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THE SIEGE PERILOUS

HAWKWIND'S GAZETEER: PERINIA

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An interpretation of the Ultima: Age of Darkness Games (1-3)
using Swords & Wizardry Whitebox and Swords & Wizardry Companion

This is the setting book.

Background

Geography

Lands of Lord British

Towns and Castles	Dungeons	Landmarks
1. Yew	1. The Dungeon of Perina	1. Pillars of Protection
2. Castle of the Lost King	2. The Unholy Hole	2. Tower of Knowledge
3. Paws	3. Death's Awakening	
4. Grey	4. The Mines of Mt. Drash	
5. Lord British's Castle Britannia	5. The Gates To Hell	
6. Moon	6. The Lost Caverns	
7. Fawn	7. The Dungeon of Doubt	
8. Montor	8. The Mines of Montor	
9. Tune	9. The Dungeon of Montor	

Geographic Divisions:

Perinia
Towns: Yew
Castles: Castle of the Lost King
Dungeons: The Dungeon of Perinia
Other Locations: Perinian Forest

Yew
The town of Yew has always been a rustic collection of spread-out buildings, markets, mills and living quarters, looking less like a city and more like an extended antique village. Sitting nestled between the sea and the Perinean Forest (also called the "Deep Forest" by some), much of Yew can be found in the Forest itself, with the harbor for ships at the coastline. Yew serves as the hub for shipping farm goods and wood to the other lands from Perina. Since the rise of Mondain, Yew has suffered constant raids from the Dungeon of Perina, leaving some of its outlying buildings burnt and razed.

1. Harbor/Docks (Dockmaster is important leader in Yew)
2. Marketplace (near docks)
3. Acater/Provisions (near docks) - "Rations Unlimited"
4. 5 Taverns (near docks) - "Mary's Midway"
5. 2 Inns (near docks)
6. Shipwrights, Fishermen (near docks)
7. Blacksmith (near docks)
8. Woodsmiths
9. Weaponsmith – "The Duelo Shop"
10. Armorsmith - "Defense Specialities Unlimited"
11. Bowyer
12. Alchemy/Apothecary
13. Sage (important leader in Yew)
14. Hedge wizard or two
15. Temple of Light – "Circle of Light"
16. Transportation - "O.K. New and Used Transport" – Provides some options like horses and carts - A caravan that will travel to the Castle of the Lost King starts from here as well. (safety in numbers)

The Circle of Light was an important feature of Yew in the time of Ultima III. It is a circle made of lava and water, constantly monitored by four clerics. Praying in the middle of it gave the Stranger the password for the Great Earth Serpent: "EVOCARE".

Castle of Lost King
The Castle of the Lost King is a bit worse for the wear. The walls are a combination of wooden structures and some stoneworks. Think a combination of Norse/Viking Hall with early Middle Ages castles. There is a main 'hall' made of wood, but there are some smaller guard towers that are rocks and stone piles with wood huts on top. The main courtyard is a large muddy area with smaller barracks. There is an obviously very old structure which serves as the chapel (and is the location of entry to the older tunnels under the Castle).

1. Armorsmith (in service to Lord of castle)
2. Weaponsmith (in service to Lord of castle)
3. Bowyer (in service to Lord of castle)
4. 1 Inn/Tavern

5. Marketplace (flea market/farmers market)
6. Chapel of Faith (older temple) - NPC Priest
7. Sage (in service to Lord of castle) - NPC
8. Lord of the Castle - "The Lost King" - NPC

Upon the death of the "Lost King", a successor is selected by the Priest of the Chapel and the currently serving Sage of the Castle. The pool of eligible to serve at the post is drawn from the soldiers and citizens from the Perinian lands who've served in distinction. They assume the title as their name. Legend has it that the first King, "He who was Lost", ventured into the strange tunnels found beneath the castle and never returned. These tunnels have been blocked off for generations.

Random Wilderness Encounters:
Type: (1d6)
1: Monster
2 - 3: Bestial
4 - 5: Men/NPCs
6: Special

Wilderness Random Encounter Tables for Perinia

Monsters (2d6)
2: Griffon (HD 7) #:1-4
3: Giant Bat (HD 4) #:1-4
4: Giant Viper (HD 4) #:1-4
5: Bear (HD 4) #:1 - 4
6: Giant Rats (HD1) #:2 - 12
7: Viper (HD1) #:2 - 12
8: Skeletons (HD1) #:2 - 12
9: Ghoul (HD 2) #:1 - 6
10: Pincher (HD 2) #:1 - 6
11: Wraiths (HD 4) #:1 - 4
12: Wyverns (HD 8) #:1

Bestial (2d6)
2: VR/R
3-4: Unc
5 - 8: C
9 - 10: Unc
11: R
12: VR

Men (2d6)
2: VR/R
3-4: Unc
5 - 8: C
9 - 10: Unc
11: R
12: VR

Special (2d6)
2: Set piece - Bestial encampment
3-4: Unc
5 - 8: C
9 - 10: Unc
11: Set piece - Battle scene between Bestials and Knights
12: Set piece - Bestials attacking a farmstead

NOTE NOTE NOTE: The rest of this are other areas of the main continent known as Sosaria

Paws - *Paws is a poorer looking town, with it's obvious center the markets, stables and the pub. Most of the small huts are dirty and ramshackle looking, but everyone here is cheerfully engaged in their business - mainly farming. People will talk about the weather, the war and the bandits attacking caravans, but they don't know much else.*

Grey - *Grey is a harbor town, based on sea commerce and fishing. It's harbor is protected by a series of channels and towers, but the harbor now is full of ships, and lots of sailors and fishermen walking about the town. The town itself has developed a feel for somewhat lawlessness, and the guards and Lord's men are doing what they can, but it's clearly a losing battle. The town stinks, it's messy and there is not a lot of happiness or color - the feel is 'grey' and the mood is desperate greediness.*

Lord British's Castle - *Very large castle, well fortified and guarded. Pretty typical of what a castle would look like.*

Britannia – *Previously known as Akalabeth, prior to the coming of Lord British. Large walled city with many taverns, hotels, shops, houses and some larger buildings for the army and various government offices. Many people moving about on their business, and although polite, none too friendly to stay and answer questions. General sense of unease. Obvious signs of military buildup.*

Moon - *Moon is a 'shady' town - it's a mage controlled town, but it's capitalism and greed run wild with magic power lust and all the trappings of lawlessness, except that the strongest keep the peace so that they don't have to deal with chaos. The PCs will be stared at, followed and generally made to feel uncomfortable while there.*

Fawn – *quiet, almost commune like – very spiritual and peaceful.*

Montor - *Montor is a fortress town. It's a Spartan like town, and everything is obviously geared towards war. However, it's a battered town, with many ruined buildings and dead bodies. Constant siege assaults are made by the surrounding forces and it's impossible to predict attack. There is hardly any foot traffic, save for the many members of the Montor Watch.*

Tune – *Isolated and mainly left alone – serves as a semi-lawless refuge for thieves, pirates and those who want to avoid problems with Montor and Britain.*

http://www.rpgclassics.com/shrines/pc/ultima1/overworld.shtml