

AEGIS  
OF  
EMPIRES

# AEGIS OF EMPIRES GM'S GUIDE







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## GM'S GUIDE



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## WELCOME TO THE AEGIS OF EMPIRES ADVENTURE PATH

Welcome to the Lost Lands, the campaign setting of the adventures and books by Frog God Games and Necromancer Games before it! “But this is Legendary Games?” you say. Yes, yes it is, but as the principal developer of the Lost Lands setting — having the privilege and pleasure of combing through every single product, word-by-word, from those two companies’ considerable catalog of books to determine how it all fit together into a coherent whole — I had the opportunity to continue my work with the setting. By mutual agreement upon the end of my tenure with Frog God Games in 2018, I was able to provide them with the bible of Lost Lands material I had been collating since 2010 and was graciously allowed to retain the rights to continue to make my own contributions to the setting I had poured so much into in Lost Lands-compatible products. I also purchased the rights to the *Aegis of Empires Adventure Path* that had already been in the works for some time (though under the name *Ashes of Empires* at that time, and changed due to similarities in titles from other companies that were being released in a similar timeframe), so I could continue the development I had already started on it and nurture it through to the end. That Legendary Games was willing to adopt such a project, was icing on the cake and what has allowed me to put this product into your hands.

***Aegis of Empires GM’s Guide* ©**

2020, Legendary Games; Author  
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First printing November 2020.

Printed in USA



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# CONNECTING THE ADVENTURES FOR THE AEGIS OF EMPIRES ADVENTURE PATH

*Aegis of Empires* is more of a campaign arc than a straightforward adventure path, allowing you to insert your own adventure choices as you see fit to fill out your campaign. In general, you will have the following level gaps available for adventures based on the spacing of the adventures in the AP. Of course, this is largely subject to the XP advancement of your player characters which can fluctuate a great deal depending on their actions taken in any given adventure, especially the longer combined adventures of **AE4: *Legend of the Burning Star*** and **AE5: *Race for Shataakh-Uulm***. So be prepared to modify the placement of fill-in adventures according to the needs of your own campaign.

Assuming you are starting a campaign with a party of brand-new first-level characters, you will need a 1st-level introductory adventure as a lead-in before proceeding with **AE1: *The Book in the Old House***, which is an adventure for 2nd-level PCs. **AE1** should bring PCs to 3rd level, but it is unlikely to advance them beyond that. Since **AE2: *The Ebon Soul*** is an adventure for 5th-level characters, you will need to bridge the gap from 3rd or 4th level to prepare them for **AE2**. Likewise, **AE3: *When Comes the Moon*** is for 8th-level characters, so while **AE2** might bring them to 6th level, it is unlikely to get them beyond that, requiring another interstitial adventure to prepare for **AE3**. **AE4: *Legend of the Burning Star*** is for 10th-level PCs, so a 9th-level adventure will probably need to serve as a fill-in between **AE3** and **AE4**. **AE4** leads directly into **AE5: *Race for Shataakh-Uulm***, and should provide the necessary XP to bring the party up to 12th level by the start of that adventure. No adventure should be necessary to serve as fill-in between those. Likewise, it is probable that the vast scope of **AE5** will be sufficient to bring the PCs up to or near 15th level for them to undertake **AE6: *Knight Fall in Old Curgantium***, so it is less likely that a stop-gap adventure will be needed between **AE5** and **AE6** though it still remains a possibility.

Though the purpose of the loosely connected design of this adventure path is to GMs maximum flexibility in how they organize and run their campaign, it is just as likely that a GM will not have the time or desire to fill in gaps with their own adventures. Additionally, the gap in XP is not the only issue to be considered when stringing together a coherent campaign. If you are running this AP in the **Lost**

**Lands** (or in another campaign setting, as discussed later), there is the matter of geography to be considered. If that sort of consistency is important to you and your players, then you're going to want the fill-in adventures to make sense as to why the PCs are there and the feasibility of them being there.

To assist in this matter for those GMs who want it, we are providing lists of suggested adventures that make sense to be used to fill in those gaps between the AP's adventures. We approaching this list from two different directions. Since this is a **Legendary Games** publication, we will include a list of previously published **Legendary Games** adventures that can be used to fill in these areas of the campaign (with one exception noted below). Likewise, since this is a publication intended for the **Frog God Games Lost Lands** campaign setting, we will provide a list of previously published **Frog God Games** adventures that can be used in this capacity. Finally discussed at the very end will be a resource for placing this AP in another published campaign setting entirely and suggested drop-in adventures for those situations as well.

## A LEGENDARY GAMES ADVENTURE PATH

As a **Legendary Games** publication, this version of the adventure path will assume the (almost) exclusive use of published **Legendary Games** adventures to complement this AP.

### 1ST LEVEL — THE FIDDLER'S LAMENT

BY GREG A. VAUGHAN (2012)

The **Legendary Games** adventure path begins with the adventure *The Fiddler's Lament* from the **Gothic Campaign Compendium**. *The Fiddler's Lament* is a self-contained, horror-based adventure that takes place in the small town of Raven. For the purposes of this AP, Raven can be placed anywhere upon the plains of the Kingdom of the Vast where **AE1: *The Book in the Old House*** is located. Not only does it provide a bit of a taste of horror to complement the horror theme of **AE1**, the Kingdom of the Vast's not-too-distant history as the Infernal Realm of Kear under the tyranny of the vampire lord known as the Singed Man fits in very nicely with the haunted, disconsolate feel of Raven as presented in the adventure.



### 3RD/4TH LEVEL — COLD MOUNTAIN

BY JASON NELSON (2013)

Following completion of *AE1*, the PCs find themselves traveling through the fringe regions of western Foere—perhaps on their way to the Duchy of Ysser and the events that will occur there in *AE2*—when they are approached by the vagabond Trindon Mosely, who is in search of a likely group of adventurers. In using this adventure for *Aegis of Empires*, remove the reference to the PCs as rulers or explorers of new lands; they are simply adventurers of convenience who Mosely finds and believes that they might fit the bill. Consider the Ughar to be one of the far-flung and isolated human tribes descended from the Ancient Ones that can still be found in the odd corners of Akados. Their village of Gloym lies deep beneath the eaves of the Elderwood, not far from the Broken Mountains where stands the Sacred Mountain of Istria.

### 6TH/7TH LEVEL — THE HORSESHOE CALAMITY

BY RON LUNDEEN (2017)

This adventure is easily placed in the Plains of Eauxe, the great grassland wilderness between the Kingdom of Foere and the coastal kingdoms of North Heath and The Vast. Perhaps the PCs are returning to more familiar lands to the south after having experienced the events of *AE2* in Tourse but before they are drawn east to the Cretian Mountains for *AE3*. The PCs should be traveling through this barren plain during the winter months to account for the climate effects described in this adventure. Humans and centaurs have co-existed upon these plains for millennia, and the Ovoskich of Dolanni can be a combined clan group that descended from disparate peoples decimated and hunted during the dark years of the Infernal Tyrant's reign over Kear and who formed their own isolated society as a means of survival in that time. Now more connected to the outside world, they nonetheless retain their tight-knit clan identity when dealing with travelers from elsewhere.

### 9TH LEVEL — FEASTING AT LANTERNGEIST

BY GREG A. VAUGHAN (2013)

Another visit to a *Gothic Campaign Compendium* adventure, *Feasting at Lanternggeist* involves an annual festival and its ill-fated haunting in the lakeside village of Marstown. Another horror-themed adventure, *Feasting at Lanternggeist* serves nicely to bring a different, more down-to-earth brand of horror to the PCs as they recover from their ordeal at Asteria Point in *AE3: When Comes the Moon*. It easy to bring the PCs into an appropriate place to experience this adventure. Simply place Marstown as a small nondescript village on the shores of one of the eastern arms of the Star Sea. The PCs pass through the village while making their

way back into the heart of Foere after having ventured to its fringes among the peaks of the Cretian Mountains. The PCs just happen to arrive on the night of the Lanternggeist Festival and are drawn into the horrors of what appears to be a case of revenge from beyond the grave but is actually something perhaps far worse.

### 14TH LEVEL — THE WINDING WAY BY NICHOLAS LOGUE (DUNGEON #117, DEC 2004)

As I mentioned above, there is one exception to the suggested adventures for this AP being all from existing *Legendary Games* publications. Jason and I wracked out brains to come up with a suitable stand-in here, but of the ones available for this level range none fit thematically very well. So I am branching off from the *Legendary Games* catalog for the final suggestion here, though in doing so I'm drawing upon a classic Indiana Jones-esque tale by the inestimable Mr. Logue from the halcyon days of *Dungeon Magazine*. Herein the PCs return from their excursion deep into the Haunted Steppe in *AE4/AE5* brings them back to the Conroi Settlements on their return to southern lands. In the town of Stonebreach at the base of the Deepfells Range, they receive a request for aid from undead incursions descending from the nearby mountain and an investigation of its temple.

### A FROG GOD GAMES ADVENTURE PATH

For *Lost Lands* purists, provided below is a version of the adventure path that utilizes only published Frog God Games adventures already set in the *Lost Lands* and adhering to their existing geographical locations within that setting.

### 1ST LEVEL — TB1: THE CROOKED NAIL

BY BRANDON HODGE (2017)

*TB1: The Crooked Nail* allows the PCs to start out with a bad taste in their mouth for the *Lost Lands* already. This adventure can be run as written with the PCs discovering the horrors hidden within the depth of the city-state's Artists' Quarter and the secrets there better left undiscovered. And after dealing with the likes of Crux the apothecary and the legacy of the Fraternitatem Aeternam, they will be likely more than ready to quit the precincts of The Blight altogether. Fortunately it is only a short jaunt across the Fetid Sea to bring the party to the shores of the Kingdom of the Vast and its capital city of Eber for the advent of *AE1*. Furthermore, this campaign start gives the party a foretaste of the Castorhagi and their despicable ways that will be only all too familiar as they run afoul of representatives from this city in later chapters of the AP.



### 3RD/4TH LEVEL — QOD4: THE COVERED BRIDGE BY KEVIN WRIGHT (2017)

**QOD4: *The Covered Bridge***, one of the stand-alone softcover releases of the *Quests of Doom 4* series, was practically written for this adventure path. In fact, its manuscript was received not long before that of *AE2: The Ebon Soul* and was already ear-marked for the *Quests of Doom* series or it might have found a place within *Aegis of Empires*. The Covered Bridge takes place in the Saymere Valley at the western extent of the Kingdom of Foere. In fact, it lies along the old road which was once one of the main thoroughfares connecting the cathedral-city of Nains with the Rheman regional capital of Panetoth, both locations that figure heavily into *AE4*. Likewise the hero of Saymere Valley, Sir Varral the Blessed, played a major role in the western reaches of Foere and the Kingdom of the Vast, as it was he who led the resistance against and ultimately struck down the vampire tyrant, the Singed Man. The adventure can easily be placed in the AP as the PCs travel north from Eber towards Tourse and the coming events of *AE2* that take place there.

### 6TH/7TH LEVEL — QOD: PERILS OF GHOSTWIND PASS BY MATT FINCH (2015)

From the first *Quests of Doom* collection, *Perils of Ghostwind Pass* is an old-school wilderness hex-crawl combined with an evocative dungeon adventure centered around a compelling plot and internal mystery (the players might not even discover the true nature of the mystery until midway through the adventure). The adventure itself is set on the mountain pass at the north end of Yolbiac Vale. The adventure works best if, after having completed *AE2*, the PCs make their way towards Yolbiac Vale by the northern route, through Aachen Province. They can winter in or

around Elet before heading up into Yolbiac Vale after the spring thaw. When they reach the town of Coleum in the southern reaches of the Vale, they can then be introduced to the events of *AE3*.

### 9TH LEVEL — LL9: THE MOUNTAIN THAT MOVED BY GWENDOLYN KESTREL (2015)

From the *LL9: Adventures in the Borderland Provinces* adventure anthology, *The Mountain That Moved* brings the PCs to the area of headwaters of the Gaelon River on the eastern slopes of the Cretian Mountains. Following their return from Yolbiac Vale and the trepidations of the Asterian Abbey in *AE3*, the PCs can travel along the eastern fringe of the mountains in the Duchy of the Rampart. While there they can come to the town of Deadfellows or hear rumors of the disappearance of Vulture Pass to draw them into the events of this adventure.

### 14TH LEVEL — QOD: THE ISLE OF ELIPHAZ

BY CASEY CHRISTOFFERSON AND BILL WEBB (2003)

Another selection from the *Quests of Doom* collection (and the *L2: Vampires and Liches* anthology before that), *The Isle of Eliphaz* is set in the northern waters of the Crescent Sea, not far from the great port city of Reme. It is a simple matter for the PCs, upon return from their adventures beyond the Wizard's Wall in *AE4/AE5*, to be traveling through Reme to find the quickest passage back to southern lands where their careers began in and around Castorhage, Eber, or points beyond. From there they are only a chance encounter with the isle upon the Crescent Sea or the research of old rumors of a lost wizard's tomb in Reme for them to make their way to that accursed island and the ancient entity imprisoned there.



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