet on the field of battle. Today he maintains a personal watch over the city of Avara as the orcs and goblins move ever closer and a glut of foreign mercenaries threatens the peace. He has taken up residence north of Avara in a windmill that he has converted into a keep. From here he oversees the defense of the Avaran Road and plans an attack of liberation on Low March.

## Prince Ivo

Armor Class:	6 [13] Bracers of Defense
Hit Points:	16 (Cleric 4)
Attacks:	Holy Mace+1, +2 to hit (total)
Special:	Cleric Spells (see below)
Move:	12
Save:	13
HDE/XP:	7/600

## Prince Ivo (3)

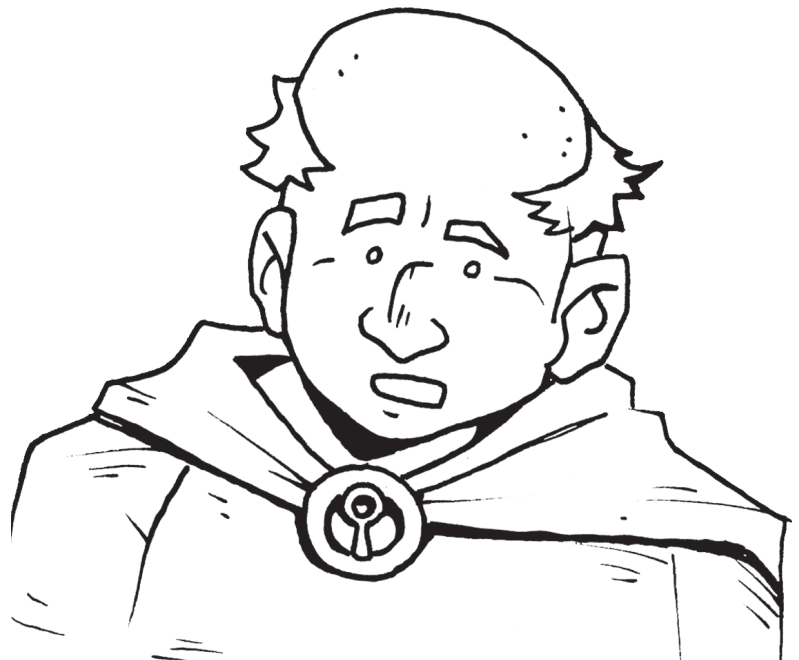
Ability: 3	Health Points: 6
HtH Mod: +1	Range Mod: 0
Defense Mod: +1	Armour: 2
Power: 3	Damage Mod: +1

Gear: Bracers of Defense (2 armour), Holy Mace +1 to hit/damage and adds +1 to Ability Checks for Miracle Worker  
Talents: Elusive, Scholar (religious history), Miracle Worker  
Powers/Abilities: Miracle Power, Banish Undead  
Miracles: Heal, Hold, Holy Light  
Dark Secrets: It's a Trap, Coward

Ivo is the youngest of King Richard's children and has always been a bit of a "lost soul" since his mother fell into her cursed sleep. He has devoted his life to be a peacemaker and to do good deeds. He is an acolyte for the Holy Radaran Church and is a very devoted and scholarly cleric. He studied under the Pontifax Maximus in Radara for several years and has only just returned to help patch things up between his eldest brother and the rest of his family before his father's eventual death.

Ivo has lead a fairly sheltered life shuffling from one monestary to the next and he is terrified of combat. This fear makes sense when you realize that he has the most horrible luck and has a knack for finding trouble.

Ivo's cleric spell list for White Box includes: Cure Light Wounds, Light, and Hold Person.



## Religion and Faith

The Kingdom of Richard follows a local version of the Holy Radaran Church as imposed on the land in the year 0 BRE when the Holy Radarian Empire finally defeated the last of the resistance. The church replaced the beliefs held by the people now known as the Keltas. Keltas belief was built on the concept that spirits existed within and animated all matter: from rocks, to plants, to people. The Radarans worshipped a sun god known as Vis. Vis defeated all other gods in a heavenly struggle at the beginning of time and set to work organizing the order of the universe. The rules of worship and general dogma is strictly codified and controlled by the Pontifax Maximus on his holy seat of power, surrounded by countless clerics and religious scholars. The current Pontifax Maximus is Orvis the third. He is extremely conservative and fearful of a rise of evil in the land. Religious laws are strictly enforced and heresy is harshly punished by the weaponry of four main military orders of armed priests and warrior clerics.

The four military religious orders are:

**The Knights of Vis:** Honourable paladins and holy warriors who have taken up the sword in the name of the sun god and defend the Pontifax Maximus. These Knights wear chainmail armour with white robes and capes embazoned with blue holy symbols. Only on very unique occasions have women been allowed to join this order.

Level	XP	HD (D6)	TO HIT BONUS	ST	Spells				
					1	2	3	4	5
1	0	1+1	+0	14	-	-	-	-	-
2	2,500	2	+1	13	-	-	-	-	-
3	5,000	3	+2	12	-	-	-	-	-
4	10,000	4	+2	11	1	-	-	-	-
5	20,000	5	+3	10	2	-	-	-	-
6	40,000	6	+4	9	2	1	-	-	-
7	80,000	7	+4	8	2	2	1	-	-
8	160,000	8	+5	7	2	2	2	-	-
9	320,000	9	+6	6	3	2	2	-	-
10	640,000	10	+6	5	3	3	2	-	-

**Weapons and Armour:** Trained in all forms of combat, there are no restrictions regarding weapons, armour or shields.

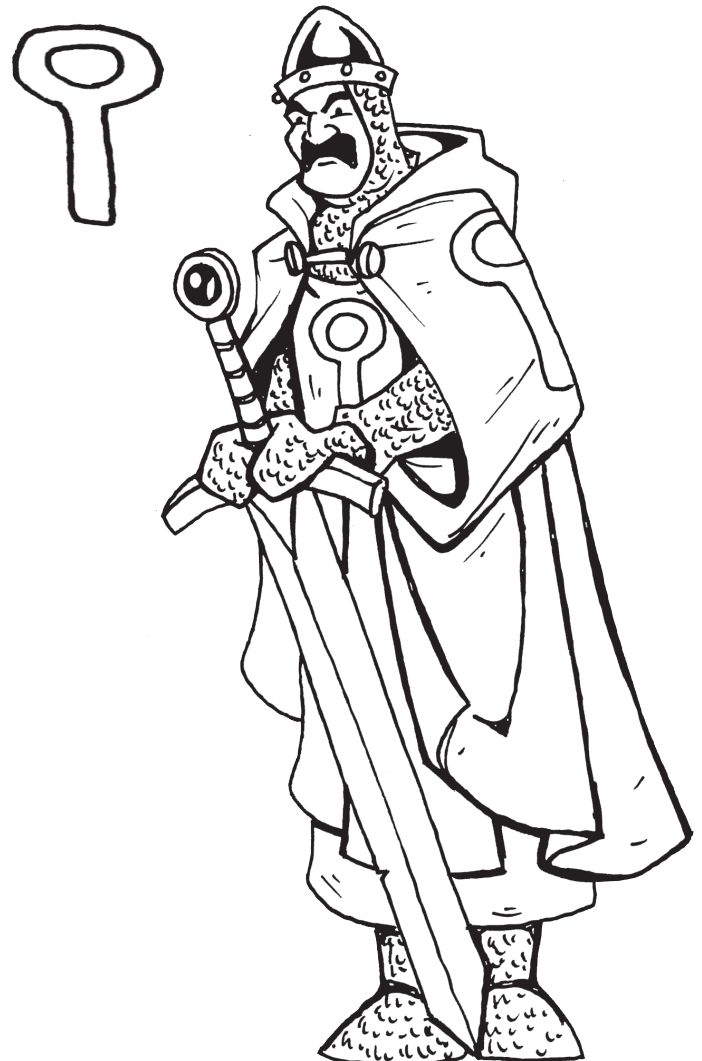
**Spell Casting (4th):** Upon reaching fourth level the Knight of Vis may cast divine spells as described on the table above.

**Saving Throw:** Knights of Vis receive a +2 bonus on saving throws vs. poison and paralysis.

**Turning the Undead (3rd):** After gaining some experience, a Knight of Vis can “turn” undead, causing them to flee, or destroy them on the spot. Use the Turn Undead Table as found in the White Box Rulebook. This may be used only once on specific targets. If the undead does not flee or is destroyed it continues to act as usual. Undead that flee will return after the 2d6 rounds and may not be turned again.

**Healing Touch (minor):** Once per day Knight of Vis can channel the power of the sun god and heal a number of hit points equal to their current level. This may also be used to cure diseases both mundane and magical.

**XP Bonus for WIS:** Knights with a Wisdom of 15 or higher get a 5% Experience Point Bonus.





### Knight of Vis (3)

Ability: 2                      Health Points: 6  
HtH Mod: 0                      Range Mod: 0  
Defense Mod: 0                      Armour: 2  
Power: 2                      Damage Mod: +2  
Gear: Heavy Sword, Medium Armour  
Talents: Miracle Worker, Draw 1 Talent Card  
Powers/Abilities: Miracle Power (Draw 2 Miracle Cards)

**Banish Undead:** Can banish undead opponents on a successful Ability vs Ability roll. Banished undead will flee from the Cleric for a number of GT equal to the 'damage' of the roll. Critical rolls actually do damage to the undead as rolled.

**Healing Touch (minor):** Once per day the knight can heal back a number equal to their Ability for themselves or a target they can touch. This also stops effects of diseases and toxins. Spending a Hero or Power Point can let the character use this power more often.

**Dark Secrets:** Draw 2 Dark Secret Cards

**The Order of the Tomb:** Clerics specializing in smiting the undead. They are usually dressed in a monk's hooded cloak with chainmail armour underneath. They wander from graveyard to necropolis, ensuring the proper rituals have been observed and the dead stay at rest.

Level	XP	HD (D6)	TO HIT BONUS	ST	Spells				
					1	2	3	4	5
1	0	1	+0	15	-	-	-	-	-
2	1,500	2	+0	14	1	-	-	-	-
3	3,000	3	+0	13	2	-	-	-	-
4	6,000	3+1	+1	12	2	1	-	-	-
5	12,000	4	+1	11	2	2	1	-	-
6	24,000	5	+2	10	2	2	1	1	-
7	48,000	6	+2	9	2	2	2	1	-
8	96,000	6+1	+3	8	2	2	2	2	2
9	192,000	7	+4	7	3	3	3	2	2
10	384,000	8	+5	6	3	3	3	3	3

**Weapons and Armour:** The Order of the Tomb may only use blunt weapons such as clubs, flails and maces. No missile weapons except slings or oil are allowed. There are no other armour restrictions.

**Spell Casting:** The character may cast divine spells as described on the table above.

**Saving Throw:** The Order receives a +2 bonus on saving throws vs. poison and paralysis.

**Turning the Undead:** The Order are highly skilled at "turning" undead, making undead flee, or destroying them on the spot. Use the Turn Undead Table as found in the White Box Rulebook, but the Order always turns undead at one level higher than their actual level. This may be used only once on specific targets. If the undead does not flee or is destroyed it continues to act as usual. Undead that flee will return after the 2d6 rounds and may not be turned again.

**Purifying Ritual:** This powerful ritual destroys evil creatures instead of simply turning them. Use the Turn Undead Table as found in the White Box Rulebook to find out what creatures are affected. This ritual may be performed once per day.

**XP Bonus for WIS:** The Order of the Tomb with a Wisdom of 15 or higher get a 5% Experience Point Bonus.



### The Order of the Tomb (3)

Ability: 2                      Health Points: 6  
HtH Mod: 0                    Range Mod: 0  
Defense Mod: 0                Armour: 2  
Power: 2                        Damage Mod: +2  
Gear: Heavy Mace, Medium Armour  
Talents: Miracle Worker, Draw 1 Talent Card  
Powers/Abilities: Miracle Power (Draw 2 Miracle Cards)

**Banish Undead:** Can banish undead opponents on a successful Ability vs Ability roll. Banished undead will flee from the Cleric for a number of GT equal to the 'damage' of the roll. Critical rolls actually do damage to the undead as rolled.

**Purifying Ritual:** Once per day the knight can roll to Banish Undead and treat the effects as if it was a critical success, actually doing damage to the undead as rolled.

**Dark Secrets:** Draw 2 Dark Secret Cards

**The Templar of Vistira:** Clerics and scholars dedicated to enforcing the rule of law and righting wrongs at the end of a heavy mace. They wear full plate and chain armour and have blue capes with white holy symbols. Templars are terribly biased and prone to violence. They are much feared by non-humans. They see the worship of other gods (of dwarves, gnomes, half-lings, etc.) as heresy and have a bad reputation among non-humans as bullies and murderers.

Level	XP	HD (D6)	TO HIT BONUS	ST
1	0	1	+0	15
2	2,000	2	+1	14
3	4,000	3	+2	13
4	8,000	4	+2	12
5	16,000	5	+3	11
6	32,000	6	+4	10
7	64,000	6	+4	9
8	128,000	7	+5	8
9	256,000	8	+6	7
10	512,000	9	+6	6

**Weapons and Armour:** Since this is a strictly military order, there are no weapon or armour restrictions as most Templars come from a men-at-arms background.

**Prayer (3th):** Upon reaching third level the Templar of Vistira may ask for guidance or blessing once per day.

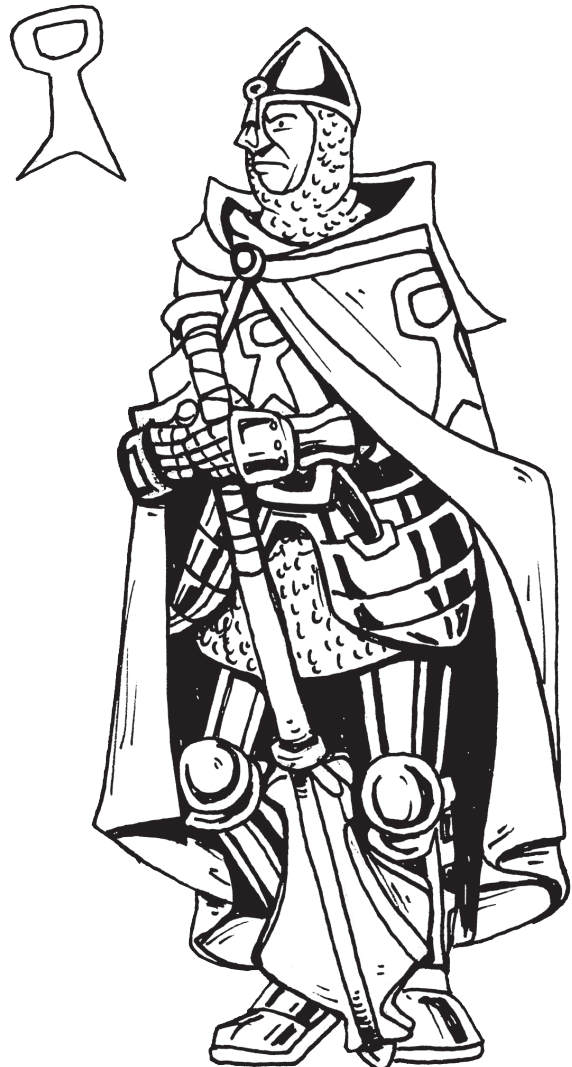
This divine providence grants a +1 to all rolls for the rest of the day.

**Saving Throw:** Templars receive a +2 bonus on saving throws vs. poison and death.

**XP Bonus for WIS:** Templars with a Wisdom of 15 or higher get a 5% Experience Point Bonus.

### The Templar of Vistira (3)

Ability: 3                      Health Points: 6  
HtH Mod: 0                    Range Mod: 0  
Defense Mod: +1              Armour: 3  
Power: 0                        Damage Mod: +2  
Gear: Heavy Mace, Heavy Plate Armour, Shield  
Talents: Counter Attack, Draw 2 Talents  
Powers/Abilities: May pray once per day to gain a +1 to all rolls for the rest of the adventure.  
**Dark Secrets:** Bad Reputation among non-humans as bullies and murderers, Draw 1 Dark Secret Card





**The Blood of Mercy:** Clerics of the battlefield who specialize in blessing the worthy and healing the wounded. They are dressed as simple nuns or monks. Most important leaders have at least one Blood of Mercy cleric at their side at all times. This is the only military order that openly accepts women among their ranks.

Level	XP	HD (D6)	TO HIT BONUS	ST	Spells				
					1	2	3	4	5
1	0	1	+0	15	1	-	-	-	-
2	2,500	1+1	+0	14	2	-	-	-	-
3	5,000	1	+0	13	2	1	-	-	-
4	10,000	2+1	+0	12	2	2	1	-	-
5	20,000	3	+1	11	2	2	1	1	-
6	40,000	3+1	+1	10	2	2	2	1	-
7	80,000	4	+2	9	2	2	2	2	2
8	160,000	4+1	+2	8	3	3	3	2	2
9	320,000	5	+3	7	3	3	3	3	3
10	640,000	5+1	+3	6	4	4	3	3	3

**Weapons and Armour:** This class spends their time praying and studying the ancient holy books. They are not powerful warriors by any means. Their weapons are limited to simple clubs or staves, and they do not wear armour of any kind.

**Spell Casting:** Since they are diligent scholars, the Blood of Mercy may cast divine spells at first level.

**Saving Throw:** Blood of Mercy receive a +2 bonus on saving throws vs. spells, wands and staves.

**Turning the Undead:** The Blood of Mercy may “turn” undead, undead flee, or are destroyed on the spot. Use the Turn Undead Table as found in the White Box Rulebook. This may be used only once on specific targets. If the undead does not flee or is destroyed it continues to act as usual. Undead that flee return after the 2d6 rounds and cannot be turned again.

**Healing Touch (major):** The Blood of Mercy may heal wounds and cure mundane and magical diseases a number of times per day as their current level. The number of hit points healed is equal to their current level.

**XP Bonus for WIS:** The Order of the Tomb with a Wisdom of 15 or higher get a 5% Experience Point Bonus.

### The Blood of Mercy (3)

Ability: 3                      Health Points: 6  
HtH Mod: 0                  Range Mod: 0  
Defense Mod: 0              Armour: 0  
Power: 3                      Damage Mod: 0  
Gear: Light Staff or Club, Holy Books  
Talents: Miracle Worker, Draw 1 Talent Card  
Powers/Abilities: Miracle Power (Draw 3 Miracle Cards)

**Banish Undead:** Can banish undead opponents on a successful Ability vs Ability roll. Banished undead will flee from the character for a number of GT equal to the ‘damage’ of the roll. Critical rolls actually do damage to the undead as rolled.

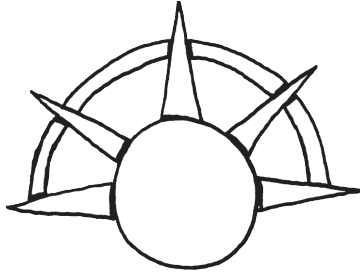
**Healing Touch (major):** The character may heal back a number of Health Points equal to their Ability for themselves or a target they can touch a number of times a day equal to their Ability. This also stops effects of diseases and toxins. Spending a Hero or Power Point can let the character use this power more often.

**Dark Secrets:** Draw 2 Dark Secret Cards



## The Story of Vis

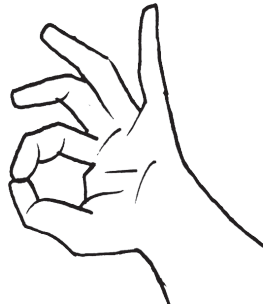
Vis was once a god among many gods: gods of the sea, the forest, or the stone. These forgotten gods are now known as the “old gods.” The founders of the Radaran Holy Church were from an ancient sect from a lost continent that worshipped the sun as a personification of the one true god. The Symbol of vis is a gold disc with five “rays” or spikes and half a halo. Often



mounted on a golden staff or stick, the symbol has been recently simplified to a stick with an empty circle at the top.

Worshippers bless themselves and pray by making an “OK” symbol with their hands, making sure their pinkies point up. This is one of the earliest symbols of Vis: the god of

the sun. Clerics often wear blue and white robes and wrap themselves in scrolls decorated with ornate calligraphy quoting from the Chronicles of Vis.



The Vistiran Mysteries occurred 500 years before the Radaran era (BRE). Vistira, an Avatar of the sun god Vis descended to earth and rescued humanity from a terrible war against the dwarves, elves and orcs. Vis punished the enemies of humanity and established the current era of human dominance. This event inspired and emboldened the humans and struck great fear into the hearts of their enemies.

The Shade are a host of demons and monsters that exist to plague humanity. These demons and creatures must hide from the sun, living deep underground or in the shadows of dark forests and swamps. Radaran scholars mistakenly connected the dwarves, orcs and other goblinoid races to this host causing untold war and strife for over 1000 years. This belief might explain the institutional racism experienced by dwarves, elves and other non-human races when dealing with the Holy Radaran Church.

The days of the week are officially referred to as: Vista (Sunday), Pale (Monday), Torva (Tuesday), Wode (Wednesday), Tarn (Thursday), Forva (Friday), and Saytra (Saturday)

There are twelve months that roughly correspond to European months and associated seasons: Vis (January), Fevris (February), Mystras (March), Averis (April), Myr (May), Veris (June), Vyr (July), Ayre (August), Systras (September), Overis (October), Nystris (November), and Vistira (December). The names of the months are based on what was codified by the Holy Radaran Empire. Most countries have alternate names for the months in their own languages, but everyone has adopted the Radaran names while speaking Common.





Several holy days are observed throughout the year. The holiest day is the observance of the arrival of Vistira, the Avatar of the sun god on the last day of final month of the year. This is also the time people celebrate the arrival of the new year. Gifts are exchanged and prayers are made for success in the new year.

The first day of the week (Vista) is considered a holy day of worship and all businesses are closed on this day. For the devout, sunrise and sunset are observed with a short personal prayer and a blessing of thanks is given before and after each meal.

## Culture and Customs

The Kingdom of Richard as grown and evolved over time, taking traditions from the Holy Radaran Empire as well as existing Keltas culture and a great deal of Palantran customs after the Palantran invasion of 524 ARE. Add to the mix the rich trade culture out of Port Hardy and Avara and you have a fairly cosmopolitan society. Despite the extended exposure to other cultures, The Kingdom of Richard has maintained some fairly unique customs and traditions.

### Culture

#### Colloquialisms

The standard formal greeting in The Kingdom of Richard is “Better Days”. This tradition goes back to the era when King Balfor died during a failed war with Palantra in 522 ARE. It just sort of stuck in the common parlance and now people greet each other with a cheery “Better Days!” even when everything is fine. A common blessing is “Vis Paxis”: Radaran for “god’s peace”. Curse words are usually simply taking the name of the sun god Vis and the avatar Vistira in vain. More creative curses include, “donkey bottom”, “sylphs!”, and the ever-popular “By the hooves of the unholy!” made famous as they were King Ullock’s last words when he was torn asunder by zombies. A distainful dismissal is often a simple “Vis take you!” which is another way of telling someone that you wish they were dead. Men are playfully referred to by courting women as “trolls” or “ogres” and women are described as

“birds” by more “common” men. The question “see?” is often thrown into the end of a sentence if someone is getting emotional or worked up: “That’s the way it’s going to be, see?” This always annoys elves since a request to “see” something simply cannot be ignored in their culture. It is often said that this cultural misunderstanding lead to the current state of war between the Kingdom of Richard and the elves. Some more ancient curses come from the Keltas tradition and make about as much sense today as they did in ancient times. Keltas curses are absurdist and surreal, often comparing a target with that which it is not. A man, for example might be called a “mud whip” or a “cat baker”. No explanation is ever given for these names, further angering the target of the curse. There are epic Keltas poems that insult the reader with hours of inane and absurd descriptions about twine being wrapped around branches and animals bred for the exaggeration of mundane characteristics .

#### “Peace, Hope, Justice, God”

This is the motto of the royal family. It appears on every royal declaration and are the lyrics to the hymn that became a national anthem or oath of sorts during the reign of King Linvis in 703 ARE. This motto also appears on the “tails” side of the royal gold piece, surrounding an image of a tower. Prince Edmund often gets a chuckle out of his troops by starting every address with “Peace, Hope, Justice, and God... but not necessarily in THAT order.”

#### Language

Players and Game Masters should try to adopt a Mid-Atlantic accent when speaking the “common” language while playing characters from the Kingdom of Richard. Noble characters would have more characteristics of British received pronunciation. If in doubt, just try your best British accent and go for it. The common language of The Kingdom of Richard is also shared with the Navaran Alliance and Kataria. The Navaran Alliance has several dialects based on the barony or free state, but they all commonly sound like they are lilting up at the end of their statements as if they were asking a question. The dialect of Kataria lilts down and can be so thick and fast that other common speakers cannot understand what is being said.



## Scholarship

There are church-run schools to educate children up to the age of 12 in every town and city in the land. The schools are usually at shrines, temples, chapels, churches or cathedrals and rarely have dedicated buildings just for students and teachers.

Instructors are usually priests, nuns or monks. Only the most well-off families can afford the luxury of education beyond the age of 8 and it is rare for children to stay in school until their final grade. Most children are sent straight to work and 70% never get a chance to go to school. The small percentage of students who continue to attend school past the age of 12 are sent to boarding facilities in monestaries or abbeys. Most of these young people go on into the holy orders themselves. The Holy Radaran Empire established a university in Avara in 120 ARE. This university has become the central school of higher learning, training generations of monks, priests, clerics and paladins over a thousand years of continual education. Avara Uni-

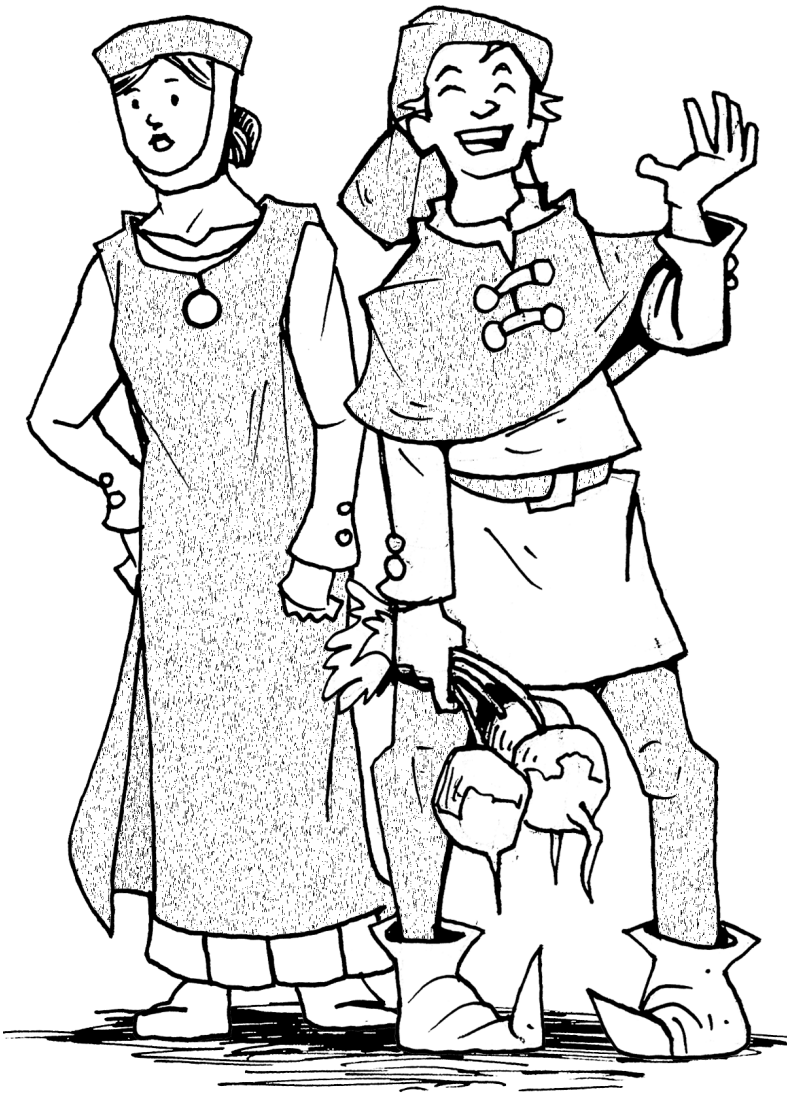
versity has become less important over the years as reliable waterways and changing practices have required serious scholars to go to Radara to pursue extended studies.

## Social Class

The Kingdom of Richard follows the traditional feudal pyramid with the majority (90%) of the citizens considered peasants, serfs, or the working class. Knights, professional soldiers, free men, and minor lords make up around 9% of the population. The nobility and noble families such as lords, barons and counts are less than 1% of the population. The king or queen and the royal family is related to the nobility and rules the land by the grace of Vis. They provide titles and land to the nobility in reward for service and loyalty. Prisoners and slaves have even less rights than peasants and serfs, but only Northmen claim to own slaves. Compared to most countries the serfs of The Kingdom of Richard have a fairly free and fulfilling life, but only land owners have rights and privileges under the legal system.

## Clothing and Fashion

Most people wear fairly simple clothing these days. In the era just before the Darkfast Wars (720 ARE) even common people wore tights, puffy shorts, embroidered capes and ruffs around their necks. Fashions come and go, but the standard garb of the “common folk” and the nobility is essentially the same, but varies in what materials are used to make the clothes. Most men wear a tunic over breeches or hose and have pointy-toed leather shoes or flat-toed leather boots. In cold or damp weather a cape or hood is worn to keep warm and dry. Women wear plain long dresses, often bunched at the waist with a belt and overtop of this is an over-dress or apron. Hair is usually done up in a bun and covered with a wimple for modesty. Poorer women, children, or women of ill-repute wear their hair loose and uncovered. Blankets, shawls and capes with hoods are worn during bad weather. Most women go barefoot or wear simple leather shoes or sandals.

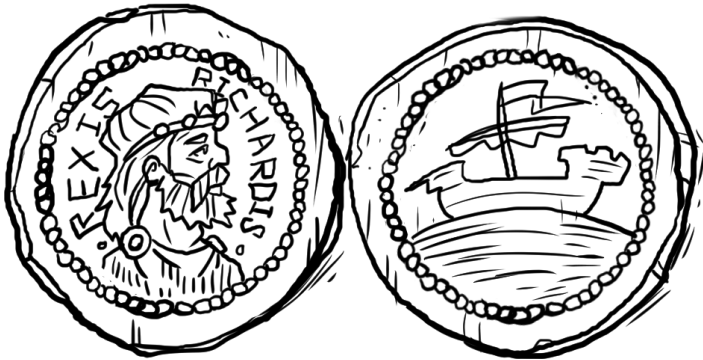




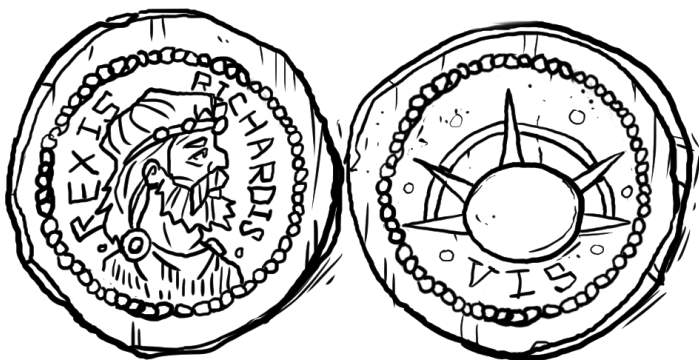
## Commerce

The cost of items across the known world is fairly stable because of a robust trade system that establishes and maintains fair prices on goods and services. Remote locations will always charge more for items than big cities or towns on established trade routes. Many merchants are still very keen to haggle for the price of goods and some will even prefer to barter items to trade instead of using coins. Coins are rarely perfectly round because unscrupulous criminals shave the edges of the coins and use these splinters of copper, silver and gold as a form of underground currency.

The most common form of currency is the copper piece. This disk has the face of the king on “heads” side and a simple trading ship on the “tails” side. There are 100 copper in one gold piece and 10 copper for one silver piece. Copper pieces are the smallest of the coins, about the size of a penny or small button.

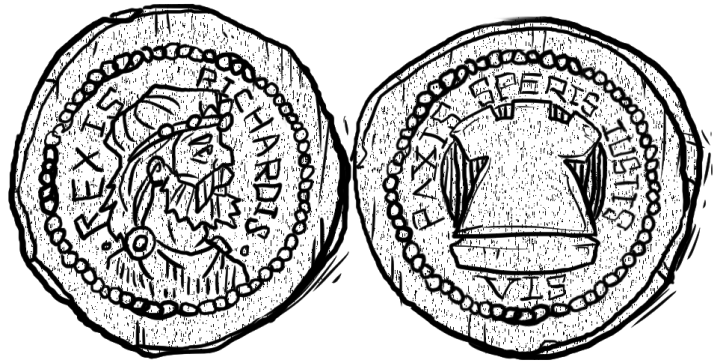


The silver piece has a portrait of the king on the “heads” side and a symbol for the sun god Vis on the “tails” side. Vis appears on this coin as this is considered the minimum donation to a priest, monk or cleric. There are 10 silver for every gold piece.



The gold piece is not as commonly found in general use in the towns and cities of the kingdom. Most people rarely see a gold piece and will often bite it to see if it is really gold. There are bite marks on almost every gold piece in the kingdom. Pretending to bite an

imaginary coin is also a shorthand for something being very expensive. The gold piece has the king's head on the “heads” side and the coat of arms of the king on the “tails” side.



The most common gold pieces found in the kingdom are still the coins minted during the reign of King Balfor. They were produced in phenomenal numbers and outnumber the Richard coins 3:1. The “tails” of the Balfor coins show the coat of arms, but add a symbol of Vis in the centre of the tower.



## Crime and Punishment

Local reeves and mayors generally hear disputes and judge trials, but in a pinch a simple knight may legally dish out justice with the edge of a sword. Players always seem to want to get their characters in trouble with the authorities. They sneak into private property, take things that don't belong to them and often end up hurting or killing the wrong person or creature. To rein in the behaviour of the most offensive murder hobos consider having NPCs or other witnesses call them on their crimes. This might escalate to a visit from the local constabulary. Every community should have some form of professional or volunteer law enforcement or town watch. These people are supported by local government and the church. Many churches are used as town halls for trials and hearings. A local noble or knight has the right to be judge, jury and executioner in the case of any crime. It is expected

that the noble will file a formal report with the local representative of the church and/or the king. In most cases, the knight or noble IS the local representative of the king. Crimes are fairly easy to identify. They can vary as widely as theft, trespassing, assault, fraud, and murder. The punishment is not as consistent across the board as one might think. If the suspect is a knight or part of the clergy or nobility then the punishment will be much less severe, usually a fine is paid to make amends. Common folk never get off that lucky, often held in stocks, whipped and beaten, imprisoned indefinitely or in most cases killed outright. Common folk often don't even get a formal trial, they are just dragged to the stocks, beaten on the street or dragged through the town by horses. Life can be pretty brutal and short in the Kingdom of Richard.

**Disrespect to nobility or clergy** carries the punishment of a public flogging and a night in the stocks for common folk. Fellow nobles or clergy get off with a warning and sometimes a fine of 1d6 Silver Pieces.

**Disturbing the peace** (public drunkenness, roughhousing and boisterous carrying-on) is a 1d6 Silver Piece fine for all classes. Common folk may also find themselves in the stocks for 1d6 days if they are not careful.

**Threats to common folk** carries the punishment of a night in the stocks for the common folk. There is no punishment for nobility or clergy.



**Threats to nobility or clergy** carries the punishment of a public flogging and being jailed for 1d6 weeks for common folk. Nobles and clergy found guilty of this crime must pay reparations of 1d6 Gold Pieces and must make a public apology in the town square or market announced so that all may hear.

**The crime of fraud or theft** carries the punishment of returning or paying for what

was taken (if possible) and a public flogging followed by 1d6 nights in the stocks for common folk. Nobles and clergy found guilty of fraud or theft must return or pay for what taken (if possible) and 1d6 nights of jail time.

**Unarmed Physical Assault** is a 2d6 Silver Piece fine for all classes. The common folk may also find themselves in the stocks for 1d6 nights.

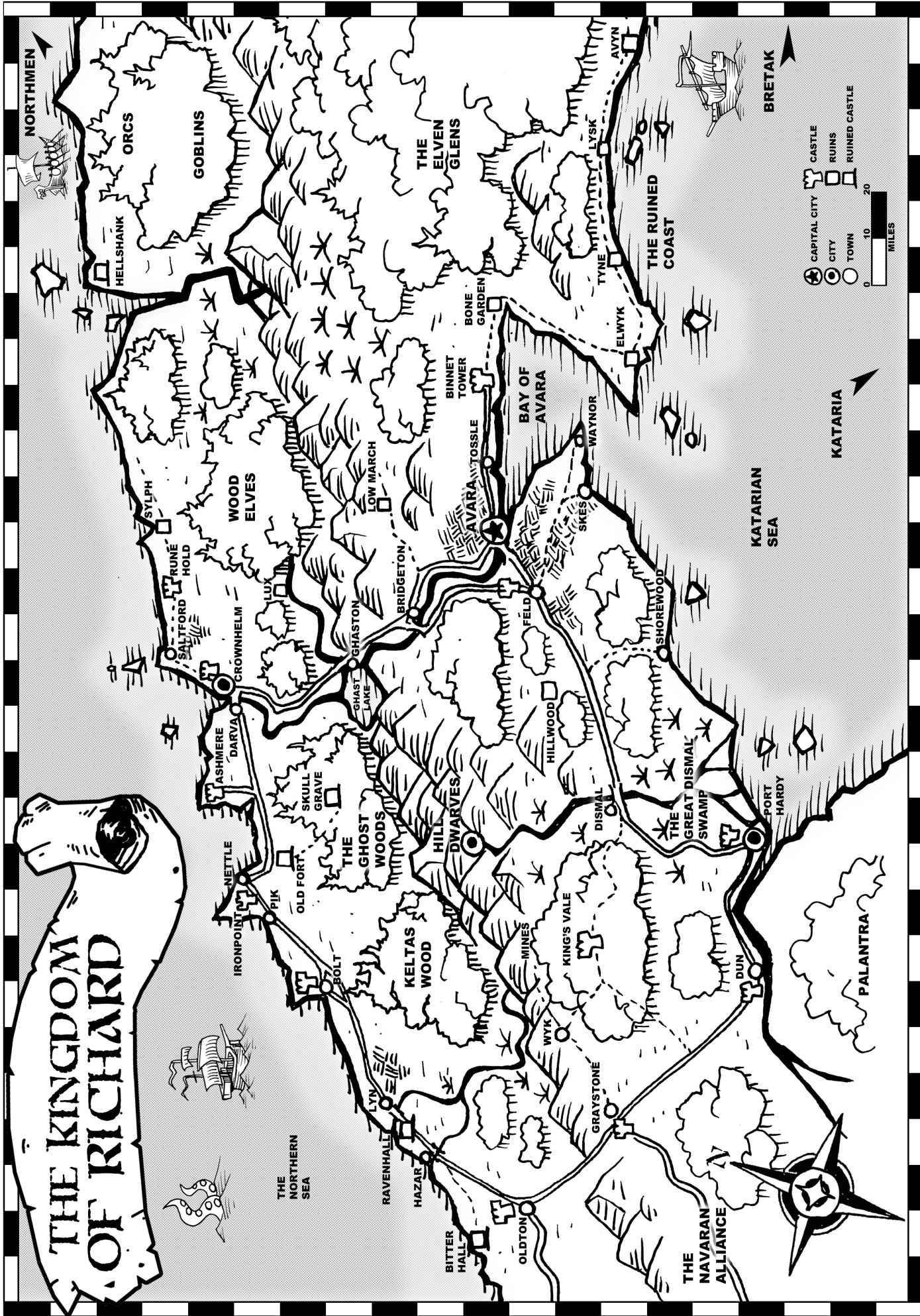
**Armed Physical Assault** is a 1d6 Gold Piece fine for all classes. The common folk may also find themselves in the stocks for 1d6 nights and may even spend 1d6 months in jail. These fines and sentences are doubled if the victim was a noble, clergy, or city watch or official.

**Murder of Common Folk** is punishable by 1d6 nights in the stocks and a public execution for common folk. Nobles and clergy spend 1d6 nights in the stocks or jail and must pay 2d6 Gold Piece fine.

**Treason or the Murder of Nobility or Clergy** is punishable by public execution in 24 hours of the sentencing for all classes. This is something the court simply will not stand for.







# Gazetteer

This map shows major settlements and geographic elements of the kingdom, but does not show all of the small hamlets, villages and settlements that potentially exist. Many more ruins, roads, trails, forests, swamps, ponds and streams exist in the land in the seemingly empty spaces between named locations. Much of the settlement of this era is rural (75% of the population), with very few people travelling the few miles from village to village in a lifetime. Travel is not common and often is not encouraged. This is also meant to be **your** campaign and part of the fun is filling in the gaps between what has been presented to you in this book and what you can imagine for your game.

## Cities

### Avara

#### Population: 25,000

Avara is a cosmopolitan city that was once the seat of power for the kingdom, but King Dallovis' disastrous war with the elves and the incursions of orcs and goblins in recent years have made Avara a potential target for attack. The seat of power was moved from Avara castle (nestled in the mouth of the Avara river) to the King's Vale castle just past the Great Dismal Swamp. Avara has the second largest trading port on the Katarian Sea, rivalling even that of Bretak and Kataria, but not as massive as the port of the Holy Radaran Empire. Avara is surrounded by a series of stone walls and towers, built up over centuries of conflict and paranoia. The royal castle is currently occupied by one hundred mercenaries from Kataria and Bretak at the moment in an effort to defend the city and organize a counter-attack on the fallen village of Low March. These troops are a huge concern in town as they have been living here for a few months now and are bored and undisciplined. Avara is also home to the central guild halls for the kingdom and there is a market for almost anything available in the known world including wine from Palantra and fine silks from as far away as Estavia and Cathasia. The walled city is also surrounded by miles and miles of farmland. Prince Edmund is living in a fortified windmill north of the city and from here he oversees the defense of the Avaran Road from orcs, goblins and elves. He is also planning his own assault to liberate Low March from the forces of darkness.

### Crownhelm

#### Population: 8,000

Crownhelm is a walled city built into the rough cliffs at the mouth of the Darva River. The crowning jewel is the shining white marble castle in the centre of the city. Originally intended to replace Avara as the capital city of King Dallovis 100 years ago, the disastrous war with the elves and the constant attacks by northmen made Crownhelm not as safe as the king wanted. Today, Crownhelm has one of the largest communities of mages in the kingdom. King Richard is nervous about magic and users of magic, relating them to his hated enemies: the elves.

### The Hill Dwarf Citadel

#### Population: 10,000 dwarves

This mysterious hidden city is located deep under Mount Dismal. There are six clans vying for power of the citadel and their allegiances seem to shift with every season. If the clans could ever unite, the Hill Dwarves would be a force to reckon with in the region. Until that day, they are mostly ineffectual and isolated.

### Port Hardy

#### Population: 12,000

Port Hardy is across the mouth of the Palantra river from the country of Palantra. At one time it was a fortified trade outpost on the outskirts of the Great Dismal Swamp. Today, it is a bustling trade city and port known for its numerous breweries and shrines. There is a large population of hill dwarves responsible for trade between the rest of the world and the Dwarven Citadel just up the Dismal River.

## Towns

### Bolt

#### Population: 2,000

Bolt is a walled fishing community that has seen some recent prosperity. Over half the current population arrived in the last ten years. The local castle has recently been replaced after a Northman attack destroyed the original stone tower.

### Bridgeton

#### Population: 1,400

Bridgeton has always been an important crossroads and trade route. Legend states that once a lone troll living under a single bridge was defeated by an unarmed monk with nothing but his faith in the sun



god. Today, the town spans the Avara river with dozens of bridges and crossings that swarm with shops, homes and shrines. Elaborate canal systems act as streets and barges carry goods to and from Avara and Crownhelm. The town is known far and wide for the exclusive Guild Ball where the rich and powerful meet for a masked ball and the opportunity to make important political and business connections. Recently, the town has been targetted by orc raiders, but efforts have been made to shore up the town's defenses to stop the attacks.

#### **Darva**

##### **Population: 600**

Darva is a small fishing community on the other side of the Darva River from the walled city of Crownhelm. A growing market of magical goods has added a new industry for Darva's citizens. Some claim that ancient tunnels under the town hold an army of monsters and magical items. There is even a story of how the town was once connected to the labyrinth below Skull Grave Castle in the Ghost Woods.

#### **Dismal**

##### **Population: 300**

The name says it all. It's a sad collection of faded wooden shacks being swallowed up by rising waters of the mosquito-cursed Great Dismal Swamp. Dismal seems to attract the wrong type of person and the number of pickpockets greatly outnumbers honest, law-abiding citizens. Citizens always look forward to visits from the dwarven river patrol barges that move up and down the Dismal River. This is their last stop before the difficult journey upstream back to the Dwarven Citadel.

#### **Dun**

##### **Population: 300**

Dun is a border town that feels like it's on the edge of the world. The bridge into Palantra is poorly tended and rickety. Palantra does not seem concerned about its northern borders and there is nothing but prairie and woods on the other side of the river. The people of Dun speak with a twangy dialect and are common, salt-of-the-earth country folk with a strong sense of right and wrong and a powerful fear of anything different. They are well known for their circular lutes and songs of loneliness and loss.

#### **Feld**

##### **Population: 600**

This agricultural town surrounds a large, square, stone tower. Most of the industry is gathering and processing farm products into consumable goods such as flour, feed and foodstuff. Feld is a busy place and people just don't have the time to distract themselves with adventure.

#### **Ghaston**

##### **Population: 300**

Ghaston is a small fishing village and trade town full of strange, shy folk who seem to have an odd connection to mysterious creatures they refer to as "lake spirits". Recently Ghaston has attracted the concern of the Radaran Pontifax Maximus after the last church shut down when the clerics mysteriously took ill and died. A wall of fog seems to constantly blanket the town in gloom.

#### **Graystone**

##### **Population: 2,000**

Graystone is the name of the town connecting The Kingdom of Richard and the Navaran Alliance. Towns on both sides are well defended and populated. There is a strong sense of peaceful cooperation and friendship in the gray stone foothills.

#### **Hazar**

##### **Population: 800**

Hazar is a cheery fishing town full of independent fishers and large fish processing facilities. The town is well known for brightly coloured homes with elaborately carved woodwork. The townsfolk have a love-hate relationship with nearby Oldton, challenging them to a yearly spring tug of war over the raging Hazar river.

#### **Lyn**

##### **Population: 500**

Lyn is a proud farming village known for its dozens of windmills high on the white chalk cliffs overlooking the Northern Sea. The mills were built by a colony of gnomes that live in the heart of the town. They also have a friendly trade relationship with the Keltas people.

### **Nettle**

#### **Population: 920**

Nettle is a small community of farmers and fishers that once had a major port when trade with the Narvaran Alliance was good. In its heyday, Nettle once boasted over 2,500 citizens and had over 100 warehouses and fish salting buildings on the waterfront. These days, the fields are dry and the fish aren't biting and most of the able-bodied residents have moved to Bolt or Crownhelm to seek their fortune.

### **Oldton**

#### **Population: 3,500**

Oldton acts as a border town to the Navaran Alliance. Fortunately, peace with Navaran Alliance has been stable for hundreds of years. There is still much suspicion in this town and both sides claim spies sneak across the border on a regular basis. They are both right. Oldton's castle looms large over the busy trade town and, unlike Graystone down the road, relations with the Navaran neighbours are tense at best. Oldton also boasts a large contingent of Templars of Vistaria.

### **Pik**

#### **Population: 500**

Pik seems like the town that time forgot. Only the old and infirm, remain. The buildings are in poor repair and packs of wild dogs terrorize the locals. Even the bandits give Pik a miss these days. One mystery unique to Pik is the strange arrival of dozens of animated scarecrows every autumn, usually heralding the arrival of the first snowfall. The Scarecrows have been terrifying the town for over 100 years and no explanation has been given for their sudden appearance and violent behaviour.

### **Saltford**

#### **Population: 500**

Saltford is a northern farming community with a thriving fishing industry. A few elder mages have set up a temporary magic school on an island just off the coast. Saltford Academy is a mysterious and hard to visit structure on a hollowed out stone spire that rises defiantly out of the sea. King Richard and Holy Radaran church officials have denounced the academy as a boil on the face of the kingdom. The elder mages don't really seem to care that they are unpopular with the king.

### **Shorewood**

#### **Population: 500**

Shorewood is a pleasant gem on the warm shores of the Katarian Sea. The town's main industry is lumber and each spring thousands of felled trees are shipped from here to Port Hardy and Avara for the ship-building industry. The population is well-travelled and prosperous with an international reputation for preparing the rare Great Dismal Swamp leek in a variety of dishes.

### **Skes**

#### **Population: 300**

Skes houses a collection of hard-working farmers and a large abbey dedicated to the brothers and sisters of the Blood of Mercy. This abbey houses a library of ancient and hard to find books and even rivals libraries found in the Radaran Holy Capital.

### **Tossle**

#### **Population: 500**

Tossle came to be 100 years ago during the evacuation of the towns and cities destroyed by the elves along the ruined coast. It is mostly a farming town, but also provides a destination for the soldiers stationed in Binnet Tower on the frontier with the elves. The buildings are short and plain. The king scoffs that Tossle is the ugliest town in the realm.

### **Waynor**

#### **Population: 150**

Waynor is a small village perched high atop Point Waynor, a desolate, rocky outcropping on the mouth of Bay of Avara. It is the home of a very benevolent and mysterious wizard who takes great pains to help the common farming folk who live in his community.

### **Wyk**

#### **Population: 400**

Wyk is a lawless mining town that specializes in collecting ore from the nearby mines. At certain times of year the town is over-run by Keltas hunters as they travel along the hills in search of hill goats. These times always end in violence and mayhem. Last year a fire consumed all five taverns in town and destroyed several homes.

## Castles

**Ashmere Castle** has a force of 30 well-armed knights and 50 men-at-arms. The castle itself is at the end of a road high above the waves that crash into steep white cliffs. Hundreds of farms surround the castle and over 150 able-bodied men can rally to assist in the defence of the area.

**Binnet Tower** is a tall, circular, red stone tower rising high on a hill over the Bay of Avara. Once a stop-over for caravans on the way to Elwyk and Avyn, it is now an outpost on the frontier with the elves. The once well-travelled roads that lead to the Ruined Coast are now overgrown and fallen into disrepair. The tower houses over 70 knights and 150 men at arms. There is a small village of blacksmiths, cooks and other support workers around the tower.

**Ironpoint Castle** rises high on a lonely hill just north of the North Road. It is an elaborate, but rickety structure with a central keep surrounded by a many-towered wall. Ironpoint is used as a prison for enemies of the king and has an elaborate system of dungeons honeycombing the hill below it. Ironpoint houses over 25 knights and 50 men at arms.

**King's Vale Castle** is the current home of King Richard as he struggles with a mysterious illness that keeps him bed-ridden. The sleeping body of the queen is also located in the highest tower of the castle. The castle houses 25 noble knights and over 200 men at arms. It is located in a clearing at the centre of the forest and rises above the trees like a man-made mountain in the shadow of Mount Dismal to the north.

**Rune Hold** is a lonely, sprawling castle located on the rough cliffs above the Northern Sea. Rune Hold is the traditional lookout for the arrival of the Northmen and holds the esoteric library of magical tomes collected by the since 540 ARE to escape destruction by the religious zealot King Cyril. This is also the current home of Crown Prince Tomas and his retinue of mages and advisors.

## Ruins

**Avyn** was once the gateway to Bretak and Radara. It was destroyed by the elves in 918 ARE. The town remains untouched in its ruined state, surrounded by a breached stone wall, it has become the home to many a nasty critter, including a territorial sphinx that lives high atop the ruins of the central castle.

**Bitter Hall** was once the training facilities for the Templars of Vistaria, but a schism and power struggle in the church 50 years ago branded the Bitter Hall Templars as heretics and the Holy Radaran Church launched an attack to clean up the order, killing almost all of the Templars of Bitter Hall and destroying the fortress in the process. The ruins were considered too cursed to occupy and an alternate, but much smaller facility was constructed in Oldton to house the Templars. It is rumoured that demonic forces haunt the ruins and the descendants of the heretics continue the evil ways of their ancestors.

**Bone Garden** is a ruined town built in the cliffs above the Bay of Avara. Destroyed by the elves in 918 ARE, the town is a deserted ruin, crumbling into the bay. A small group of people have tried to occupy the area, but elf patrols make living here full time too dangerous.

**Elwyk** had a thriving trading port, but the elves sank the ships in the harbour and burned the old wooden buildings in their attacks in 918 ARE. There is very little left of this town of 1,000 souls and it is mostly reclaimed by the elements. The survivors moved on to Avara and Tossle.

**Hellshank** was a mysterious outpost used by mages to communicate with other planes of existence. It was said that one day during the war with Bretak in 682 ARE that a surprise Northman invasion destroyed the town and the towns of Sylph, Rune Hold and Saltford. The destruction of Hellshank, however was particularly ill-timed as dimensional gates were torn asunder during the plunder. This unleashed great evil into the land and attracted the attention of orc and goblin shaman who worship creatures from the plane of chaos. Today it is a dangerous destination filled with monsters and demons of unbelievable power.



**Hillwood** is a failed mining town that could never compete with the quality of product from the mines and quarries near Wyk. Hillwood was abandoned 80 years ago around the time Low March fell to the orcs and goblins.

**Low March** was a valuable source of peat and mining that Avara needed for trade, but it fell to the orcs with the help of ogres and goblins in 980 ARE and has not been liberated, despite multiple attempts. It is a dangerous foothold for the orcs who have sensed a weakness in the kingdom after the elven attacks and are massing to expand their own influence in the area.

**Lux** was a lumber camp providing wood for mills in Ghaston and Crownhelm. It was a thriving operation with over 1000 men harvesting trees and shipping them down the Ghast River to Ghaston. With the return of the elves, the king suspended the work and the town was eventually abandoned. Some hard-core people have remained, carving out a meagre living in the woods.

**Lysk** was the holiday destination for the nobility of the kingdom. It fell to the elves during the attacks of 918 ARE. There are rumours of great treasures deep under the castle ruins and of holiday homes on the islands that were untouched. One of the islands is currently the hideout of a notorious pirate and his three ships. He has recently been intercepting trade ships from Bretak and Radara and helping himself to their cargo.

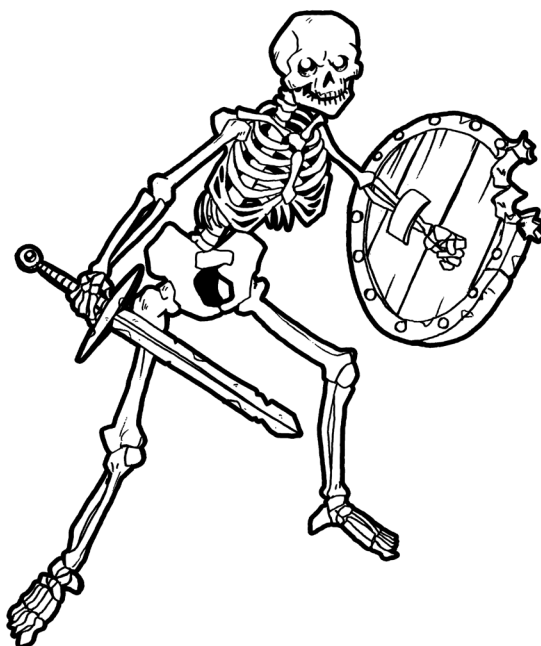
**Old Fort** was once a thriving abbey specializing in the making of cheese. The monks were driven out by undead horrors during the Darkfast Wars and seem to be in no hurry to return. There are extensive ruins, now overgrown of the abbey and the accompanying castle walls and towers. Only the east tower remains partially intact and it is the home of two harpy sisters and the occasional gang of bandits and highwaymen.

**Ravenhall Castle** fell into ruins over 100 years ago and has never been rebuilt. Travellers give the structure a wide berth, afraid of the ghost stories and tales of terrifying monsters within. Those brave enough to hack through the thorn bushes that surround the crumbling walls and enter the ruins have never returned. Holy Radaran priests have exorcised the building, but the evil remains. The old ladies in Lyn whisper that there is a coven of witches that use the thousands of ravens that nest in the castle grounds as their eyes and ears in the land and they are waiting for a sign to unleash a terrifying creature upon the land.

**Skull Grave Castle** was the doomed stronghold of Valen Darkfast: a powerful necromancer who became an even more terrifying lich lord. Located in the centre of the Ghost Woods, the castle is said to be crumbling into the undergrowth, but the real danger lurks below the ruins in a sprawling dungeon rumoured to connect to the Hill Dwarf Citadel in the central hills and the tunnels below of the magically-charged town of Darva. In these tunnels lies the mummified right hand of Valen Darkfast, the rest of his body was burned and scattered through the forest. There is a strong fear that powerful necromancers or death cultists could one day bring the powerful lich back to terrorize the world yet again.

**Sylph** was taken over by Northmen ten years ago. The population of 100 was mostly killed or taken and sold into slavery. Today the site is sporadically occupied by orcs, goblins and Northmen. The Northmen have been taking wood from the ruined buildings to repair their ships. The knights of Rune Hold often patrol the area and chase them off. The great fear is that Sylph will be used as a staging area for a larger attack or invasion.

**Tyne** is a fishing village that fell into ruins when the elves attacked in 918 ARE. The wooden buildings have not held up very well to the ravages of the seasons and much of the village has been reclaimed by the forest. An evil necromancer has turned the remains of the victims into an army of skeletons defending his workshop in one of the few remaining warehouses.



## Natural Features

**Avara River** runs east from Ghost Lake and empties into the Bay of Avara. The river has recently seen an increase in orc and goblin activity from the north-east. The river is diverted into a series of canals and is crossed by many bridges in Bridgeton. At its widest, the river is 20 feet wide and is only 10 feet wide in some areas south of Bridgeton. The mouth widens considerably as it opens into the Bay of Avara and the royal castle (currently home to foreign mercenaries) is situated on a large island that breaks up the river. Several bridges also connect north and south Avara.

**Bay of Avara** is a warm and calm centre of trade and home to the capital city of Avara. Fishing has always been very bad here, but the calm waters are perfect for cargo ships to shelter from the rough waters of the Katarian Sea. There are legends of three dragons that live in a cave deep below the bay. Three Dragons was once the most common name for pubs in the area.

**Binnet Woods** is located just north of Binnet Tower. The south side of the forest is still used as a lumber resource and hunting is always good. Recent incursions of orcs and goblins have made the woods far more dangerous than in the past. Owlbear howls heard at night hint of the return of this endangered beast to the area. There is very little elven activity in these woods.

**Bitter Hills** is the name of the line of hills and low, rounded mountains to the west of Ghost Lake. These hills are populated by people from the Navaran Alliance to the West, Keltas North of King's Vale and hill dwarves near and around the Dwarven Citadel. Locals use the term bitter to describe the hills because of the punishing north winds that dump a large amount of snow every winter on the area.

**Dismal River** runs from the spring below the Hill Dwarf Citadel down into the Great Dismal Swamp where it empties out into the Katarian Sea. The river was once polluted by the dwarves with iron slag and since then dwarven patrols have travelled along the river in a barge to make sure that mistake doesn't happen again. This stewardship has been greatly appreciated by the locals and won the respect of King Richard himself.

**Ghost Lake** is a lonely body of fresh water in the Ghost Valley. The Ghost river feeds into the lake and the Avara and Darva rivers empty into the Bay of Avara and the North Sea respectively. The lake is thought to be home of several dragons and water beasts.

**Elven Glens** have been the home to a large number of high elves for thousands of years. The trees are twisted and glow with magical energy. The forests are haunted with fey of every shape and form from shape-shifting phooka to pixies and fairies. The elves have a great distain for humanity and there are some among their leaders that see them as a disease that must be controlled before they destroy the land. These "high elves" are the oldest and most noble of elvenkind and wield powerful magic older than humanity itself. It is difficult for humans to wander unharmed through the glens, but the elves respect magic and users of magic. They will attack clerics and holy warriors on sight, seeing them as the greatest threat to their existence.

**Ghost River** runs from the Wood Elves forest south into Ghost Lake. Most of the water is from the Low March Hills and the northern Low March swamplands. The river once ran heavy with felled trees from the lumber camps near Lux. Today the river is a fast-moving rapids with sunken logs posing a constant danger to water craft. Wood elves, orcs, goblins and bandits have settled into the surrounding forests and make life in the area very dangerous.

**Ghost Woods** fell into disuse at the end of the Darkfast Wars 300 years ago. There is a rumour that the undead lich of Valen Darkfast still waits in Castle Skull Grave, slowly building power so he can launch an assault on the living. The forest itself is still haunted by countless undead.



**Great Dismal Forest** is just east of the Great Dismal Swamp and surrounds the king's road from Feld to Dismal. Strange swamp creatures such as muddleflogs, lizard men, stirge, trolls and the elusive owlbear are known to frequent the area and often harrass the lumber workers of nearby Shorewood.

**Great Dismal Swamp** is a claustrophobic, dark swamp-land shrouded in heavy fog fouled with noxious gases. It is filled with all manner of horrifying creatures just waiting to consume unwary travellers. Large groups of lizardmen and muddleflogs live in this area, but they seem content to live on the bounty of the swamp, only sometimes harrassing foresters near Shorewood. Port Hardy has also seen a recent increase in Lizardmen attacking caravans along the king's road to Dismal.

**Hazar River** is a fast moving river that runs from its source in the Bitter Hills near the Keltas Wood to the Northern Sea, branching off into two streams with the South Hazar River leading to Hazar and the North Hazar River leading to Lyn. The river runs through the Keltas Swamps and Keltas fishers are often found along the banks or in their traditional round bark canoes.

**Highmarch River** bubbles out from under Mount Highmarch and flows into the Highmarch Bay near the ruins of Hellshank. This river is deep and wide enough for Northmen ships to go as far as the Low March Hills. Some Northmen have been known to settle in camps along the river when the weather is bad and the Northern Sea is dangerous.

**Hillwood Forest** refers to the deep, dark woods just north of the ruins of Hillwood. Bordered by the Bitter Hills, the forest has remained mostly untouched in the

past 100 years. There are a few lost shrines to forgotten gods hidden in undergrowth and the presence of these heretical ruins unnerves the local church officials. Worshippers of the forgotten gods often make ill-fated pilgrimages into the forest, never to be seen again. There is a colony of tentacle horrors nesting in these woods.

**Katarian Sea** is a warm inland sea known for bountiful fishing and dangerous storms that seem to whip up out of nowhere. The conditions can be so challenging that sailors often refer to the Katarian Sea as the "Cruel" Sea. The sea also brings together people and goods from many countries such as Palantra, Bretak, Radara, Estavia, Ferrena, Azgur, and Kataria. A story was once told that another continent that floated high above the planet crashed into what is now the Katarian Sea and brought humanity to the land. The oracle of Kataria repeats this story once a year in a ritual designed to calm the volcano on the island at the centre of the sea. A lost book from the holy books of Vis also described a similar tale, but the Holy Radaran Church has worked very hard to disclaim the story.

**Keltas Swamps** are located just south of the Keltas woods and surround the Hazar river as it flows into the Northern Sea. There is a current battle going on between normally peaceful muddleflogs and Keltas warriors. The king has decided to stay out of the battle and not appear to pick sides. He has sent several envoys to monitor the situation, but has no intention of stopping the battles or helping either side.

**Keltas Wood** is home to a small population of people who lived in the hills in harmony with the elves and dwarves even before the Radaran Empire invaded 1000 years ago. The Keltas people are an ancient culture, well connected to the land and stubbornly holding onto their language and traditions, despite repeated efforts to wipe them out. Keltas features are squarish and chiseled, with strong jaws and steely blue eyes. Hair colour is dark, ranging to sandy brown and their complexion is almost deathly pale. Keltas warriors and mages will put chalk in their hair to stiffen and whiten it, often shaping it into spikes or keeping it in long ponytails. They will often use blue pigments to cover their skin with sacred and magical symbols and make themselves appear more terrifying than they already are. Today, there are probably less than 5,000 Keltas scattered through the central hills and the Keltas Wood.







**The Keltas** are an ancient people who trace thier presence in the kingdom for thousands of years. They once ruled the land, but were beaten down by the Radaran Empire 1000 years ago. They have never recovered and were mostly integrated into the local population, losing their language and culture. Today there are less than 5,000 Keltas scattered across the kingdom, but most live in the central hills and the neglected Keltas Wood.

**King's Vale Forest** is the home of King Richard's castle in a man-made clearing in the centre of the forest. The forest itself is carefully groomed and maintained by the king's foresters, a crew of 25 rangers who catch and punish poachers and report any unusual events to the royal guard.

**Low March Hills** have low peaks and are much more rounded off and forested than the Bitter Hills to the south of Ghast Lake. The hills are home many orcs and goblins with a large population of bugbear and hobgoblins in the hills north of Mount Highmarch. In 980 ARE a large group of orcs and goblins enlisted the aid of the Highmarch ogre clan to occupy the ruins of Low March and turn it into a fortified stronghold. The hills also have a large number of magical creatures, summoned and/or escaped from mages from the west and elves from the east.

**Low March Swamp** is even avoided by the local orcs and goblins. The area is densely forested with acres of dying and fallen trees rising in every direction from the black

swamp water. There are three medusa sisters (Rhea, Sibyl, and Kora) who live in the ruins of an ancient temple in the south end of the swamp. They mostly keep to themselves, but could have valuable information about the ancient world for scholars and adventurers who show them the proper respect.

**Mount Dismal** is the home of the Hill Dwarves. Most of these dwarves live in the citadel under the mountain, but there is a large town on the surface that doubles as a trading port with the humans and a launching point for the river barges used to patrol the Dismal River. Not much gets past the constant dwarven patrols.

**Mount Highmarch** is a rough hewn chunk of rock towering over the low hills, forests, and swamps of Low March. The mountain is home to the Highmarch ogre clan: a particularly nasty alliance of two ogre families. They are very territorial and have an insatiable taste for elf meat. It is rumoured that a slumbering red dragon has laid a nest of eggs in a cave on the north side of the mountain. The ogres have read this as a prophecy denoting the coming of a great war and have great anger about the elves and humans in the area.

**Northern Sea** is a rough and cold body of water known for punishing winter storms and the constant looting attacks of the Northmen. The attacks start in the early spring, usually signalled by chunks of floating ice, broken off of the glacier by the spring thaw. The final attacks end with the first heavy snowfall in the area when the Northmen settle in their winter encampments.

**Ruined Coast Islands** are a chain of six large islands and countless smaller rocks in the Katarian Sea. The islands were once the vacation spots and summer homes for the well-off from Lysk, Avyn, Tyne and Elwyk. Today, they are covered in ruins, unoccupied since the elf attacks of 918 ARE. The island of Othis, near Lysk, is the hideout of the pirate Captain Nanjin. With his three ships he has been raiding trade ships from Bretak and Radara.

**Wood Elf Forest** is home to several clans of wood elves. The wood elves are much more friendly with humans than the high elves and much less dependent on magic. They are the responsible stewards of nature and take great care of the area. The wood elves are concerned about the destruction wrought by the encroaching orcs and how that will negatively affect the land.

## High Elves

Armor Class: 5 [14]  
Hit Dice: 2  
Attacks: Glaive (sword) (1d6)  
Special: Spells as Magic User, Infravision 60ft, immune to command and sleep spells.  
Move: 12  
Save: 17  
HDE/XP: 2/30

### High Elf (3)

Ability: 3                      Health Points: 6  
HtH Mod: 0                  Range Mod: 0  
Defense Mod: 0              Armour: 2  
Power: 3                      Damage Mod: +1  
Gear: Medium Armour, Glaive/Sword +1 Damage  
Talents: Spellcasting (choose 3 Spells)  
Powers/Abilities: Elf Talents (+1 Hide, Fleet Feet, See in Darkness 6"), Magic Power, Elves are immune to command and sleep spells.  
Dark Secrets: Hatred of Orcs, Superiority Complex.

Noble and harsh, their features are as beautiful and cold as fine porcelain. They seek to replace the chaos of the world with order and beauty. They often alienate allies and old friends with their haughty disregard for "mere mortals." High Elves are ancient beings of powerful, some living for thousands of years that are deeply connected to the ancient spirits that once inhabited the land. They seek to return the world to a "better time" of order and law, under Elvish rule, of course.



## Wood Elves

Armor Class: 5 [14]  
Hit Dice: 2  
Attacks: sword or longbow (1d6)  
Special: Spells as one level lower Magic User, +1 Hide, Infravision 60ft, immune to command and sleep spells.  
Move: 12  
Save: 17  
HDE/XP: 2/30

### Wood Elf (3)

Ability: 3                      Health Points: 6  
HtH Mod: 0                  Range Mod: +2  
Defense Mod: 0              Armour: 1  
Power: 0                      Damage Mod: +1 Range  
Gear: Light Armour, Long Bow (10 short, 20 Medium, 40 Long)  
Talents: Favoured Weapon (longbow), Awareness, Spellcasting (choose 3 spells)  
Powers/Abilities: Elf Talents (+1 Hide, Fleet Feet, See in Darkness 6"), Magic Power, Elves are immune to command and sleep spells.  
Dark Secrets: Hatred of Orcs, Will Always Protect Nature

Wood Elves returned to the primordial forest and tuned their magic to work with the earth, not battle the forces of nature. Today they are a shy, but proud race of beings who protect the natural world from evil creatures who would seek to take and destroy the natural balance of the universe. They are not as powerful wielders of magic, but are fierce warriors with a desire to protect nature.



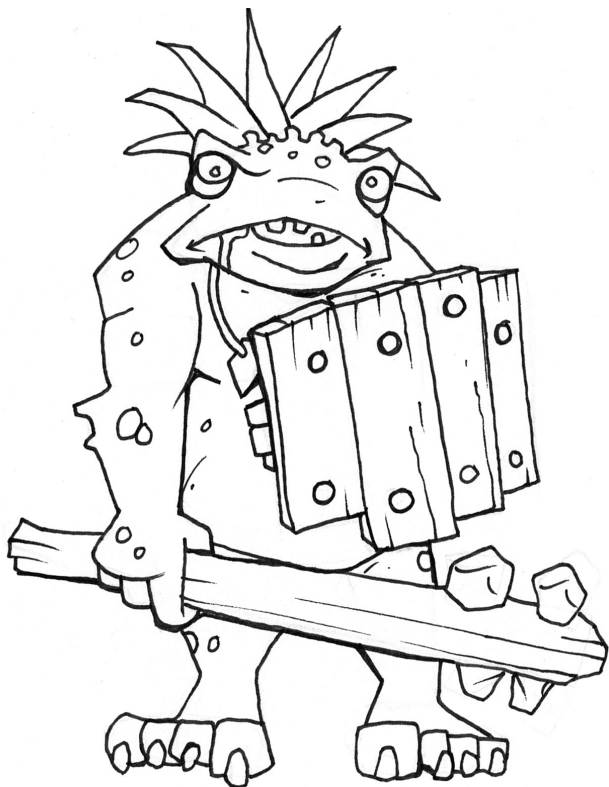
## Muddleflog

Armor Class: 6 [15]  
Hit Dice: 1+1  
Attacks: clubs and axes (1d6)  
Special: Powerful Hop (doubles movement distance), +3 to Hide, Amphibious (move on land and water equally)  
Move: 9 (land/swim) (Hop 18)  
Save: 18  
HDE/XP: 1/15

### Muddleflog (3)

Ability: 2                      Health Points: 6  
HtH Mod: 0                    Range Mod: 0  
Defense Mod: +1              Armour: 2  
Power: 0                        Damage Mod: +3  
Gear: Medium Weapon (club/axe), Shield  
Talents: Counter Attack, Toughness 2, Mighty 2  
Powers/Abilities: Muddleflog Talents (+3 Hide, Fleet Feet, Amphibious (move on land and water equally))  
Dark Secrets: Territorial, Hatred of lizardmen.

Muddleflogs are fierce frog folk who live in swamps and waterways of the kingdom. They have a powerful hatred for lizardmen. They are very territorial and can be dangerous to violent intruders, but are mostly harmless creatures who just want to be left alone. Once befriended, Muddleflogs can be very helpful and loyal allies.



## Corvian

Armor Class: 5 [14]  
Hit Dice: 2  
Attacks: Magic Staff +1 to hit, (1d6)  
Special: Mimic (can mimic sounds),  
Infravision 60ft, Hide Life (ignored by undead until they attack)  
Move: 12  
Save: 17  
HDE/XP: 2/30

### Corvian (4)

Ability: 3                      Health Points: 6  
HtH Mod: +2                   Range Mod: 0  
Defense Mod: +1              Armour: 1  
Power: 0                        Damage Mod: +1  
Gear: Light Armour, Magic Staff +1 DMG,  
Talents: Favoured Weapon (staff), Awareness, Elusive, Charming  
Powers/Abilities: Mimic: Corvian can mimic any sound as long as they have heard it before, See in Darkness 6", Hide Life: Undead ignore until the Corvian attacks.  
Dark Secrets: Easily Distracted, May only wear light armour and use light weapons (unless magical).

Corvian are flightless, crow-like creatures that live in dense forests across the land. Like their flying cousins, Corvian can mimic any sound and delight in collecting shiny objects, often risking life and wing to get them. Corvian have a natural sense of life and death and may hide their life force from the undead. They often channel natural magic into wooden tools and magic to gain a +1 bonus.





## Keltas

Armor Class: 7 [12]  
Hit Dice: 1+2  
Attacks: Weapon  
Special: Furious attack (+2 to attack rolls)  
Move: 12  
Save: 18  
HDE/XP: 2/30

### Keltas (3)

Ability: 3                      Health Points: 6  
HtH Mod: +2                Range Mod: 0  
Defense Mod: +1          Armour: 2  
Power: 0                    Damage Mod: +2  
Gear: Light Armour, Medium Weapon, Shield  
Talents: Favoured Weapon, Tactics, Mighty, Toughness  
Powers/Abilities: None  
Dark Secrets: Honourable, Berserker.

The Keltas are an ancient people who trace thier presence in the kingdom for thousands of years. They once ruled the land, but were beaten down by the Radaran Empire 1000 years ago. They have never recovered and were mostly integrated into the local population, losing their language and culture. Today there are less than 5,000 Keltas scattered across the kingdom, but most live in the central hills and the neglected Keltas Wood.



## Medusa (Three Sisters of the Low March Swamp)

Armor Class: 8 [11]  
Hit Dice: 6  
Attacks: Trident (1d6+1), Poisoned Bite  
Special: Petrifying gaze, Infravision 60ft, immune to command and sleep spells.  
Move: 9  
Save: 13  
HDE/XP: 8/800

### Medusa (6)

Ability: 3                      Health Points: 12  
HtH Mod: +2                Range Mod: 0  
Defense Mod: +1          Armour: 3  
Power: 0                    Damage Mod: +3  
Gear: Shield, Medium Armour, Trident (+1 DMG)  
Talents: Favoured Weapon (trident), Tactics, Mighty, Toughness  
Powers/Abilities: See in Darkness 6", Stone Gaze (turns up to 3 opponents to stone per encounter, Ability Check to Save, healed by magic or miracle healing), Immune to sleep spells, toxins and diseases.  
Dark Secrets: Greedy, Dishonourable.

Three medusae sisters (Rhea, Sibyl, and Kora) live in the ruins of an ancient temple in the south end of the Low March Swamp. They mostly keep to themselves, but love to discuss history about the ancient world with scholars and adventurers who give them proper respect. They only use their stone gaze as a last resort as they find it unseemly. They can undo their gaze at any time.



## Owlbear

Armor Class: 5 [14]  
Hit Dice: 5+1  
Attacks: 2 claws (1d6), 1 bite (1d6+1)  
Special: Hug adds 1d6 if to-hit roll is a natural 18+  
Move: 12  
Save: 14  
HDE/XP: 5/240

### Owlbear (5)

Ability: 3                      Health Points: 12  
HtH Mod: 0                  Range Mod: +2  
Defense Mod: 0              Armour: 3  
Power: 0                      Damage Mod: +1 Range

Gear: No Gear

Talents: Favoured Weapon (claws), Awareness, Multiple Attacks, Mighty 3, Toughness 3

Powers/Abilities: Owlbear Talents (+1 Hide, Fleet Feet, See in Darkness 6"),

Grab Attack: On the first GT it traps the target with a mighty bear hug (2d6 vs Ability Check to escape) the second and following GTs characters must roll vs a Crushing Attack 2d6 vs Ability Check, See in Dark 6", Surprise Attack (always wins initiative).

Dark Secrets: Animal, No Hands, Hungry, Berserker.

Owlbears were once plentiful in the kingdom, but they have been hunted down to near extinction and most people in the kingdom today believe them to be an urban legend. They have two claw attacks and one bite. On a claw attack of 18+ (natural roll) they grab the victim and hug it for an additional 1d6+1 damage.



## Tentacle Horror

Armor Class: 5 [14]  
Hit Dice: 2  
Attacks: 2 tentacles (1d6)  
Special: Hug adds 1d6 if to-hit roll is a natural 18+,  
Infravision 60ft, Surprise Attack always wins initiative.  
Move: 12  
Save: 17  
HDE/XP: 1/15

### Tentacle Horror (4)

Ability: 3                      Health Points: 6  
HtH Mod: 0                  Range Mod: 0  
Defense Mod: 0              Armour: 3  
Power: 0                      Damage Mod: +1

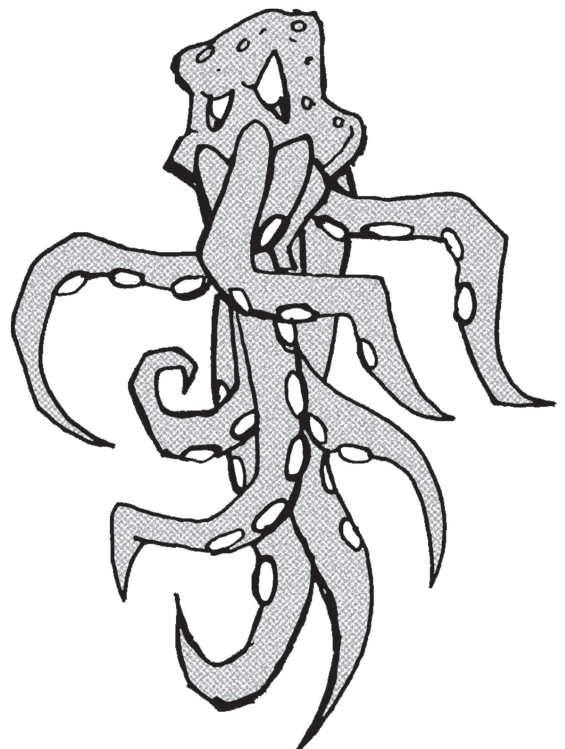
Gear: No Gear

Talents: Fleet Feet, Toughness 3, Multiple Attacks, Mighty Powers/Abilities: Flight (as movement),

Grab Attack: On the first GT it traps the target with the tentacles (2d6 vs Ability Check to escape) the second and following GTs characters must roll vs a Crushing Attack 2d6 vs Ability Check, See in Dark 6", Surprise Attack (always wins initiative).

Dark Secrets: Animal, Hungry, -1 rolls in direct sunlight.

Floating in darkness, this creature drops out of the shadows, grabbing and crushing the victim. They drop silently and surprise their victims, always winning initiative and attacking first. Tentacle horrors are hunt by night in dense forests and dark caverns laying their eggs in bird or lizard nests. Their eggs contain a healing oil that, when consumed heals 1d6 HP (Health) per egg.





## Appendix

The Kingdom of Richard is a small part of a much bigger world. This appendix should fill in some of the blanks and provide ideas for adventures and character origins.

**Azgur** is a theocratic city state ruled by a cult dedicated to a powerful creature that resides deep below a sprawling temple. The priest of the temple have kept the creature trapped in place and alive since it fell from the sky over 2000 years ago. The priests harvest fluid from the creature that is reputed to have magical and healing properties. The creature appears in iconography as a giant blue winged lion, but the actual creature appears to be an insectoid winged bull or antelope over 100 feet long and covered in iridescent copper scales.

Bretak is divided into Eastern Bretak and Western Bretak. Eastern Bretak is closer to their Radaran neighbours and takes religious observations very seriously. The Eastern Czar is stern and austere and his Holy Radaran advisors steer his interests towards Radara. Western Bretak broke away from the Czar's family over 100 years ago and coronated an alternate royal family. There is much tension between the two states.

Cathasia is the home to a group of people, fleeing the Chaos events that ripped apart the Chaos Land. The people are xenophobic and paranoid, building and maintaining a stone wall around their state that is designed to keep the barbarians at bay.

The Chaos Land has been torn apart by dimensional vortexes that began after a city of Cathasian wizards attempted to alter the fabric of reality itself.





The Dioric Wastes are peopled by blue skinned folk with white hair. Diorians are essentially human beings, but they are very skilled at using elemental ice magic.

The Dwarf Hills are the ancestral home of the dwarven people. It is said that the underdwellings of the dwarves once connected to tunnels underneath every kingdom in the land.

The Elfin Glens are home to the grey, woods and high elves of the kingdoms. The dark elves live deep underground and are rarely encountered.

Estavia is a desert Emirate of wonderful technological and scientific advances. Magic is strictly forbidden, but rogue wizards, ancient genies and refined desert ghouls spread the power of magic through the land.

Ferrena is a monarchy ruled by a visionary queen who seeks to expand her country's influence in the world by controlling trade routes. They are building an armada of ships in an attempt to rule the seas.

The Fire Mountains are a line of active volcanoes recently erupted due to the catastrophic dimensional events in the Chaos Land.

The Freeport of Cyrak was founded by trade guilds that banded together for their mutual protection and success.

The Goblyn Marches are the original home of orcs, goblins, giants, ogres and other creatures such as bugbears and hobgoblins. There are dozens of rival kingdoms all fighting against each other for control.

Kataria is an island ruled by a council of wizards. The Katarian volcano is home to hundreds of seers who consult the dragons below to see the future.

The Navaran Alliance is a loose collection of ten baronies and free states who created a "council of the ten" charged with leading the alliance. The alliance was founded during the Kingdom of Richard's disasterous war with Palantra under King Balfor. The Alliance refused to take sides in the conflicts that followed and helped negotiate the peace.

The Northmen come from a strange northern land

bathed nightly in a mystical aurora borealis. They worship strange and violent old gods and refuse to recognize The Holy Radaran Church's claims that Vis is the "only" god. Some Northmen kings seek nothing less than the defeat of Radara and the ultimate destruction of the church.

Palantra is King Richard's main rival. They are no friend to the Holy Radaran Church since King Balfor and Ovis' disasterous wars and the church's intervention ending Palantra's occupation of the kingdom. Today, Palantra seems to care less about King Richard or Radara's rhetoric and has turned their focus towards vibrant trade with the Freeport of Cyrak, the Navaran Alliance and Estavia. They are a loose collection of chiefdoms known for their nomadic horse tribes and free spirit.

Radara was the ancient seat of the Radaran Empire that once ruled all of the human lands of the Kingdom. Today it is the home of the Pontifex Maximus: spiritual and temporal leader of the Holy Radaran Church. It is a bleak land of poverty and blind devotion.

Riesk is ruled by a war-like royal family headed by Kaiser Johan III. Johan rules with a paranoid iron fist with secret police monitoring the lives of his citizens and spies in every nation in the known world. Recent years have not been kind to Riesk: a failed war with Bretak and attacks from the Chaos Lands have decimated crops and coffers of the Kaiser. The solution has been an incredibly advanced clockwork industrial revolution over the last decade. A grey cloud of coal smoke chokes the lungs of all who enter this land.

The Sea of Fates holds several fog-shrouded islands of mystery including the dreaded Skull Island.

The Vistiran Islands were the site of the fabled Vistiran Mysteries -500 BRE when Vistira (an Avatar of the sun god Vis) descended to earth and rescued humanity from a terrible war against the dwarves, elves and orcs. Vis punished the enemies of humanity and established the current era of human dominance.

The Windswept Isles are a strange and wonderful treeless archipelago of remote and rocky islands that is sparsely populated by fishers, sheep herders, Northman warlords and Holy Radaran monks.

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