

# DUNGEON CRAWLER™

## CAMPAIGN SETTING



## THE WORLD OF ARA

**DUNGEON CRAWLER-CAMPAIGN SETTING**  
**A WORLD OF ADVENTURE AWAITS**  
**WRITTEN & CREATED BY JEY LEGARIE**



# FORWARD

I want to thank all of our backers that made our Kickstarter a success and in turn allowed us the opportunity to share this new campaign setting with you. This campaign is not simply a facelift with inserts, it contains some modifications in which to give a truer representation to the ideas and concepts intended for the world of Ara, the Dungeon Crawler (DC) world.

You will notice that this campaign has two sections; a Campaign Setting and a Rule Set with a separate Module. The campaign details work whether you want to use the module in a DC setting or just use the module to run a Pathfinder adventure.

The option of this module is to provide Game Masters (GMs) and players with a familiar environment while adding a new flavour to the game. It can be used for trying something new, for gamers that like a fresh angle and GMs that get to play in a new and unfamiliar setting and throw some curve balls at seasoned players.

For those that want a strictly Pathfinder module, the stats and story are also provided. We wanted everyone to be able to have a use for the module and to have fun without having to learn something new if they did not want to.

Some of the main differences in the campaign setting are terminology based; DC Sorcerers use the dark schools of magic, and are no more innately bound to magic than Wizards which use elemental schools of magic. Mostly it is magic that is affected, how it works and is used, and sometimes what can be used. Magic includes Invocation (magic used by Priests, Clerics, Druids and Medicine Men).

Finally, the monsters and races are different as well, in appearance, origin and abilities. If you play this as a Pathfinder module, just use the monsters as outlined in the Bestiary.

To indicate these differences we've marked the pages with the corresponding logos. In the case of Fighters, they are unmodified and will have the Pathfinder logo, while spell casters and monsters will have two versions; one with a Pathfinder logo and one with the DC logo.

We trust GMs to handle the differences at their discretion. A suggestion, if someone wishes to play a Pathfinder Sorcerer in the Dungeon Crawler campaign, is to call it a "Pathfinder Sorcerer" and, in the case of the Barbarian (which is a DC sub-race of human and not a Class), call them a "Pathfinder Barbarian" while the DC Class equivalence is a Berserker. Terminologies are outlined in the campaign and should be reviewed before game play begins.

We hope you enjoy this module and we can bring forth more in the future to expand on the DC universe, thank you for reading and supporting Dungeon Crawler.

- Sincerely, Jey Legarie.





# MINIS



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DUNGEON



CRAWLER™





ADV-1 THE JAGGED ROAD TO WICKEDTOOTH  
A FIRST LEVEL ADVENTURE SUITABLE FOR 4-6 CHARACTERS

WRITTEN & CREATED BY: Jey Legarie

COVER ARTIST: Alex Li

SCENERY ARTIST: Sergiu Zegrean, Zack T Jones, George Todorovski

CHARACTER ARTIST: George Todorovski, Wilson Saravia, Atanas Stoykov, Falk Hansel,  
Alex Li, David Bezzina, Ricardo Boronat, Claudio Pozas, Nicolas Tribehou, Kira Santa

MAPS & BATTLE MATS: Jey Legarie

KELDORN & BLUEWATER OVERHEAD MAPS: Errick Christopher Dela Fuente

PLAYTESTERS: Austin Dealy, David Tran, Evelyn Rodriguez, Justin Wilson, Ryan Jones

THIS ADVENTURE IS DEDICATED TO ALL OF THE FRIENDS, FAMILY AND FANS  
WHOM HAVE AND CONTINUE TO SUPPORT AND HELP US BRING  
THE WORLD OF DUNGEON CRAWLER TO LIFE

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# CAMPAIGN SETTING

## CHRONOLOGY

In the beginning...

... the Light shone through the emptiness. From the Light sprung forth Heaven and the Angels, the oldest and most beautiful of beings. The emptiness was devoid of conflict, and so it was also devoid of purpose. The Light desired there to be purpose.

From the emptiness seeped in the Darkness, borne to strive against the Light and its children, it would clarify the contrast of existence and therefore reveal the goodness that was the Light.

The Darkness bore offspring of its own a twisted reflection of the Angels, these were Demons. From their domain of Hell these wretched souls would contend for supremacy of the universe with the children of light for conquest of Heaven, but ultimately would lose at every turn.

### The AGE of VALOUR

Time passed in conflict and purpose; the children of light vanquished, and the abject children of darkness strived to overcome. It was a simple and straight forward time, but now there was no resolution. The battles and wars would go on and on, souls could not die, the wars would last forever. The Light decided to leave Heaven and Hell behind for a time to contemplate a place where resolution could be found. It concluded it could create a place for those that could live and die, and therefore have something to gain and something to lose; a place for Mortals. With that loss would come realization, release, revelation and salvation or damnation.

### The AGE of DESCENT

Cunning and treachery became effective instruments against the children of light. The angels were curious of the Lights newest conception, but they noticed the Lights preoccupation with its new creation and the ageless battles they waged seemed to diminish in importance. They had been forgotten and their endless suffering became insignificant. Realizing

their doubts in their importance, the Darkness began to plot; it whispered in the ears of the Angels and the seeds of discord began to grow.

The greatest of the Angels listened to the Darkness, realizing his greatness when compared to these Mortals he became self-righteous and began bending the ears of others. Before long a line was drawn between them, and a great war began between Angels. This terrible war carried a heavy toll on the Mortals.

### The AGE of TIDES

During the Battle for Heaven the Mortals were lost and thus despaired. Broken by the temptations of Darkness and caught between the great powers, they trembled and swayed like the tide. They segregated and turned upon one another with promises that they were more worthy than another, and dark gifts would be granted should they side with demons whom were set upon the mortal planes unchecked as the Angels warred.

The Mortals became unrecognizable to each other, so physically and spiritually warped and twisted that they no longer recognized each other as brother and sister. They gave themselves names like Fae, Dragons, Giants and the titles now known as the elder races. By the end of the Age of Tides the Mortal children of the Light, the Nephelim, were all but extinct.

### The AGE of MORTALS

The Light would not idly watch as his newest creation was decimated by an unchecked rival. He drew a vial to divide the Mortals and returned to Heaven to banish his insubordinate children and cast them to Hell. There they were cut off from the Light and had to face the children of darkness alone, weakened by their fall from grace the fight for control over its denizens was no longer a simple matter. This war would last eons, and an age of peace for the Mortals began.



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The Light returned to observe the land of the Mortals, whom were now protected by the vale, and created a second race named man. Locked out, the Light and the Darkness watched from beyond the vale, but moderators were needed to educate the mortal children.

The moderators needed to maintain order and balance, and thus were borne the earth bound Eidolons. The celestial powers, in a pact, locked themselves away for the mortals to shape their worlds. The Eidolons would pass on their knowledge of magic, an energy drawn from the vale itself, and in return Mortals would strive to accomplish great and good things. Magic would also serve as an instrument to allow the Mortals to defend themselves from common threats that might appear.

The Darkness knew that mortals could not be reached through the vale, but the Eidolons could be. During this Age of Mortals the newly created mediators also could not ignore the logic of the Darkness. They were created as instruments of balance, of neutrality, and the mortals only knew of reward. The Darkness convinced the spirits that in order to create true balance, they would need to also teach mortals about punishment and sacrifice. The Eidolons agreed, balance was not evident in their design. They then decided that to keep their roles in the world neutral, they must divide between those that would keep their traditional bonds of rewarding and those that would teach by punishing. Thus a line was drawn and the Primal Eidolons would serve, while the Eldritch Eidolons would threaten treachery at every turn. Mortals began to follow in the footsteps of the Nephilim, and their forms began to reflect this change, thus were born; Humans, Orcs, Centaurs and many new mortals.

The mortals were not the only ones that changed, it also began to change the very vale itself, worlds began to manifest where only the vale once existed.

## The AGE of INSIGHT

Then something unexpected happened, and the universe stopped briefly as if holding its breath. Whether through accident or design the denizens of the astral realm made contact

with the mortals. It is said that at that very moment the Astral Plane was torn asunder and two smaller realms began to form; the Netherworld and Pandemonium. Thus came in to existence wizardry and sorcery and with it much trepidation, for now mortals could wield untold power directly. But in the mortal realm, time governs all, and the new found power would not escape its grip either. Mortals could gain the power on their own, without tithing to the Eidolons for it, but in time and with practice; and in the end of the Age of Insight spells would become just another tool.



When the war between the Angels ended the world of Mortals was left twisted and in ruin. Centuries passed and the



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lands began to heal and the dark ages of chaos came to an end, order began to form and civilizations grew. With civilization came the sins of mortals, and war between brother and sister. To some the Light became the symbol of Justice, and with it came War.

Good and evil became relative in the mortal world and mortal emissaries were desperately needed to win back the influence of the Light. The Light began to tamper with the mortal realm, the Eidolons having lost their grip, but the Darkness objected. How could the Light show its righteous path without the Darkness to contrast it? The Light agreed. As much light that would pierce the vale, that much darkness could seep its way through as well.

Vassals that would come forth could spread the word of the Light, reveal its power and the true path and guidance would be passed down, and with it misguidance would follow.

## The AGE of KINGS

Wrought by the wars of its many different races and cultures, the world of Ara, bent by magic, molded by mysticism and chiseled with might, is home. In the lands of Aerymohr, the power would rise and fall as the tide, it was a thriving continent filled with life and death. Those that rose to power would eventually fall through the ages from corruption, lack of control or to some other equally cataclysmic event brought on by the flaws of a short life.

Recently the southern most part of the continent of Aerymohr was home to a battle for supremacy which waged over decades. An upstart race emerged victorious over the long standing civilizations. Lead by their Emperor, the Dreadlanders began to enslave the entire southern hemisphere. Then the Emperor turned his Generals, the Dreadlords, north to the more remote and wild reaches of the continent.

To the north human barbarian tribes joined and had come down from the Frostpeak Mountains to farm and begin a civilization in the grasslands. Newly organized, they faced a huge war between themselves and the Black Tusk Horde, consisting of forty united clans of Orcs from the Icecrest moun-

tains. The Barbarians of the surrounding area were hired as mercenaries, and an ally force from the neighboring desert kingdom of Azrahda came to the call carried by the gypsies to unite for humanity. The battles crossed through the realm of the Dwarves and to the edges of the Elven borders, but neither paid any heed to them. They owed nothing to the primitive and chaotic Humans.

Seven of the chieftains of the grasslanders were slain in battle, one by one they fell to the mighty horde. Only one survived to see the Horde defeated, the eighth chieftain Keldorn. This man was thus unchallenged in leadership and proclaimed the grasslands his daughter, his kingdom, the kingdom of Keldorna. It would be his to protect and to rule. A vast city sprung up in the center of the Keldornan Grasslands, towns and villages began to take root under the banner of the red eagle and they quickly became a power to contend with. The seven points of the eagle's body represent the seven chieftains that died united, and now watch from above. The King ruled peacefully with the surrounding area and in his passing he passed on this legacy to his lineage.

Now, eight generations later, a new threat has arisen.

## The AGE of AN EMPIRE

In the grasslands of Keldorn word did not reach of this impending doom until it was already set upon them, the black banner of the Dreadlanders threatened their borders from the south. Making the arduous journey through the Wastelands, the Dreadlanders sought to easily overwhelm the weaker northern nation, but the journey was too perilous and their army became too thin to conquer.

The Dreadlord held his ground at the ancient abandoned ruins of Zhira and aptly named it the City of Shadows. The city turned on them, and they fled to the Keldornan borders. There they waited, coiling like a snake, preparing to strike. Holding their troops at the threshold of the grasslands, they erected a great black wall with three towers.



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The Azrahdii, the desert neighbours of the Keldorns, sent armies to harass the Dreadlanders and prevent if not prolong their rest.

It had become too expensive for Keldorn to hold a standing army against the waiting invaders. So the King relinquished his hold on the war draft, allowing his people to heal the land, their families to grow, to rebuild the treasury and regain their trust. He did announce one thing however, that anyone to cause the Dreadlord great ilk would be amply rewarded by the King himself.

It is only a matter of time before the Dreadlanders move forward, and the King's heart weighs heavy, for he knows it is a fool's errand to stand against them...



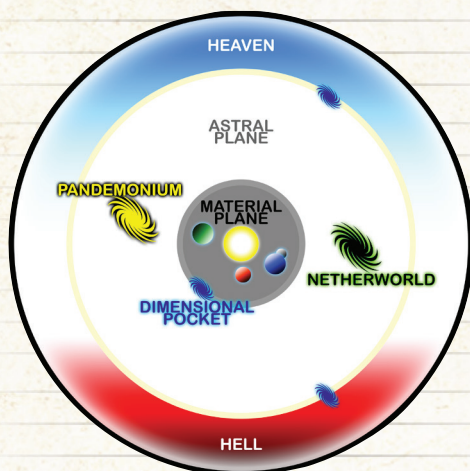


## COSMOLOGY

### The MATERIAL PLANE

Living mortal creatures can be found here, they are born and die within its confines. Many other creatures can traverse here from their native planes or vice versa, but often this task is taxing or dangerous. Creatures, Eidolons, Animals, Monsters, Beasts and Plants reside here.

Ara is the World in which Dungeon Crawler begins. Keldorna is located on the northern portion of the continent of Aerymohr.



### The ASTRAL PLANE

This is the endless veil between the Material Plane and all other planes of existence. Here magic has gathered from the desires of mortals in pools to be collected by those that seek arcane power. It appears as an endless rolling white cloud, with occasionally scattered objects, structures, pools of energy and even living beings. Its residents are called the Powers or the Quintessence.

Familiars, Gremlins, Devils, Gargoyles, Succubi and Genies are a few of the beings you might find from here. They can also be found under the command of a powerful spell caster. The most powerful of these beings, the Asmodai, can be bargained with at great peril. Although a single object, person or place can be found when willed, there is nothing binding

within the astral plane; no roads or paths, no sense of time passing, no sense of touch or sound, it is like a void in which only white cloud drifts until something is pulled towards you or you towards it. Traversing the Astral Plane is more an act of will than physical restriction or limitation. For instance, if someone were to believe there was a city within the Astral Plane, they could will themselves there, but for each person the experience would be different and the scenery would constantly shift.





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You are alone in the Astral Plane, or at best, you can link with one other person that is not a denizen. If a group were to try and meet or traverse together, they may never find one another at the same time. One consistent structure within the Astral Plane is the Traveler's Inn, everyone seems to find this place if given enough time, even if their experiences there are different. You can maintain an Astral Anchor, so you don't spend too long, or get disorientated in the Astral Plane.

The Astral Plane also acts as a gateway to Pandemonium and the Netherworld.

## DIMENSIONAL POCKETS

These tiny spaces are not truly planes, but just pockets of astral space that exists between it and the other planes. Faeries live here calling them Faerie Groves, while a Wizard may create their own space to use as a Stasis spell, or a Sorcerer may use it for a Dementia spell to create a large castle or keep upon a floating rock mass within an endless expanse.

## The ELEMENTAL PLANE (PANDEMONIUM)

Wonderous forces of living energy and matter occupy this twisting mass of chaos. Floating masses of earth, water and flames shift between the Air around them. Storms, blizzards, tornadoes, volcanic eruptions, tidal waves, sandstorms and fire rage whenever these elements collide in their endless swirling paths.

The Elementals are native to this realm, and although they do not war with one another, they are territorial. This flux appears as both the beginning of the world and its end, its swirling mass collapsing ever towards a central apex like a coil.

Many seemingly strange lifeforms have evolved amongst the Elementals to etch their lives in to the elements; fire guarded towers with molten motes, icy castles with bridges of snow, ancient stone ruins and castles atop clouds belong to these denizens and dot the lands. Nothing seems to settle for long in Pandemonium, but many ancient factions from the past can be found scattered like leaves to the wind. The denizens are often hostile towards the other elements due to their strengths, weaknesses and obvious differences, but can be un-

predictable towards mortals.



The realms of Pandemonium are ever changing, the most common regions are often ruled by Giants or the Elemental-kin; Salamanders, Sylphs, Undines & Gnomes.

It is said that there were towers built in the material plane that act as portents to Pandemonium. Their tops are covered in stormy clouds and it reaches in to the sky.

There are portents scattered throughout Pandemonium which can be used to travel to other planes, the easiest of which to find leads to the Netherworld.

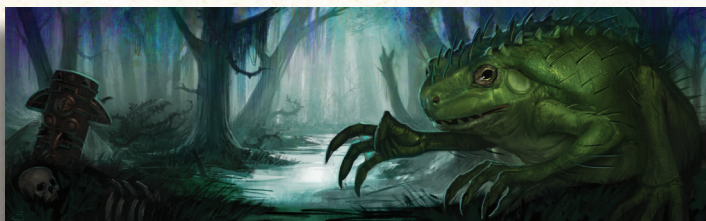


# CAMPAIGN SETTING

## NETHERWORLD (Limbo, Gehenna, Twilight)

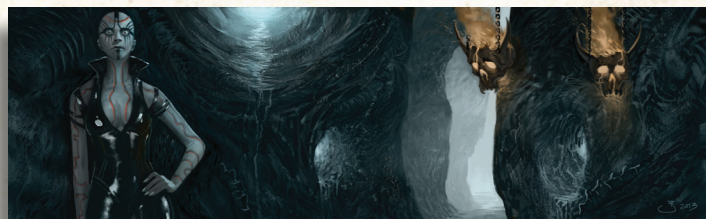
Within the Netherworld there are three distinct regions intertwined. The wilds of Limbo, the horrific citadels like that of Gehenna and the cancerous spectral Twilight Realms. Spread throughout this realm are powerful mirror crystals used to traverse these lands; these crystals are not often used as it comes with the risk of attracting or creating a fragmented warped version of the traveler.

Limbo is a place of the bizarre; tiny swarms consume the large, the large devour the small, in an endless cycle of seemingly illogical pseudo-natural behaviour. Some creatures found in Limbo can be excellent companions or controlled for a time, others are simply too strange to comprehend. Long ago the Outsiders, Limbo's inhabitants, could be summoned with totems by desperate mortal tribes to solve their worldly problems, many remote areas still call upon these ancient beings. Limbo consists of the wilds of the Netherworld including its seas and its underworld. Mortals that come to this plane are captured and enslaved or turned in to Outsiders themselves. Occasionally shrines and totems can still be found across its wilds, recipricols of their material plane counterparts. Limbo surrounds Gehenna's civilizations and the seemingly ordinary Twilight Realms. The realm of Limbo behaves like a chemically induced hallucination, its grasp on reality twisted and non-sensical.



Gehenna consists of organic like metal or stone citadels or fortresses, often they float through the sky, have bottomless moats or highly aggressive defenses for their seemingly impassable walls. The greatest of these citadels is called Hades. The custodians of these great monstrosities are called the Neth. The Neth wish to rule the Material Plane and to enslave all of its kind. They build the citadels like great flying war machines of flesh, bone, web and the like to invade the

material world or wage war with one another, the more slaves they have the more power they have, and the slaves they have never leave their hold without a price.



As the sun rises and falls, the Twilight Realm changes from something that mirrors the Material plane, to that of despair. Mortals that have found themselves in the Netherworld often gravitate towards the familiar, in the Netherworld that often leads them directly to Twilight Realms. Sanctuaries here are few and far between, for when night falls everything changes from creepy to dire. The inhabitants of the Twilight Realms are known as Spirits and Undead, the most powerful of which are Shades that hunt the living to swell their numbers.



To escape the Netherworld is much more difficult than to escape Pandemonium, the most common is to gain transport across the River Styx. Civilization awaits travelers in the form of a Bazaar which rests next to this macabre river of corpses. The residents are actual fragments of mortals left behind, at its center rests a large domed mirror crystal cluster.





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## HELL

Never has such a small simple word filled mortals with such fear and conflict. Teeming with those that have been taken or gone willingly after their mortal coils are shed and the ancient souls born within its infernal pits, the residences of Hell consist of burning souls, the Infernal, Demons and Fallen Angels. In constant turmoil it is said to be the most terrible of all places in existence as nothing here can die.

At its deepest level, filled with lakes of acid and darkness, resides Mephistopheles. This black oily sightless creature spreads death amongst those souls that have plummeted to his recesses to burn in agony as their spiritual bodies constantly try to reform. Should they escape the pools and its heartless guardians they may then begin to reform once again and start their long journey out of the pits.

Surrounding the pools are pourous cliff walls leading up fissures and chasms. Sharp crags of barren stone await those able to make the climb, and here Beelzebub also waits with his flying minions, always in the corner of their vision, whispering madness in their ears, brushing or crawling across their skin from the shadows before striking with toxic stings until their victims fall back to the dark caustic depths below.

At the top are the fiery peaks, broken fortresses and caves, here the warrior demons, led by Abaddon, wage their endless war with the Fallen and hurdle souls back to their bleak doom with hammers, blades and pitchforks. Pyres of bodies lie throughout the rocky center where searing magma is heated and poured down along the fissures to keep too many souls from making their escape.

Beyond the caves and peaks are the barren wastes, this endless stretch of dust is only dotted with dry thorn bushes and broken bones. Here the demons of famine feed on those souls able to make it this far. Azazel rules here, feeding on reforming flesh and bones turning them to dust. The dust slowly tried to gather back to bones along the wastelands floor, but the demons roaming there devour and break them, while some simply drain them of essence turning them back to ash. This last fringe of hell is spotted with cylindrical iron gates

which appear like open topped cages. None can pass without the aid of someone from beyond hell - whom must call their name as they touch the gates.



## The HEAVENS

Filled with only those granted access after their mortal coils are shed and the ancient souls born within its gates, the residences of Heaven consist of pure souls and Angels. It is said to be the most beautiful of all places in existence. Many have stood at its threshold, but none have returned from beyond its gates.



## PANTHEON/ALIGNMENTS

The universe serves many theories on its existence, in Dungeon Crawler there is one; it is filled with mystery and will unfold through adventuring. In Dungeon Crawler there are the forces of Light, the forces of Darkness and all that is inbetween. Some beings are twisted and evil, others are given choice and others are locked in to their unwavering roles in the universe. As an adventurer, you will be able to choose your own path, as a good, evil, neutral or chaotic character. The Pantheon will give you an idea of how the universe is viewed by the general populace of the Dungeon Crawler world.

### The LIGHT

Simply known as the Light, this essence has existed before time. It created its first children called the Angels. It then created the Darkness to give them purpose. Lastly it created Mortals whom would have choice, some argue, it was the greatest gift of all. At first the Light left the Mortals to their own whims, but found they were easily corrupted and became aimlessly lost. It then decided to intercede directly, to which the Darkness protested that it too should have that right.

Its appearance would vary from flock to flock, to best deliver its word, and as a result it was given many names to its many faces, but it was always recognized as the Light. It stood for the purest forms of justice and good; not ridged interpretations, but how it was meant to be in spirit. Many took its word as literal or twisted it to serve their own purpose, no doubt with whispers from the darkness in their ear. But, alas, the Light still makes its way to the Material worlds trying its best to guide its flock as best as it can, appointing grace to its emissaries that are deemed worthy and wise.

### The DARKNESS

Created to contrast the Light, the Darkness can take any form just as the Light can. Its sole purpose is to bring about the fall of the Light by turning those with free will against it. Only by doing so can it hope to overthrow the kingdom of Heaven.

The greatest feat, and subsequently set back, was to turn the chief of Angels and his followers against the Light by using jealousy. When the Rebel Angels were cast out and blinded from the Light they arrived in Hell to challenge the throne of the Prince of Darkness himself. Another great battle waged, the battle for Hell. The Fallen do not have the numbers and without the strength of the Light they are unable to keep the Demons beneath their heel for long; and thus the battle for Hell never truly ceases with a clear victor.

Where the Fallen Angels wish to exact their revenge on the Mortals by tormenting them and yet still seek to wage war on the Demons. The Demons wish to corrupt, coerce or cow the Mortals in to joining the ranks of their vast legions. Their very different goals lead to many conflicts and even occasional confusion as to whom is on who's side.

### EIDOLONS

The care givers of Mortal beings, they tended the earth and brought life to the worlds for Mortals to reside in. Known as the spirits of the land, sky and sea, they were created to tend to the plants and animals of the world, and grant those that show them respect a gift to lead their people in to prosperity. These gifts were often received with much graciousness, although they could occasionally be abused.

Eventually the Darkness figured out a way to corrupt them, they were created to teach, but there were many ways to teach. An animal might bite a young one to keep it from entering a dangerous area. These Eidolons only rewarded good behaviour. The Darkness showed the Eidolons that this was not the only way to educate Mortals to carry out their dictum.

As educators a line was drawn between the Eidolons; the Primal spirits that would passively reward signs of wisdom and strength of character as dictated by their design and the Eldritch spirits that would reward those that sought them out or had proven themselves worthy with ruggedness and moxy.



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Primal Eidolons, the Sidhe, are benevolent although elusive. They will reveal themselves to those that are worthy, and watch from afar, granting gifts to those that deserve them as they have since the beginning. They take the forms of animals or hybrids, a strange lime glow can often be seen in their eyes and in their forms. Those mortal followers that transcend from being Medicine Men become an eidolon hybrid called the Manitou, the guardians of nature.

Eldritch Eidolons, the Slauch, are wickedly cruel and malicious. Those that seek their power risk everything, but for unknown reasons, many succeed. They take the forms of animals or hybrids, a strange purple glow can often be seen in their eyes and in their forms. Those followers that transcend from Shamans become a Wendigo, a twisted force of nature.

## DEMI-GODS

Although many other creatures can bestow gifts or abilities to Mortals, they are not omnipotent beings and can give varying results. An Elemental or Netherworlder can instill brands, pass on weapons, armour or items of great magnitude, but not the ability to invoke callings. Many ancient tribes have Totems with which they can worship to call upon some of these planar beings, such as Outsiders (known as lesser gods) or Elementals to do their bidding in exchange of sacrifices or rituals. Often, those that call upon these beings, like the Cthuhlu, mistake their intentions or willingness to cooperate for acceptance, servitude or something else.

## ALIGNMENTS

Good, Evil, Chaotic & Neutral are the four alignments found in the DC universe. Think of this alignment system as a slider which begins at Neutral and at opposite ends are Good and Evil. If you erratically move up and down the slider too much, you become Chaotic.

All characters begin as neutral and can either work their way to the other alignments or make an effort to remain unnoticed as a neutral party. They care for those they know; their family, their friends, but the affairs of those they do not know is none of their concern. Neutral is the type to rescue the dam-

sel and claim the posted reward, regardless of the true cost to the people posting the reward. Money, trade or self-preservation is often the strongest incentive. Some characters prefer to go unnoticed in their deeds as it is in their best interests like that of thieves, however, some gain notoriety and wind up with a good or bad reputation regardless.

Doing good deeds and having the word spread can result in being met with hospitality from locals, hostility from evil characters, pestering from the needy or constant requests from the law. You are the kind to rescue the damsel but ask for no reward in return. The more goodwill given the stronger the good aura becomes.

Acting selfishly or suspiciously results in an evil aura. Perhaps returning to town without your hirelings was necessary, but after a few times the locals may begin to wonder why the bodies are never returned for resurrection when you can afford luxury items at the magic shop. The locals cower before you and distrust you, you are set upon by wouldbe heroes or posturing opposition, and treachery lurks at every corner. You are likely the one that kidnapped the damsel, slayed some hapless goblins (your previous partners) and then gain the reward for both returning the damsel and the bounty on the goblins.

Outstanding deeds mixed with suspicious actions can result in a chaotic aura. When your actions are so erratic that the locals can not trust you to keep your word and do not know if you will crush them or embrace them, they too can get unpredictable. The law will keep an eye on you, allies may not trust you, but you may find fanatics that would flock to your cause. You might be the one to slay everyone involved with kidnapping the damsel, then return her, refuse the reward and instead demand her unwilling hand in marriage as the prize.



# CAMPAIGN SETTING

## Ara



“When kingdoms or empires rise on the horizon, lines are drawn and you best pray they don’t cross the things that you will die to protect.” - Maurtius Keldorn

### RECENT HISTORY

Nearly a century has passed since the Black Tusk invasion ended and the eight grassland tribes united in defense against the tyrant horde. One by one the virtuous chieftains met their fate on the battle grounds, all except for one, Kreadore Keldorn. With only one chieftain remaining, many of the grassland tribes became lost without their leaders and civil brawls broke out for the right of ascension.

The valiant chieftain Kreadore’s reputation rose above the turmoil of the tribes, and the challenge for leadership ended. Kreadore made a declaration to the grasslands people that the lands would be his daughter and those within were under his protection. The people united under one flag, the flag of Keldorna. This brilliant white flag bares a seven point crim-

son eagle as a monument of the seven heroic chieftains that gave their lives for the people. Pleased with the new King the people were quick to take his lead and slept peacefully knowing they were protected...

But today, the kingdom is ruled by Kreadore’s descendants and a new terror threatens the land. It is now the strength of King Martius Keldorn that the people turn to. He must now face the challenges that lie ahead as their southern border is terrorized by a mysterious army making their way across the wastelands from their battle at the Ruins of Zhira. How long will they lie in wait at Keldorna’s border? Only time will tell, but when the time comes their King must be ready.

Knowing only the tales of savage deeds and conquests these warriors have dedicated in servitude to the Empire, King Maurtius declared whoever shall successfully afflict calamities for the Empire’s Generals will be greatly rewarded...



# Keldorna





FORTNIGHT



DUNGEON CRAWLER™



# CAMPAIGN SETTING

Our focus will be around the Kingdom of Keldorna, predominantly controlled by humans and their allies. Key locations have been summarized below.

## REGION:

### KELDORNAN GRASSLANDS

#### ACK BLOHDA (Kobold, Dens)

Along the flat plains you see what appears to be an enormous sinkhole lined with cave entrances which spiral downwards along a narrow path. Ack Blohda is like all other Kobold Dens, basically a strip mine of shanties. Cloth drapes over the tunnels that form at the lower depths, hiding junk which then conceals traps. Tunnels dive deeply in to the Underworld below and roads cross over to Zi Mooba.

#### HURK ABLA (Kobold, Dens)

Long ago humans tried to chase out the ground dwelling Kobolds, to their folly. The human armies plummeted from the narrow paths, were skewered, boiled and crushed amongst the endless traps until none remained. Hurk Abba was that warzone. The upper tunnels were rebuilt, the trophies were hung and displayed and new dens were made. Hurk Abba remains the oldest of the three dens.

#### MEKOS BLHIN (Kobold, Dens)

This Kobold Den, far separated from the others, is a bit of an anomaly. Long ago a Kobold war resulted in the separation of several tribes. Since then, the Kobolds have rejoined their brethren homelands. It is said that there are actually underground passages that lead all the way back to Zi Mooba.

#### ZI MOOBA (Kobold, Dens)

Known as the “central den” Zi Mooba boasts a larger military presence. Well, as much of a military presence as Kobolds can expect to carry out. It’s more a den of thieves and assassins.

#### SHADOW HOLD (Empire, Stronghold)

Once a stronghold of Keldorn, simply called the Southern Hold, it stood as the launch point to the Wastelands, Shadow Hold fell to the traitor Kalador. Lord Kalador felt that rule

under the Empire was wise, but his men immediately turned against him once they realized what he meant to do. They lost the hold and surrounding village in a great battle, and chased him back to his Keep (see Shadow Keep). The Dreadland Empire now holds Shadow Hold, patched together from the ruins. Although the Empire’s hold is precarious, the King does not wish to expend lives to reclaim rubble, as its capture is more symbolic than strategic.



## KINGDOM:

### KELDORNA (Keldornans)



#### BLUEWATER (Keldornan, Town)

This pristine town nestled on the shore of the Great Blue Lake boasts the largest town population and is the shining example of what good trade can do for a community. With a port that goes right out to the ocean, too shallow for large ships in places, but they can reach ports for the bigger ships, and a wide river that passes from Kreigan’s Pass, by the Capital of Keldorn, an access road to Reed and Giant’s Throne,





# CAMPAIGN SETTING

it is the hub of the grasslands. Bluewater resides very close to the Mystic Tower and Trollridge Haven. They sometimes have difficulty with the Vodyanoi of Bulgola or the Trolls, but they are often prepared for such circumstances. Occasionally even the elves find themselves in Bluewater to do trade. Rangers report troubles from the east and an odd navy protects the nearby waters.

**Notable Character:** Arch-Wizard Randal Jarvis. Randal is a good human wizard, fond of children and good ol' gent. Randal is a Duke of the town of Bluewater and carries the rank of Arch-Wizard in the Keldornan Wizard Guild.

## BROKEN STONE (Keldornan, Village)

Much like the anomaly of Giant's Throne, a huge split boulder lies amongst a seemingly flat field. The boulder stands several stories high. Nearby is the strangest village of three structures; a tower, an inn and a smithy. Some farms have cropped up nearby, but these three structures have been there since Keldorn was young. It is rumoured that in times of danger the three former adventurers enter their respective structures and the buildings vanish from this plane. Untouchable and invisible until the danger has passed.

**Characters(s) of Note;** Portal the human wizard, Durnin Stonefoot the dwarven blacksmith and Kaylaz Emberbrand the elven bard of the Frozen Arrow Inn and Tavern.

## CATACOMBS (Keldornan, Gravesite)

After the great battle against the Blacktusk Horde, there were countless dead. Instead of creating mass graves, like what had been done with the defeated horde, the victors set to the task of burying their dead. Here lies the Catacombs of Keldorn amongst the fields. An honourguard stands watch here against grave robbers. A temple also stands here for those noble enough in service to have family make the few day journey to put them in their final resting place.

## EASTERN GUARD (Keldornan, Outpost)

The Eastern Guard is a wooden fort along a very busy road and serves to protect travelers and nearby inns from drunken brawls. Although very active, the Eastern Guard does not see

much real action other than policing the general populace. The Eastern Guard is also responsible for a large stone bridge to cross over to the southern side to make the long journey to Bluewater, while it resides on the north side with the city of Keldorn.

## FROSTDAL (Keldornan, Town)

This is a military training ground and guardian of the north. Often Trolls from the Deep Marsh, marauders from the tundra, or other even stranger things, make their way in to the northern lands. Frostdale is the smallest of the Keldornan towns, most of its population swelled by the military or to accommodate the military. Life in Frostdale can be hard and feel remote. You may notice that some of the flags have the pointed eagle icon of Keldorn, while others have a flourished eagle. Both are accurate, but the flourished eagle is newer. When the city of Keldorn redesigned their crest, the towns and villages were permitted to update their crests as well, Frostdale stayed with the old banner to honour their origins.



## GIANT'S THRONE (Keldornan, Village)

Giant's Throne is a spectacle to behold. The huge slabs of stone stand piled beside a river in such a way as to appear as an enormous throne towering well beyond the height of many castles. No one can explain its appearance amongst the plains it rests upon. Before long a village appeared at its feet. A forty story tall tower and bridge were erected alongside one





# CAMPAIGN SETTING

of the “arms” of the great throne so that people could get on top. Special guests can be escorted to the top, but the tower is off limits to the general public (to prevent unwanted gruesome suicides or murders). Giant’s Throne is a hub for travelers, merchants and a stage for entertainers. Exotic merchandise from the south was easily found here when trade hadn’t been stopped by the Black Wall, though the local Watch keeps the mischievousness down to a minimum.

**Notable Character:** Colonel Druzit Stonehammer. Druzit is a gold dwarf Baron of the village of Giant’s Throne. Druzit also ranks as a Colonel in the Keldornan Military, which he prefers over this Baron title.

## KELDORN CITY (Keldornan, Capital)

King Martius Keldorn currently rules the largest population settled under Keldorn’s banner after the war with the Blacktusk Horde. The newly appointed King of the people led them to victory and to prosperity under that banner. From there the Kingdom advanced and spread, creating an alliance with the High Elves of Faerahn and both the Ice Dwarves of Mythorr and the Gold Dwarves of Stonehold in Minus Dimore. Trade became more frequent with the south due to their more stabilized economy (converting from several barbaric plains tribes to a single nation). When the southern trade route was blocked by the Black Wall, several bands of Gypsies were displaced, unable to go home without a long brutal journey through the Azrahdi desert. Keldorn made them a tent city home, just outside their own city, a sort of refuge for those that did not want to travel the long journey. The Gypsy settlement has now become a bustling merchant trading ground, which keeps the city from getting clogged up with traffic. Farming and trade are Keldorn Cities main staples, their supply line running from Kriegan’s Pass down to Bluewater, and not long ago south through Wastelands or west to Azrahda. Several bridges cross the Icecrest River for the townfolk to cross from the south, but most are watched over by gatehouses and guards should invasion from the south occur.



**Notable Character:** King Martius Keldorn. A reasonable and just king after a long lineage of rulers.

## KRIEGAN’S PASS (Keldornan, Town)

Founded by a great warrior of olden days with only the single name known as Kriegan, he forged a treaty with the Gold Dwarves to open trades. The finest smiths in the land can be found here whether they are human, dwarven or the Iron Giant on the edge of town. The refined metals that come from Stonedoor make their way here to be forged in to weapons and armour of the best quality. Kriegan’s Pass is also home to some of Keldorn’s best soldiers, as they lead skirmishes against the Horde and Ogres of the mountains on a regular basis to protect the trade routes with the dwarves.





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## NORTHERN GUARD (Keldornan, Outpost)

This wooden fort has the quietest and least well serviced road a few yards beyond its walls, up to that point it is very well kept all the way south to the Capital. The north road used to be traveled by Gypsies and occasionally Azrahdii traders. Since the invasion the Azrahdii have not stopped trading, but the Gypsies have, and they accounted for the majority of the travelers which were still fairly sparse. The Northern Guard is where retiring soldiers go to finish out their terms, where problem soldiers that are not wanted dead are sent to stay out of trouble. It is thought by locals to be the dullest place in existence.

## REED (Keldornan, Village)

This large village is a very rough and tumble place as they are open for trade with everyone, including: Kobolds, Goblins, Vodyanoi, Troglydites, Minotaurs, Harpies, Orcs and Giants. Groups are let in to the market in small numbers, and kept under the watchful eye of the mercenary like humans and dwarves tasked with keeping the peace. Bluewater often provides a strong arm to the village of Reed should trouble escalate. With such difficult tasks set out it is very difficult to keep out corruption, and only the bravest of the brave dare to do trade in Reed. With so many on the outskirts lying in wait travelers often need protection against would-be raiders or bandits.

## SHADOW KEEP (Keldornan, Stronghold)

Shadow Keep was a stronghold for Keldorn called Kalador's Keep, helping to protect its southern border from invasion and even taking in many of its refugees from the South whom were evading the Empire. Kalador's Keep fell when the Dreadland Empire convinced Lord Kalador to turn coat against Keldorn and had him unlock The Southern Hold, now called Shadow Hold, from the inside. The Southern Hold's Command, as it was called, stood fast against Kalador's greedy offers to switch sides and instead they gave orders to resist the occupation from the invading Dreadlanders and traitors. The village and hold were destroyed in the ensuing battle and the survivors were taken in to slavery by the Empire; much to the disdain of many of Kalador's troops whom



turned against their Lord and fought back. Kalador's own troops now separated from Kalador chased him and his loyal few back to the Keep. The Keep, too well fortified, held fast against the unusual siege. An offer came to aid in regaining the Keep from the refugees of the South, one of their leaders was Sorceress Elisha. They offered to take back the Keep, if they could be given a place to live and given at least a low caste nobility title for their efforts which they had lost in their retreat. They pledged their allegiances to the King and he granted them their desire. The refugees turned in to an assault force and took the Keep, Kalador was hung from the walls. The Keep was renamed by its new occupants and has been loyal to this day. However, they say the lands are haunted and the Keep holds many secret horrors, but those could all just be scandals.

**Notable Character:** Baroness Elisha. Elisha is a Baroness of the village of Shadow Keep. Elisha also ranks as a Diplomat to Lokravie and Head Sorceress of Shadow Keep. Although she is low ranked as a Baroness, she holds much respect from the locals and King, while inspiring fear from travelers and her enemies.

## SOUTHERN GUARD (Keldornan, Outpost)

The wooden fort of the Southern Guard leads straight to the Shadow Keep. It is the most direct route south from the Capital and although traveled frequently by military, it is not often traveled by anything smaller than a large caravan as it passes by Mekos Blhin, a huge Kobold Den, and there is just simply not much else along the way. The Southern Guard is well south of the river and was only meant as an early warning system for the city.

## STONEDOOR (Keldornan, Village)

Stonedoor is a refining village located on the steps of the great Icecrest Mountains. This village provides refined metals which are then exported to Kriegan's Pass where Keldorn's weapons and armour are forged by the finest craftsman. Stonedoor is home to many Gold Dwarves and Keldornans and handles protecting the trade route with Stonehold.





# CAMPAIGN SETTING

**Notable Character:** Prelate Bredlebane Rubytrove. As a dwarven Baron of the village of Stonedoor Bredlebane lives a dangerous life tucked between the humans and the gold dwarves of his homeland. He also holds rank as a Prelate in the clerical Order of Justice.

## TEARS (Keldornan, Village)

This small village supplies the military held Gatehouse which guards the pass between the Icecrest Mountains and the Frostpeak Mountains from Ogres. This modest village is kept alive by farming and mining. Barbarians from the Frostpeaks also visit and trade furs with the people of Tears, when they are able.

## THREEPASTURES (Keldornan, Village)

This is a ranching village, the best horses are bred here for the knights and soldiers of Keldorn. The massive Gryphon Lake got its name from settlers taking note of passing Gryphons, and although their range is in the mountains, they do something hunt in this region and raid the ranches for horse meat. Threepastures used to rely on Kalador's Keep for additional protection, but since it's conversion to Shadow Keep, they solely rely on Kriegan's Pass for military support when needed.

## WESTERN GUARD (Keldornan, Outpost)

The Western Guard is a formidable wooden fort ready to do battle. The guard kept here prepares its men to march out to meet the Horde to the west. The Wind Drake Knights are also often spotted here giving reports of activity to the west, south or north. The Western Guard is on the north side of the river with the city, where the road crosses over to the south side using a stone bridge to head to Kriegan's Pass.

## REGION: DEEP MARSH

### BLACKWATER DHURG (Troll, Dens)

Huts of mud and sticks cluster the swamps of Blackwater Dhurg. It's an awesome place to be for anyone other than a troll, and trolls abound.

### SHADOWFALL KEEP (Keep Ruins)

This old keep is naught but ruins, long before the Keldornans settled the area, these ruins stood as some ancient reminder not to build on the edge of a swamp. Half submerged, it is believed to house many murky secrets including a town.

### THE LOST CASTLE OF ANDAREN (Castle Ruins)

Difficult to find in the mire of the swamps of the Deep Marsh, the Castle of Andaren once stood tall and proud. This massive structure was once an impressive site, now it is mostly submerged below the dark waters.

### TWISTEDROOT DHURG (Troll, Dens)

Mud and sticks form the huts that house the trolls here. This large den of brutes is little different than its sister dens of Blackwater Dhurg.

## REGION: FOREST OF TEARS

### THE ANCIENT RUINS OF TEIRADORE (Ruins)

Teiradore was one of the first settlements meant to promote trade with Keldorn, but something went horribly wrong, and now it is nothing but a haunted shell. It was a very large town before it fell to the unliving, and now its roads are overgrown and its surrounding woods are filled with whispering shadows that hunt the living.

## KINGDOM:

### KELDORN (Keldornans)

#### THE GATEHOUSE (Keldornan, Fortress)

This military installation is a superior site and well run machine. Designed to withstand attack from hurling boulders, and launch cavalry in to the plains, they are outfitted to guard their borders from siege and invasion. Too far from the mountains to make hurling stones reasonable, far enough away from the forest to prevent cover, their tactical command gains the advantage with speed and a keen watch. The Rangers and scouts of the north keep the forest clear of simple hazards, while warning the Gatehouse of imminent real dan-



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gers. Here the Wind Drake Knights have a steady roost. They must be ever vigilant against the nearby Ogres, Spirits and Trolls. Their closest allies are either the Barbarians or the Stone Elves, otherwise help is too far away should they falter.



## KINGDOM:

### AZRAHDA (Azrahdii)

#### AKRON (Azrahdii, Outpost)

The most northerly point ruled by Azrahdia is Akron. This outpost is isolated and is a real testament to the men that are stationed here, their closest allies are the Keldornans from the Gatehouse, and the road there is crawling with Ogres and other monsters. It can be months for a large enough caravan to collect before they brave the Forest of Tears.

## KINGDOM:

### ERAATH DAENOHR (Stone Elves)

The Stone Elves of Eraath Daenohr rarely leave their home, preferring to study, but on occasion they do wander down to the Gatehouse. The regimental nature of the Gatehouse is actually soothing to their organized minds.

## REGION:

### ICECREST MOUNTAINS

#### DIMARR (Ogre, Village)

The largest community of Ogres has to be in Dimarr. Where the Shihaii houses the largest concentration of soldiering ogres, Dimarr is the biggest and most diverse. It is believed that orcs insisted on being part of the settlement here so

they could keep an eye on the north. They brought all kind of Horde creatures with them, such as goblins, manticores, harpies and even a few granite dragons and with them came stonework buildings. Dimarr then became a real problem for travelers in the Forest of Tears, and even the soldiers at the Gatehouse.

#### KOSHGAR (Ogre, Den)

The large Ogre den of Koshgar is surrounded by a litter of bones and refuse from their exploits. Lazy ogres wander in constant search of food always returning to Koshgar after forging.

#### SHIHAI (Ogre, Stronghold)

The stronghold of Shihai, is a very special structure designed as a peace offering from ancient allies – now long dead. Once the oversized stronghold was built the short sited ogres betrayed their would-be allies to the stew pot. The Ogres don't keep notes on history, but it is implied in stories that they rebelled from wicked masters that meant to cage and use them as shocktroops.

Notable Character: Chief Ulahd. Chief Ulahd is pretty typical for an ogre, the strongest of his kind, he rules with a brutal fist.

#### URGRU (Ogre, Den)

Urgru is the closest thing to a civil looking village that an ogre den gets, with actual huts and not just a series of smelly caves. Uhmgreld, unlike Ulahd, is a cunning ruler and she is a dangerous villain. Urgru is her home, and although she keeps herself occupied in witchcraft, she is not above diverting her attentions to protecting or organizing her clans.

Notable Character: Uhmgreld the Witch. Uhmgreld is a brilliant tactician for an ogre, and she uses her powers and strength to great effect.

#### LYRRANDORR (Sub-terrain Gateway to Underworld)

This is a huge circular cylinder which runs straight down in to the Underworld below. Lyrrandorr has many paths and chambers surrounding this descending shaft and several enor-



# CAMPAIGN SETTING

mous stone bridges crossing from end to end at various elevations, joining a path from Maglorr to Zhul Meeg and many unknown locations. It was believed to have been built by the ancient diamond dwarves, but there is no proof at this time one way or the other. It is common for Minotaurs, Kobolds, Deep Troglodytes and Shadow Elves to ascend Lyrrandorr's paths to raid the surface world.

## MINES OF KHURGAN

(Keldornan, Sub-terrain Mine Ruins)

Long ago the mines were kept by a barbarian lord of Keldornan lineage. The mines eventually ran dry, but the lord refused to give up his search and his riches. His people abandoned him and he eventually passed on, but never left. Skwee came along as saw potential for the place, encountering lord Khurgan's spirit, he hedge the lord out and took the place for himself. Now the spirit of Khurgan haunts the surrounding area, bringing terror far and wide.

Notable characters: Skwee and Khurgan. Khurgan is the ghost of the Keldornan lord that passed away in the mines, while Skwee is the Kobold Shaman that is trying to settle his people in the ruins.

## RUINS OF THE PRINCE OF SANDS (Tombs)

Haunted by the Prince of Sands, the ruins are partially built directly in to the foot of the Icecrest Mountains and scatter in to the sands. Legend tells of an ancient pharaoh that ruled a city far from Azrahda called Khepri, but a curse befell their people. Prince Sebak was not the only one to fall victim, but was the first harbinger of their doom. It is not just the ruins that are haunted, several travelers have vanished from the surrounding area as well.



## KINGDOM:

### GUL'MATOK (Orc Lands)

#### BLOG (Orc, Sub-terrain Village)

A bump on the road to Gorgala, Blog is little more than a resting stop. The community of Blog is paranoid and suspicious as they link directly to the haunted Glaghult and the known keepers of the dead from Klagg.

#### GAZAK (Orc, Sub-terrain Town)

Boar breeding is the main function of Gazak, both for food and for mounts. Several breeds of boar can be found here. The town is divided in to three distinct areas. The orcs keep livestock and riding boars separated by a series of walls and the abattoirs even further removed where they carry out butchery and tanning. There is an enormous mushroom forest which the pigs feast upon and in return nurture. This often draws many predators, but the orcs can handle most dangers.

#### GLAGHULT (Orc, Sub-terrain Village)

This village is believed to be haunted, it was abandoned decades ago and declared off limits. Occasionally the witches of Lohgra visit it saying it is a pilgrimage. It is believed that something from the Prince of Sands tomb infected Glaghult and the witches of Lohgra to its bidding.

#### GORA BOEL (Orc, Sub-terrain Keep)

Other races of the Horde are welcome to settle in Gora Boel. Here Goblins, Trolls, Ogres, Harpies and Manticores settle in at the keep and the surrounding civilian territory. It is filled with braggarts, retirees, gamblers, hoodlums and brutes all looking to make a name for themselves. And with good opportunity, this keep lies on the border to Minus Dimore,

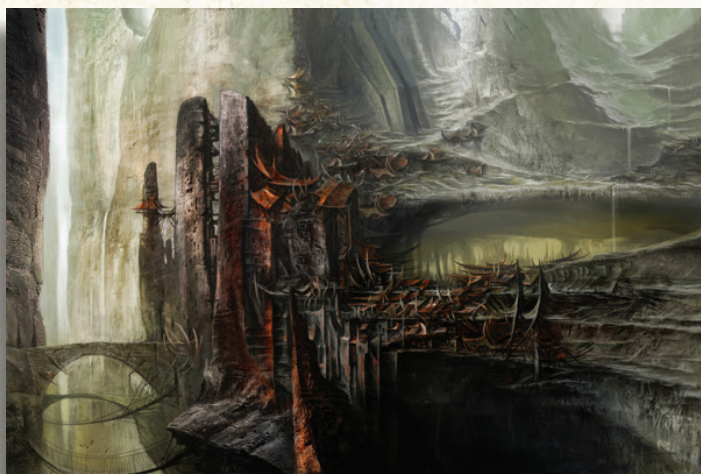


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the Dwarven lands. Both the dwarves and the horde test their mettle in the passages that meet between Gora Boel and Ad-amant.

## GORGALA (Orc, Capital)

Partially on the mountains and partially underground, Gorgala is an impressive site to behold. A palace and temples etched in stone, enormous bone and hide pavilions and all manners of brute walk the laneways. Three fully grown Behemoths are kept here as siege weapons, while other smaller ones are kept as pets or mounts or gladiatorial opponents. Gladiator pits are very common entertainment in Gorgala. Slave trading, spy networks, war training, nothing is taboo.



Notable Character: Ulag Blacktusk, the Hopecrusher. Ulag's mount is non-other-than a Manticore Sorcerer named Barklavak. It is not rare for a Manticore to serve as a mount, but Barklavak is powerful, intelligent and cruel, and with Ulag they are unstoppable.

## GROLAG (Orc, Keep)

The furthest keep to the south of Gul'Matok is Grolag. Grolag boasts a very large contingent of soldiers that battle the Azrahdi threat at each pass. They send out raiding parties in to the deserts and mountains to keep the area under Orcish rule.

## KLAGG (Orc, Sub-terrain Keep)

Pinned between the haunted Glaghult and the neglected

rabble of Zhul Dumas lies the keep of Klagg. Unlike most chaotic and unorganized orcish communities, Klagg is very regimental, strict and ironclad. Half of the champions ruling here are undead, and rules are a must. The living soldiers are the wardens of the undead, while whatever undead come back from war, are dumped here in Klagg. It resembles a giant labyrinth like prison, and sometimes captured victims are dumped in the dungeons to swell their numbers. Klagg has several safety contingencies, including, but not limited to, large release gates which can flood tunnels or the mountainsides with undead. Every twenty years or so Klagg is overburdened, an army is formed in to an attack force and is then brought out to ravage the lands.

## KLEETOG (Orc, Keep)

This partially submerged in stone keep guards a peaceful valley. Mile after mile of lush green vegetation grows here and is slowly being sullied by orcish rule. Kleetog guards the local orcish farms and lumber mills. This is a favourite spot for druids to clash with the monsters of industry.

## KRAGMORG (Orc, Sub-terrain Town)

As with all horde communities, strength rules in Kragmorg, and strength comes with practice. A constant supply of manpower streams from Kragmorg as adolescents train and give way in to adulthood. What passes for schools would be found here, as recruiters for labour, infantry, harems, temples and more are everyday occurrences. Kragmorg is a bustling grinder of flesh, and sometimes it's not just orcish or goblin flesh.

## LOHGRA (Orc, Sub-terrain Village)

An anomaly amongst orcs, Lohgra is a town run by females, specifically; witches and sorceresses. It is high society compared to most orcish communities, likely influenced by the hags that reside there. A darkness looms and the schemes are always lying under the surface.

## MAGLORR (Orc, East Stronghold)

Partially submerged and partially surfaced lies Maglorr, the bane of the fields. Maglorr is run by templars, warlocks and worshippers of darkness. They say it is due to the proximity



# CAMPAIGN SETTING

ty of Lyrrandorr (the gateway to the Underworld), that the Stronghold has been tainted. It is not uncommon for dark rituals to be performed in Maglorr.

## TUUMAK (Orc, Sub-terrain Village)

This is called the village of new brides, Tuumak is a birthing and nursery location located deep underground. The path to reach it is well hidden although used daily, and a false more obvious road passes way above it. The population consists of infants up to five years and their mothers. It is a tradition, and the orc wives are treated decently here by the elders that run the place. Nearly half of orcish births take place in Tuumak. Deep icy waters pass on one side, and nearby are geyser vents from the heated core below creating hot springs. It is a paradise amongst orcs.

## ZHUL BARG (Orc, Sub-terrain Keep)

Used as a gateway in to the Wastelands for the Orcs, Zhul Barg has become a place filled with scouts and spies. With the Empire so close now, the Horde uses a network of spies to keep their Master apprised of events even if they have no intention of facing them.

## ZHUL DUMAS (Orc, Sub-terrain Keep)

This Keep is filled with the dregs of Orcish society. Since the Orcs do not fear attack by the dwarves from Irondoor, the Keep falls in to chaos rather quickly. The weak and the sickly often arrive here, so they can be left alone as the aggressive warriors take little interest in being in such a useless location.

## ZHUL MEEG (Orc, Sub-terrain Keep)

Although underground, it is a quick journey from Zhul Meeg to either the Grasslands or the Wastelands. A ragged path journeys all the way to the Black Wall where Orcs trade for slaves. Zhul Meeg has a standing army ready to do battle with anyone foolish enough to face the Horde.

## ZHUL TUUM (Orc, Keep)

Residing partially on the surface of the mountains, this Keep comes out near the foothills of the Icecrest Mountains, very near to the grasslands.



## KINGDOM:

### MINUS DIMORE (Dwarven Lands)

#### GLIMSTAD (Ice Dwarf, Village)

This farming community is located in a hot spring area, and as a result can provide sustenance to its Capital and surrounding communities. It is elevated to only half the height of the other locations. The tunnels that run from Glimstad to Grim Modahn, Mythorr, Thaoedak and even Stonehold are all perfectly carved. Glimstad is a tranquil oasis in a world of ice and stone.

#### GRIM MODAHN (Ice Dwarf, Fortress)

Tasked with guarding the region from Ogre invasion Grim Modahn, it is rumoured that entry from the grasslands is possible through nearly vertical shafts in the mountain base running up to the fortress. Homes are scattered along the mountain walls, usually half embedded in to the mountains, as though they have been absorbed by the stone and snow. The main force of the Wind Drake Knights have been granted a place for their aviary so close to the fortress it is practically part of it, which the Keldornans feel is a great honour.

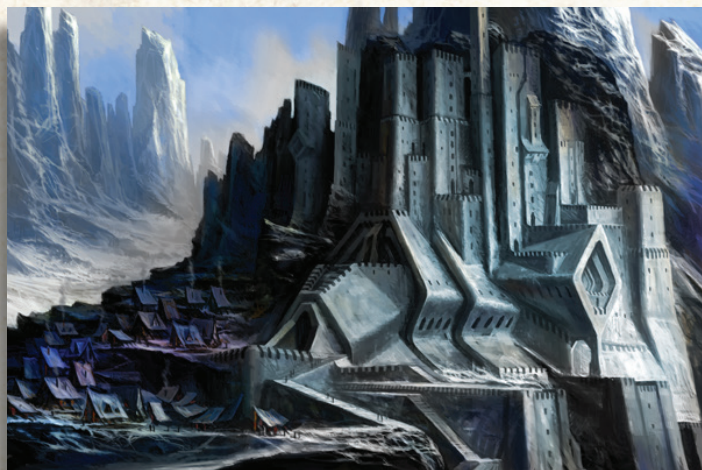
#### MYTHORR (Ice Dwarf, Capital)

The icy peaks of the Icecrest Mountains is home to the Ice Dwarves, a blue shaded militant race of stoic warriors. Their huge cold halls are home to giant owls, which they use as mounts to bring them in to battle. Mythorr is often at odds with the Ogres, but relatively keeps to themselves unlike their more boisterous Gold Dwarf cousins. This ancient city has stood unmolested for centuries, it's difficult to reach, impossible to siege and the dwarves are fierce defenders. Few are even permitted entry to anything but the main halls and common areas. There a very few civilian structures outside of



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the Capital, most are in the mountain walls behind the main face of the castle. Mythorr is touted for its mastery of glass, specifically of stained glass.



**Notable Character:** King Vyrthagg Thurgromm. King Thurgromm is a true Ice Dwarf through and through, distant, militant and strategic. His rule has been keen and decided up to this point, choosing his allies well.

## THAOEDAK (Ice Dwarf, Town)

This town resides on the walls around a green valley like a ring of stone, and because the valley bears such low hanging fruit, the town is well versed in the art of war. If a sizable army comes calling warriors from Grim Modahn will crush it, but that doesn't stop raiders, marauders and wandering troubles from making their way in to Thaoedak's yard. Despite being the lowest altitude Ice Dwarf community, they are still high enough that the air is crisp.

## ADAMANT (Gold Dwarf, Sub-terrain Fortress)

This fortress is the main defense for the Gold Dwarves against Orcish invasion, as Irondoor is much less likely to suffer a direct assault. Adamant is an uphill battle for anyone wanting to take it, and its layered specially reinforced walls making it an impenetrable obstacle to get to the civilian homes beyond. As the name implies, it has never fallen to this day. Much of the Gold Dwarves infantry trains here.

**Notable Character:** General Ghrogo Agronn. The general of

Adamant is ever watchful over the lands, constant battles with the horde has made Ghrogo a champion in battle.

## GAL' CORAHD (Gold Dwarf, Entry to the Dwarflands)

This is literally a colossal arched entryway in to the mountains that the Gold Dwarves articulated, but other than the occasional scout, there is no standing watch here. The closest life is Stonedoor, an open sky village mixed with dwarves and humans alike.

## GEMFORGE (Gold Dwarf, Sub-terrain Town)

This is a mining town filled with gem cutters, artisans and merchants whom flock here for the very finest in jewelry. Most dwarven communities are lit well enough, but they say Gemforge's lights can be seen for miles underground.

## GLIMMERGOLD (Gold Dwarf, Sub-terrain Village)

This rest stop links the Gold Dwarf kingdom together, it also serves as a sort of ranch where the dwarves raise Cave Bears to be used as mounts. Glimmergold is near the surface, but still under the mountains, and the bears are raised and bred here.

## IRONDOOR (Gold Dwarf, Sub-terrain Tower Bridge)

An enormous chasm divides the lands of the Minus Dimore from that of Gul'Matok, and hovering in that chasm is a towering structure with a bridge that swivels. The dwarves use this bridge to control the flow of forces, whether to stop Orcs or send their own troops across to do battle with Zhul Dumas. The tower is suspended by a pillar of stone almost dead center in the chasm, and its watch never ends.

## ROCKFOLD (Gold Dwarf, Sub-terrain Town)

Also a mining town, Rockfold boasts the best masons, best burning coal, purest metals including adamantium. Rockfold refines the metals, but does not forge it. For that it's shipped off to Gemforge, Stonehold or, if it's not adamantium, Kreigan's Pass.



# CAMPAIGN SETTING



## STONEHOLD (Gold Dwarf, Sub-terrain Capital)

Dhortheg Glimmerstone rules the great Underworld city of Stonehold. A large chain of lakes rests beside it, providing a fresh supply of water, the mushroom forests and fields providing sustenance. Stonehold is a bustling city of dwarves, where only a short list of other friendly races have been granted entry; Gnomes and now Humans and Elves. Many Human merchants have taken to the markets of Stonehold, as dwarven craftsmanship is strong and exotic to many. Gnomes generally just visit as comrades. The Elves, however, rarely visit as they dislike the Underworld.

**Notable Character:** King Dhortheg Glimmerstone. Dhortheg is a boisterous lord whom fills his halls with food, ale and brawling. Nothing much bothers Dhortheg except perhaps dullards and stoic elves.

## REGION: SYLVAN FOREST

### MYSTIC TOWER (Wizard Tower)

This tower is not always present, it is believed to be controlled by a powerful spell caster, and it phases in and out from one material plane to another. It always returns to the same location, although sometimes years apart. Some of those that enter its doors have returned to tell strange tales of far off lands or even worlds, but have still never seen the master or mistress of the Mystic Tower.

### TROLLSRIDGE HAVEN (Troll, Dens)

This labyrinth of caves and tunnels twists and turns deep beneath the earth, some say all the way down to the Underworld. Troll dens fill the tunnels and it is rumoured that an ancient dragon lairs deep below guarding the lost sword of Keldorn.

### ZHULDAR'S THORN (Lich's Tower)

Long ago a sorcerer settled in to the region just north of the Grove. It is unknown which came first, the Empire of Faerahn or Zhuldar, or if Zhuldar arrived as a Lich or became one. Either way, the elves avoid the area, preferring not to swell Zuldar's army of the undead. The tower was named the Thorn, an obvious blight on the otherwise natural landscape of fae lands.

## EMPIRE: FAERAHN (Fae Lands)

Across the north the empire of the Faerahn consists of; Cul-lahn Daenohr ruled by the Sea Elves, Ameth Daenohr ruled by the Stone Elves, Eraath Daenohr ruled by the Wood Elves and Faero Daenohr ruled by the Fire Elves, the Faelands ruled by the Fae and Epsilom ruled by the Centaur.



## SOVEREIGNTY:

### THE GROVE (Fae Lands)

#### ETERNAL TREE (Elf, Capital)

Also called the "Elstrathwehl" by the elves, the Eternal Tree is ancient, grown by the fae to serve as home to the council of the fae. Wood, Sea, Stone and Fire elves all reside here. All fae-blooded and fae-traced are welcomed to the Grove and council. It is not uncommon for Imps, Centaurs, Satyrs



# CAMPAIGN SETTING

and Fauns to attend the Grove. Occasionally, human druids and rangers have been welcomed to Elstrathwehl, but usually under careful watch of the wardens. The fairy court rules here, run by their Queen Galandria, a Sylph. It is tradition that a Sylph rule the court although they are not actually fae. The court consists of; Hamadryads, Pucks, Naiads, Pixies, Nixies, Nymphs, Sprites and Will O' Wisps. Bogies, Brownies, Dryads, Haug-Bui, Spriggans, Leprechauns, Nereids and Quicklings are welcomed to visit and observe as part of the community. Dark Elves, Harpies, Lamia, Manticore and Naga although sharing lineage so rarely attend court that it would be a spectacle should they attend.



**Notable Character:** Galandria, Queen of the Fae. This sylph journeys back and forth from Ara to Pandemonium to the Fae Groves when called upon. She watches over her mischievous people with a grain of salt, often doling out strange punishments for their bizarre behaviour.

## KINGDOM:

### BAELA DAENOHHR (High Elf Lands)

The kingdom of Baela Daenohr belongs to the High Elves and other forest creatures loyal to the Court of the Fae.

#### LEAFARROW (Elf, Outpost)

This is a peaceful outpost and usually where humans and even dwarves are welcome to do trade or discuss matters of politics. There is not much more than a dirt path that leads to

Leafarrow as few other than diplomats or merchants bother to make the journey, and even then merchants prefer to do so through Talloak. As with all Wood Elf structures, the buildings are found suspended in the trees, magic used to make them bigger on the inside than the outside through dimensional pockets called the Fae lands.

#### ROOTBROOK (Elf, Outpost)

This outpost is used by seasoned Rangers and Druids to keep a watchful eye on Trollsridge Haven. Rootbrook is filled with barracks in the tree canopy. Trolls rarely come in this direction since the humans built their town of Bluewater so close to the haven, it draws them towards the plains now.

#### SYLVANWARD (Elf, Outpost)

Of all the outposts Sylvanward has it the worst. With threats from Zhuldar's Thorn and the trolls of the Deep Marsh, they must keep an ever watchful eye for danger. Some of the most daring and deadly elven warriors and scouts remain here to guard the Grove and woods.

#### TALLOAK (Elf, Outpost)

This serene outpost houses druids and scouts in training. It also serves as a port for those traveling along the Crystal Lake that are friendly. The river to get to the Great Blue Lake runs nearby and this is the best actual trading site for merchants and High Elves. Talloak has begun creating more structures on the ground around Talloak. This makes many of the Fae Council uneasy. They absolutely refuse any negotiations for industry and actively destroy any signs of it.

## REGION: THE GREAT BLUE LAKE

#### BLURGLE (Pond Vodyanoi, Village)

A few miles off of the mouth of the river that heads to the Crystal Lake is a muddy town called Blurgle. Blurgle is a fairly standard Pond Vodyanoi village, half submerged and half emerged from the swampy waters that surround it. Platforms are placed in trees which the Vod use to ambush or scout the area, accomplished jumpers they rarely have ladders or ramps to get up to their perches.



# CAMPAIGN SETTING

## BOLGOLA (Pond Vodyanoi, Capital)

Ruled by the Pond Vod, these brutish toad like creatures can be savage. If found in small numbers they may be peaceful enough to trade, but their primitive natures almost always lead to raiding and bullying. Unlike their cousins, the Leaf Vodyanoi, they are generally unfriendly. Bolgola is an island swamp city complete with straw huts, surrounded by mire, built from mud, stone and sticks near the middle of the Great Blue Lake, it stretched down to the bottom of the lakebed where it sits like a tower. There are much deeper points of the lake allowing this city to exist being built more vertically than outwards. It is unusual for the Vod to build and live in open water like this as they prefer a swampy area to open water. Pockets of air are trapped within and renewed by their shamans. The Vod have taken to welcoming boats on occasion to trade with Keldorns brave enough to trust them, but for the most part Bolgola is fairly remote and isolated.



**Notable Character:** Lord Glubbun. A tattooed thug, this champion of the vod uses a eerie looking club with haunted faces called Souleater as his only weapon, but he uses it to great effect.

## BULAA (Pond Vodyanoi, Village)

Often at war with the Goblins, Bulaa can be one of the more savage areas of the Pond Vodyanoi regions. There are instances where they have worked together, but the general populous of each tend to battle with each other, requiring leaders to keep them together.

## GLUBB (Pond Vodyanoi, Village)

Glubb is the closest thing the Pond Vodyanoi have as a civil area for trade, they have even built ramps and platforms for land dwellers leading to huts. The Leaf Vodyanoi can also often be found here acting as liaisons for their brutish cousins. Also, being the closest village to Reed can have some side benefits when it comes to trading.

## REGION: FOREST OF SHADOWS

### KINGDOM:

## GHRIMORAH (Goblin Lands)

### BROKENSPEAR (Goblin, Village)

Where Kobolds collect random junk and might patch it up properly, Goblins do a terrible job and lay claim to it being the sturdiest work to have ever existed. Brokenspear is no exception. This is the village closest to the Goblin mines in the Barren Mountains, they are know for slave trading.



### GREENTOOTH (Goblin, Village)

An old stronghold abandoned long ago, claimed by goblins is the center point of Greentooth, a village of shoddily patched and constructed buildings that should have been condemned long ago. The shoddy construction doubles as a defensive deterrent from invaders assuming there was anything worth taking.



# CAMPAIGN SETTING

## SPIDERNEST (Goblin, Village)

As goblins worship insects, it's no big surprise that they would have a place that raises them as pets and mounts. Spidernest is home to a strange sort of ranch that raises and breeds Giant Spiders, Centipedes, Mosquitoes and even more. Spidernest rests near some marshlands which share a border with Bologola.

## TOLLHOUSE (Goblin, Keep)

Where Reed is a trading village run by corrupt humans, Tollhouse is a trading Keep run by goblins. It's not only corrupt, it's downright lethal. You have to be insane, desperate or a real villain to survive a visit to the Tollhouse. Corruption is the name of the game, and many never return from its open gates. Each village and Tollhouse is run by a "General", but to find the goblin King you'll need to go underground through Tyrath Veilore.

**Notable Character:** General Assbiter. This grizzled old monster worked his way up from the bottom, keeping on top by continually flushing out the competition. It's rare for a General to remain in command for long, but Assbiter has been around very nearly an entire century, perhaps there is more to this creature than just a simple goblin.

## WORMWOOD (Goblin, Village)

The Wormwood huts are built near a dark swampy region. The rotting decorum is what gives it its name. They say the Wormwoods are haunted by more than just the Will O'Wisps.

## REGION: BARREN MOUNTAINS

### GARGOYLE'S SANCTUARY (Ruins)

It is unclear what the Gargoyle's Sanctuary actual was, but it must have been magnificent. Remnants of a forgotten civilization now lie in ruin. Some know it as "Aetheralagward", and it is believed to be a location of convergence, where power flows through the material plane and in to the outer planes. Now it is home to the occasional gargoyle or worse which gets unleashed in to the world.

## KINGDOM:

### GHRIMORAH (Goblin Lands)

#### WICKEDTOOTH (Goblin-controlled Ancient Ruins)

Once this Keep was home to a thriving human community, now it stands in ruins and is ruled by Goblins. Wickedtooth is a shadowy place, home to a wickedly cruel Goblin named Greenknee. Greenknee is said to do trade on behalf of the Goblin "Generals" with the harpies and troglodytes from the Barren Mountains. Where the harpies want unspoiled and screaming food, the cave troglodytes want man's steel and deep troglodytes want docile slave labour. Anyone that tried to double cross Greenknee tends to serve in these trades or as his undead minions.



**Notable Character:** Greenknee. This necromantic goblin has made himself infamous, it's rare for a goblin to gain such power, if their own community doesn't weed them out, usually the competition does.



# CAMPAIGN SETTING

## KINGDOM:

### TYRATH VEILORE (Harpy Lands)

The harpy lands are thought to be barren and empty, but there is much life to be found, it usually descends from the sky with claws and fangs or crawls up from the caverns at night. Tyrath Veilore is home to more than just harpies, it is also home to a very large population of Underworld Jungle Troglodytes (also apply called Cave Troglodytes). The tribes are more nomadic and as a result have no notable settlements of mention.

**Notable Character:** Szazaar'Kree the Lizard King. This nomadic king of the Cave Troglodytes is a proven war chief and not to be underestimated.

### DARKSPIRE (Harpy, Tower Lair)

The smallest of the black teetering stone towers ruled by the harpies, it is said that some of the toughest monsters can bargain at the doorstep. If not, a black cloud of feathers and claws awaits them. Granted if they have made it to the doorstep of Darkspire, they are likely unafraid of much.



### SORROWHEART (Harpy, Tower Castle)

This shamble of black stone and wooden beams appears as though it will topple over at any given moment, has been home to the Queen since they took it from those that originally made it. It's filthy from neglect, damaged and dark,

a very labyrinth in the skies. Giant nests sometimes stitch together or bridge towers together. A wreck of nests, comprising a village rests at the base. Bones litter the nooks and crannies, offal streaks the stone, screams, beating wings and cackles fill the air. Slaves are kept only briefly, there is no hope is Sorrowheart.

**Notable Character:** The Queen. Simply known as the "Queen", she is only queen to the harpies, although all call her by her title in her presence or suffer for their insolence.

### WEATHERPERCH (Harpy, Tower Den)

In the long list of top places to avoid, Weatherperch is one that makes the top of that list. Harpies are cruel monsters to begin with and Weatherperch is home to them by the thousands. Only out populated by Sorrowheart, Weatherperch is a cacophony of noise, rabble and filth. Weatherperch is said to keep the goblin and troglodyte populations down to a tolerable level.

## REGION: WASTELANDS

### MYRRSH (Desert Troglodyte, Dens)

The Desert Troggs weren't exactly non-violent, but they weren't a world class contender for domination either. They could gather a warparty together and are brutes in combat, but generally kept to their own domains, namely the Wastelands. Myrrsh is a village where the females and offspring remain, the males gather together and go hunting, bringing back food. The females are fierce protectors from typical enemies, and since there is rarely anything of value, they have been largely avoided. However, threaten the village with extermination and you have the full attention of the male populace to do your bidding; and that's exactly what the Dreadlords did.

### NOSZRATH (Desert Troglodyte, Dens)

Noszrath suffered the same fate as Myrrsh, although it's unclear where these soldiers are being sent other than "back to the Empire", they are rounded up seasonally and marched south through the Wastelands.



# CAMPAIGN SETTING



## SHADOW SPEAR (Empire, Tower)

Shadow Spear is a hub, the Empire openly trades with the Horde, only a select few traders from the Horde are allowed in to particular sections of the wall.

**Notable Character:** Dread Lady Ashvarii. This sorceress lives in decadent comfort and filled with disturbing tastes. She is a powerful adversary and not adverse to wading in to battle.

## SHADOW SPIRAL (Empire, Tower)

Shadow Spiral holds the center of the wall, is the largest tower having two spires and is the most active. Dark things emerge periodically from here, unleashed in to the country side. Rangers and scouts from the Alliance are often used to suppress or track what emerges. The area is deadly to pass through, paved with the dead.

**Notable Character:** Dread Lord Vorlaat. Vorlaat is charged with keeping the Spiral, and with it, controlling all traffic moving north and south. He has secured his place amongst the darkest of souls in the afterlife as a Templar of war.

## SHADOW TIER (Empire, Tower)

The furthest eastern tower is called the Shadow Tier, it is the most forlorn of the towers, showing little to no activity. It is believed to be the command tower for the occupation in the north for the Empire.

**Notable Character:** Dread Lord Gruhlla. Believed to be a sorcerer or a monster, the mysterious Gruhlla keeps to himself in his tower only accepting visitations from specific underlings, most notable of them being the Fire Giant Kings. No one in the Alliance knows what Lord Gruhlla is or looks like.



## THE BLACK WALL (Empire, Wall)

This seemingly endless obstruction took decades to build, slaves by the thousands were captured or purchased from the Horde and put to work in its construction. Little did the Keldornans know that this was built in panic as the Dreadlords fled the rising spirits of Zhira, the City of Shadows. However, as hastily as it was constructed, since most of the slaves were dwarves, its construction is solid. Standing five stories high and deep enough for two giants to pass each other along the top, it stretches from the most eastern reaches of the Icecrest Mountains to the most western reaches of the Barren Mountains. Closing the passage to the south, and forming a stronghold for the Empire, the wall is a symbol of the Empires reach.





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DUNGEON CRAWLER™



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## ARCANE MAGIC

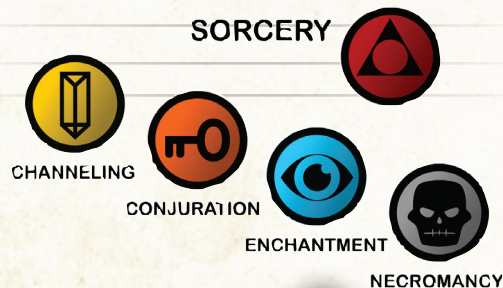
There are two main kinds of Magic in the world of Ara; Arcane and Invocation.

Arcane magic is used by a group of people called spell-casters whom draw upon the very fabric of the Astral Plane and is manifested as energy or matter in the Material world by the will of either Wizardry or Sorcery. Wizardry employ the elements of; air, earth, fire or water. Sorcery uses the concepts of; channeling, conjuration, enchantment or necromancy. Wizards and Sorcerers learn magic by constant study, documentation, encoding and memorization of the arcane knowledge passed down through generations. They are their own masters, using magic as another tool that the universe has provided.

There are specialist schools of Wizardry; air elementalists (aeromancers, storm catchers, electromancers, gold wizards), fire elementalists (pyromancers, fire walkers, photomancers, red wizards), earth elementalists (geomancers, stone singers, echomancers, green wizards), water elementalists (cryomancers, wave dancers, hydromancers, blue wizards).



There are also specialist schools of Sorcery as well; channelers (transmuters), conjurers, enchanters and necromancers.





## INVOCATION MAGIC

Invocation draws upon the will of another being, used on their behalf by either a vessel of their will or a recipient of that will. Invokers are individuals that pray, worship or are chosen by a particular aspect of either Celestial or Terrestrial origins or even something inbetween. They are granted magic by a more powerful entity than themselves. The light and darkness can be given names suited to your campaign world.

Celestial invokers are divided by good and evil, light and darkness or the sacred or infernal. There is a very stark line between the two factions, and where one is dominant the other is usually hidden. Templars serve war, while Cleric serve justice and the lines can often seem blurred.

Their magic is prayed for and granted daily.

### CELESTIAL GOOD - EVIL



PRIEST /  
PRIESTESS



WARLOCK



CLERIC



TEMPLAR

Terrestrial invokers are divided by the primal and the eldritch. Primal follow the natural order and are chosen by eidolons, while Eldritch make their own order and seek out the power of the eidolons for their own.

Their magic is appealed for and granted daily.

### TERRESTRIAL PRIMAL - ELDRITCH



MEDIC NE MAN /  
MEDICINE WOMAN



SHAMAN



DRUID



WITCH /  
WITCH DOCTOR

## DUNGEON CRAWLER ADVENTURES

BY: GEORGE TODOROVSKI  
UPDATES MONDAYS!

DUNGEON CRAWLER™

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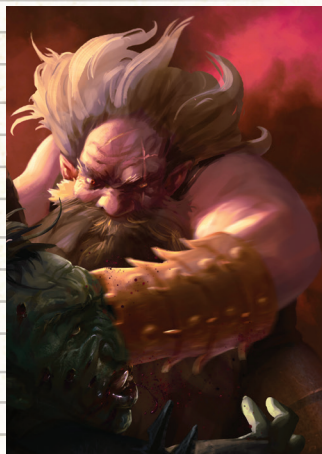
## RACES



Note that colour traits listed beside skin tone, eye colour and hair colour are listed from most common to least.

### DWARF, GOLD

Avg Height, Male: 4' 6"  
 Avg Weight, Male: 120-160lbs  
 Avg Height, Female: 4' 2"  
 Avg Weight, Female: 100-140lbs  
 Life Expectancy: 200yrs  
 Skin tone: bronze, fair, pink  
 Eye colour: blue, amber, green, hazel, brown  
 Hair colour: red, blonde, white, black, brown



Gold Dwarves are a boisterous lot, often friendly and free spirited. They enjoy a good drink and a good brawl and a good drunken brawl. They have blonde or brown hair and are stout humanoids with slightly pointed ears. The males often sport full braided beards and

unkempt hair. They live in the Icecrest Mountains, calling the dwarven region Minus Dimore, and occupy the mid to low levels. Their citadel capitol is Stonehold. The closest Keldoran town is called Kriegan's Pass, while a village name Stone Door rests just outside of Gal' Gorahd (the Dwarven Gate in to the mountain domain). The Gold Dwarves battle the Orcs of Gul' Matok.

Traits: -2 Intelligence, +2 Strength, +2 Constitution, +1 Starting Feat

Size: Medium, 25ft Speed

Racial Bonuses:

Low-light Vision

Feudal: +2 to hit and AC vs (choose 1 creature enemy, does not change), example; Giants, Goblins, Ogres, Orcs or Trolls.

Iron Clad: +4 Save vs Fear, +2 Fort

Sterner Stuff: ignore 5 movement penalty from armor.

Male Gold Dwarf names; Ardlug, Beorn, Boraak, Dredak, Drovek, Gimel, Glowan, Goelad, Grimgtok, Hrigg, Jarrad, Kardak, Karzden, Thoren, Varak.



# CAMPAIGN SETTING

Female Gold Dwarf names; Alga, Ardra, Byorka, Carda, Chara, Derva, Droda, Drogeda, Dvora, Gela, Jeda, Maglada, Tula, Urdra, Vorta.

Gold Dwarf Surnames; Bareknuckle, Barragorr, Cavegutt, Dimdrone, Drimot, Dvorak, Garrok, Glimdus, Glimgold, Glorick, Hrimgrid, Runeforge, Stonebeard, Stonehold, Thunderstone.

## DWARF, ICE

Avg Height, Male: 4' 6"

Avg Weight, Male: 120-160lbs

Avg Height, Female: 4' 2"

Avg Weight, Female: 100-140lbs

Life Expectancy: 240yrs

Skin tone: blue, white

Eye colour: blue, white, green, brown

Hair colour: black, white, grey, blue



Ice Dwarves are a sullen lot, they are cold, calculated and judgemental. They enjoy quiet, regiment and order. Physically Ice Dwarves are around 3'-4.5' tall, stout and the males sport thick well groomed black, white or grey beards and short hair. They have slightly pointed ears as Gold Dwarves do, but their skin has a faint blue hue. Ice Dwarves are fewer in number and do not range as far as their cousins the Gold Dwarves. Their capital citadel is named Mythorr, and they reside from the mid levels of the mountains to the high peaks of Icecrest. They often battle Ogres that wander too far from Shihaii. Although Grim Modahn is close to the Keldornan border, its elevation makes it very difficult to visit.

Traits: -2 Charisma, +2 Strength, +2 Constitution, +1 Starting Feat

Size: Medium, 25ft Speed

Racial Bonuses:

Low-light Vision

Feudal: +2 to hit and AC vs (choose 1 creature enemy, does not change), example; Giants, Goblins, Ogres, Orcs or Trolls.

Ice Borne: +4 Save vs Fear, Resist Cold 5

Sterner Stuff: ignore 5 movement penalty from armor.

Male Ice Dwarf names; Arythorr, Barythorr, Darovath, Gathrandiir, Gorrthogg, Kyrthranorr, Myrthodge, Mythrandiir, Nothyrov, Quarrvath, Quargg, Rathnorr, Vorath, Vyrthagg, Yavath.

Female Ice Dwarf names; Ameth, Belometh, Boveth, Byranev, Cevath, Djareth, Drevath, Ereth, Meloth, Myradeth, Nev, Nevoth, Quiloth, Ravoth, Yaveth.

Ice Dwarf Surnames; Derrigarr, Dorvarr, Embarr, Erinthorr, Faril, Fyranorr, Garanthorr, Hrinngarr, Raagnarr, Roedanthorr, Terognarr, Toril, Turgorr, Tyrithorr, Voraash.



# CAMPAIGN SETTING

HIGH ELVES are lithe, have long pointed ears and can not grow facial hair.

## SPECIAL ABILITIES (HIGH ELVES)

All High Elf innate spells are learned throughout their upbringing and are therefor selected during character generation and will not change.

### HIGH ELF, FIRE

Avg Height, Male: 5' 6"  
Avg Weight, Male: 90-150lbs  
Avg Height, Female: 5' 0"  
Avg Weight, Female: 70-120lbs  
Life Expectancy: 500yrs  
Skin tone: fair, pink  
Eye colour: brown, blue, green, maroon, pink  
Hair colour: red, auburn, white, blonde



Fire Elves are the quickest to act out of emotion. Of all of the High Elves the Fire Elves are the most militant. Their competitive natures and strategic flexing can often prove trouble to themselves and their allies. Of course in comparison to their darker brethren the Chaos Elves, they pale like the moon to the sun. Fire Elves fight with a heated passion in the heart of battle, whereas Chaos Elves tend act without reason. Their specialty in life seems to be combat, they like to plan out and execute strategies like a chess player whether face to face or in large scale conflict. Fire Elves, despite their lithe frames, have no fear of running in to battle using skill and speed instead of brute force and relish in doing so. They originate from the Burning Peaks, some reside within the Grove.

Traits: +2 Charisma, -2 Constitution, +2 Dexterity, +1 Starting Feat  
Size: Medium, 35ft Speed  
Racial Bonuses:

#### Low-light Vision

Fae-traced: ally to sylvan creatures.

Fae Borne: +2 Save vs Enchantments

Flame-traced: 3 innate common fire spells 1/day (does not change).

Many High Elves take on common tongue nicknames and translations for their surnames, as humans rarely can pronounce their names properly.

Male Fire Elf names; Ashaardis'bar, Burnardius'imar, Charthodius'mal, Cinderis'torh, Flambers'iffran, Phaeris'corr, Pyrdaemius'hal, Shaeramis'bel, Syzlore'fal, Volcarr'mag.

Female Fire Elf names; Ashaara'hel, Blisza'char, Burnaroes'fael, Charthoes'lyn, Cindara'burs, Faeroes'imor, Siszlanna'dar, Sithaeroes'imor, Uthza'vol, Voltha'mag.

Fire Elf Surnames; Blazenhair, Brandedsoul, Brightspark, Flamebearer, Moltenstepe, Smokechaser, Steeleember, Tinder-shot, Volcana, Wispseeker.

### HIGH ELF, SEA

Avg Height, Male: 5' 6"  
Avg Weight, Male: 80-140lbs  
Avg Height, Female: 5' 0"  
Avg Weight, Female: 60-110lbs  
Life Expectancy: 800yrs  
Skin tone: blue, white, green  
Eye colour: blue, green, grey  
Hair colour: white, black



Sea Elves are a coastal elf with a light blue skin. Often the mood of a Sea Elf is contradictory to the environment they are in, they can be happy during a mourning period or sad during a wedding. They are slaves to their emotions, and can be inappropriate at times, but at least they are smart enough to keep it under wraps at the wrong time. Sea Elves vary their combat tactics depending on their moods, keeping in mind



# CAMPAIGN SETTING

their desired results. Although not arbitrary like the Chaos Elves, they are prone to a wide range of heavy emotions that can require subduing, or no emotion that requires inspiring. The skin of a Sea Elf is a light blue in colour, their eyes are widely varying shades of blue and green, while their hair is white or black in colour.

Traits: +2 Dexterity, -2 Strength, +1 Starting Feat

Size: Medium, 35ft Speed

Racial Bonuses:

Low-light Vision

Fae-traced: ally to sylvan creatures.

Fae Borne: +2 Save vs Enchantments

Frost-traced: 3 innate common water spells 1/day (does not change).

Male Sea Elf names; Botanicus'al, Coralithus'merlah, Crusarian'dorsa, Merhklora'cass, Rytharr'sel, Sabian'freth, Serfius'cora, Shoris'daen, Solis'var, Syllian'merlah.

Female Sea Elf names; Botania'myr, Lhania'fael, Merhlla'myr, Mistra'lori, Roenn'ara, Shordara'corr, Solia'daen, Sylene'ara, Thessa'daehn, Veika'sil.

Sea Elf Surnames; Bluescale, Coastwake, Everice, Freewave, Frigidcoast, Frostdale, Icecove, Seahaven, Silverfin, Softcoral.

## HIGH ELF, STONE

Avg Height, Male: 5' 6"

Avg Weight, Male: 80-140lbs

Avg Height, Female: 5' 0"

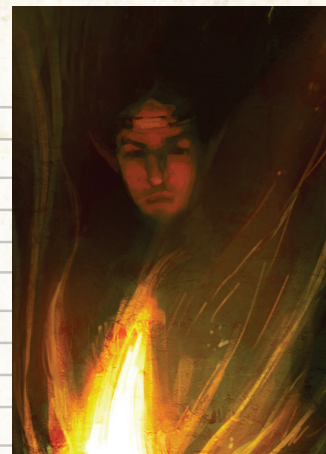
Avg Weight, Female: 60-110lbs

Life Expectancy: 1,500yrs

Skin tone: grey, beige

Eye colour: black, green, brown

Hair colour: black, white, grey



Stone Elves are a sullen people that dwell in the mountains.

They are slow to anger or to act out of emotion. The Stone

Elves are the embodiment of patience. They do not give way to emotions easily, if ever, they acknowledge futility and resist giving in to despair. They prefer to be alone with their thoughts, instead of socializing. It is said that when they work, the work is done efficiently, perfectly and quickly without waste of time or effort, because they think it all out before doing the work. Stone Elves do not like to fight, but when they do it they are never hasty, and are as efficient as when they work. They perceive little difference between the two. Stone Elves originate from the Frost Peak Mountains, some reside within the Grove or traverse across the Faerahn. An interesting feature of the Stone Elf is their light grey skin, they have dark eyes and black or white hair.

Traits: -2 Constitution, +2 Dexterity, +2 Intelligence, -2 Strength, +2 Wisdom, +1 Starting Feat

Size: Medium, 35ft Speed

Racial Bonuses:

Low-light Vision

Fae-traced: ally to sylvan creatures.

Fae Borne: +2 Save vs Enchantments

Stone-traced: 3 innate common earth spells 1/day (does not change).

Male Stone Elf names; Agat'orden, Amythorr'dar, Forma'lohan, Corrthis'sarr, Granithoes'ilk, Rynnor'dar, Sterlynn'ar, Therom'ael, Trem'orden, Xaryth'aren.



# CAMPAIGN SETTING

Female Stone Elf names; Granixa'fal, Hrinnorax'lahn, Ithisa'lorr, Lothixa'wyn, Lythinn'arif, Maxylla'wyn, Nix'dorr, Omaera'fael, Tremora'daen, Xilaera'foern.

Stone Elf Surnames; Clayforge, Darkclay, Evercold, Granitehart, Greyhome, Northstone, Runetome, Shaderidge, Stone-spire, Tremorform.

## HIGH ELF, WOOD

Avg Height, Male: 5' 6"

Avg Weight, Male: 80-140lbs

Avg Height, Female: 5' 0"

Avg Weight, Female: 60-110lbs

Life Expectancy: 1,000yrs

Skin tone: fair

Eye colour: green, blue

Hair colour: blonde, white

Wood Elves are a whimsical lot that dwell in inland forests.

Probably the most commonly encountered, the Wood Elf is also the most flighty. Although

they tend to be flighty; after getting to know someone closely, they move on to their next new friend, only to return on a whim. In combat they prefer to keep moving rather than to fight toe to toe, and when they do fight it is almost always from a distance. Wood Elves originate from the Sylvan Wood, but also reside in the Grove. Green eyes and blonde or white hair and fair skin are Wood Elf traits.

Traits: +2 Charisma, -2 Constitution, +2 Dexterity, +2 Intelligence, -2 Strength, +1 Starting Feat

Size: Medium, 35ft Speed

Racial Bonuses:

Low-light Vision

Fae-traced: ally to sylvan creatures.

Fae Borne: +2 Save vs Enchantments

Storm-traced: 3 innate common air spells 1/day (does not change).

Wood Elf names are often mixed as they integrate with hu-



mans whom translate their names to their native tongue, you sometime get Loth'dranidor becoming Leafspring.

Male Wood Elf names; Anduwin'tal, Arathane'lef, Cethus'pyn, Darrowynn'gra, Erwyann'ora, Galanithos'ima, Irathus'foel, Perythallyn'thor, Ranwyn'arr, Talothyrr'pyn.

Female Wood Elf names; Avara'fael, Alowyn'ras, Arrowyn'norr, Danei'lorr, Gilanthra'norr, Narwyn'ire, Northwyn'lef, Pynwyn'ela, Varei'ath, Wynnara'foen.

Wood Elf Surnames; Ashleaf, Harrowdale, Farbrook, Gentleroot, Longstride, Lostbark, Quickstream, Riverwind, Slendertwig, Weathervine.

## HUMAN, AZRAHDII

Avg Height, Male: 6' 0"

Avg Weight, Male: 130-200lbs

Avg Height, Female: 5' 6"

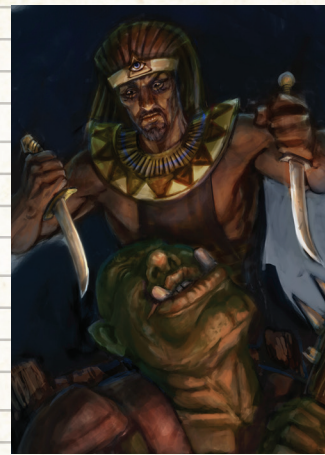
Avg Weight, Female: 100-150lbs

Life Expectancy: 80yrs

Skin tone: almond, dark

Eye colour: brown, hazel, green

Hair colour: black, brown, white, grey



The Azrahdii of the desert live a harsh life, and almost went extinct until the Khalada came from across the seas. Similar in cultural values they were able to trade to survive, and dangerous enough to not be overtaken. The Azrahdii have learned not to waste or take chances. For instance, although disliked, Sorcery like Necromancy is not forbidden and can be used against a home invader to create a guardian that would eternally protect the very home it sought to invade during life.

Traits: +2 to one ability score, +1 Starting Feat

Size: Medium, 30ft Speed

Racial Bonuses:

Standard Vision



# CAMPAIGN SETTING

Versatility Trait: +I to one different Ability Score.

Fast Learning: +I Primary Skill

Adaptable: +I Feat.

Survivor: +I Fort.

Male Azrahdiyy names; Ammon, Asim, Bomani, Donkor, Edfu, Gahiji, Haji, Jahi, Kosey, Mosegi.

Female Azrahdiyy names; Akila, Aziza, Bahiti, Chuma, Eshe, Femi, Issa, Kaphiri, Lateef, Nefertiti.

Azrahdiyy Surnames; Amari, Basara, Bishara, Deeb, Hadad, Kassiss, Mansour, Qureshi, Sabbag, Shamoon, Zogby.

## HUMAN, BARBARIAN

Avg Height, Male: 6' 2"

Avg Weight, Male: 140-220lbs

Avg Height, Female: 5' 8"

Avg Weight, Female: 110-160lbs

Life Expectancy: 80yrs

Skin tone: bronze, fair

Eye colour: brown, blue, green

Hair colour: black, brown, white, grey, red, blonde



The mountain Barbarians from the Frost Peaks are a hardy semi-nomadic people. Trapped in a harsh climate with the likes of Ogres and Stone Elves, they often travel down to the Deep Marsh, Forest of Tears and Keldornan Grasslands to gather food or to trade before returning to their huts. Their strength and familiarity with the lands often leads to odd jobs as scouts, hired labour or brute force.

Traits: +2 to one Ability Score, +I Starting Feat

Size: Medium, 30ft Speed

Racial Bonuses:

Standard Vision

Versatility Trait: +I to one different Ability Score.

Fast Learning: +I Primary Skill

Adaptable: +I Feat.

Survivor: +I Fort.

Barbarian surnames are derived from strange occurrences in nature, like; redbear, whitecrow, greenfire, redsky, dancing-stars, threesuns and so on.

Male Barbarian names; Agus, Bal, Brax, Gor, Hagott, Igrahm, Kor, Orik, Sibra, Urie.

Female Barbarian names; Aowen, Bora, Evara, Fylla, Fynla, Hilla, Jorna, Hailian, Ryssa, Thana.

Barbarian Surnames; Bleeding oak, Cryingtree, Dancingwood, Darkbrush, Glowingmarsh, Oceansky, Starbreeze, Talkingwind, Treesong, Underhill.

## HUMAN, GYPSY

Avg Height, Male: 5' 8"

Avg Weight, Male: 120-200lbs

Avg Height, Female: 5' 2"

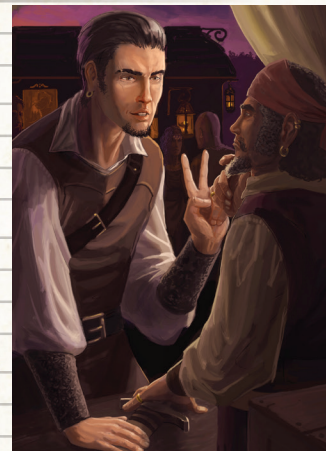
Avg Weight, Female: 100-150lbs

Life Expectancy: 80yrs

Skin tone: dark, fair

Eye colour: brown, hazel, blue, green

Hair colour: black, white, brown



The Gypsies travel the world bringing trade from far away lands. They often camp outside of the city limits or are permitted in to a camp area within the borders for safety. Mysticism, exotics, news and rumour are often brought with them, making for very active and stressful visits. Gypsies often have a very eclectic appearance as they often mix with the folk they visit, and pick up stragglers that wish to see the world.

Traits: +2 to one ability score, +I Starting Feat

Size: Medium, 30ft Speed

Senses: Standard Vision

Racial Bonuses:



# CAMPAIGN SETTING

## Standard Vision

Versatility Trait: +I to one different Ability Score.

Fast Learning: +I Primary Skill

Adaptable: +I Feat.

Survivor: +I Reflex.

Male Gypsy names; Aziz, Dakon, Fazool, Hajo, Malaar, Malakov, Vallos, Vlademyr, Zanatos, Zaros.

Female Gypsy names; Areez, Darva, Esmeralda, Faza, Gillana, Gena, Jhenna, Myra, Nylla, Zanara.

Gypsy Surnames; Armad, Damod, Gharab, Hiraam, Hosshiram, Rhoterim, Saro, Sham, Toro, Vanzante.

## HUMAN, KELDORNAN

Avg Height, Male: 5' 10"

Avg Weight, Male: 120-200lbs

Avg Height, Female: 5' 6"

Avg Weight, Female: 100-150lbs

Life Expectancy: 80yrs

Skin tone: fair

Eye colour: blue, green

Hair colour: blonde, brown, white, grey



Keldornans are a people that are only a few generations removed from being barbarians themselves, they are new to citadels and lordships. They like things simple, and are overall a good people. Having faced and defeated the Blacktusk Horde, they were left with only one chieftain that united them all under one banner. King Keldorn then ruled them until dying of old age and his family has passed down the crown from one to the next until this day where it still rests on the brow of King Martius Keldorn.

Traits: +2 to one ability score, +I Starting Feat

Size: Medium, 30ft Speed

Racial Bonuses:

## Standard Vision

Versatility Trait: +I to one different Ability Score.

Fast Learning: +I Primary Skill

Adaptable: +I Feat.

Survivor: +I Will.

Male Keldornan names; Caldas, Caliban, Grekor, Keron, Koren, Kriegal, Kriegan, Malik, Narrak, Ulrik.

Female Keldornan names; Ahnka, Cursa, Embrin, Kayla, Keli, Kearin, Meira, Riza, Suki, Tekla.

Keldornan Surnames; Arykor, Arkan, Brikken, Darken, Keldorn, Krigan, Stedder, Tarken, Trakkor, Vakik.

## IMP, BLOSSOM/BUD

Avg Height: 3' 6"

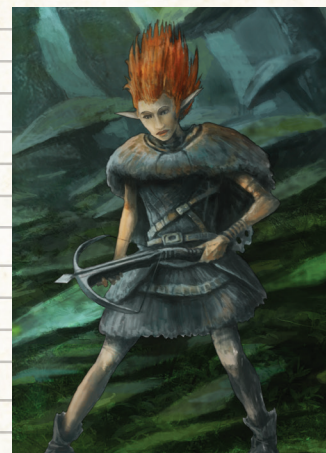
Avg Weight: 40-50lbs

Life Expectancy: 400yrs

Skin tone: fair

Eye colour: green, blue

Hair colour: see below



Small in stature Blossom Imps often go unnoticed despite their bright hair and will still carry out their mischievous fae behaviours, pulling tricks on the unwary while helping the downtrodden in secret. Thought of as troublesome by dwarves and humans, they can be treated with certain bias. Their natural affinity for wild creatures brings with them many allies, and their innate magic allows them an advantage to keep them ahead of the trouble they stir. They've become adapted well to working within the human ways of doing things, and integrate where their cousins the elves hold to customs. Also called Bud Imps, they are approximately 3' tall and range from roly-poly to slender, they have bright eyes and hair of a wide variety of yellow, green, pink, orange, red, purple or blue.



# CAMPAIGN SETTING

Traits: +2 Charisma, +2 Dexterity, -2 Strength, +1 Starting Feat

Size: Small, +1 to AC, +1 to attack rolls, -1 to CMB/CMD, +4 to Stealth, 35ft Speed

Racial Bonuses:

Low-light Vision

Fae-traced: ally to sylvan creatures.

Taunting Jinx: 1/turn, Free Action

Faerie Dust: 1/day

Bounding Step: Move Action

Innate Invisibility: 3/day

Animal Affinity: 1 min/day/level

Male Imp names; Ambro, Boross, Iruss, Kiblin, Magnus, Milnutt, Potter, Torssa, Tribbin, Viktor.

Female Imp names; Amber, Bili, Ila, Linni, Maggy, Millie, Polly, Tessa, Trissa, Vye.

Imp Surnames; Bluebell, Buttercup, Cedarthicket, Greenblossom, Pinebark, Powderpuff, Rosepetal, Thornhill, Tulip, Woodreed.

## SPECIAL ABILITIES (IMP)

Animal Affinity, this supernatural ability allows an Imp to befriend a target group of non-hostile animals which are of no greater than IHD/level for 1 minute/level each day. When used, the animal must be visible and within 60ft. The animal will distract attackers, providing flanks by attacking defensively, or provide transportation for the Imp to the best of their ability to bring them to safety, or even bring them food.

Bounding Step, the recipient can leap 20ft high or 30ft across with a 10ft high apex as a Move Action without making a Jump check (not touching 25ft, 5 spaces, of movement). They must have a clear path to their destination. This also increases their base movement score by 10ft (already included).

Faerie Dust, a 20ft radius area from the target (default is

the caster, caster can choose to be unaffected), up to 60ft away. The sparkling dust is drawn to and sticks to all living non-plants and they become outlined in sparkles. As a result anything invisible becomes visible. It also shows air currents within the area of effect and can give a +4 to reveal secret doors or concealed traps within the area. Good aligned creatures gain +1 Morale bonus to hit and AC. Evil aligned creatures gain -1 Morale penalty to hit and AC (DC13 Will save negates the -1 penalty). Duration is 10mins or until dispelled.

Taunting Jinx, 60ft voice activated Free Action taunt, target must roll a Dex check DC10 if they move, use a physical skill (str or dex) or attempt cast a spell or attack (does not stack), on their next Activation. Failing results in a fumble ending the attack, spell, skill check or movement of the first of these actions they attempt. A target can not be effected by the Taunting Jinx more than once in a 24hr period.