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Kingdoms of Legend[™] WORLD GUIDE





by Brent Evanger





World Guide

Introduction to a Pathfinder Roleplaying Game Compatible campaign setting.

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Welcome to Kingdoms of Legend!

The first goal for this campaign setting is to be a good place for adventures! When we began work on publishing adventure modules compatible with the Pathfinder Roleplaying Game, we wanted to set them all in a common world. We decided that an alternate Earth setting would be a great backdrop, providing GMs and players with a world that is immediately recognizable and comfortable.

Kingdoms of Legend is set in the year 1415 CE. We have tried to remain more-or-less true to the technology level and geographical layout of this historical era while adding in all the trappings of classic high fantasy: dragons, magic, elves, etc. I think the result is a very accessible and interesting setting.

Kingdoms of Legend can host many different types of campaign because there is a lot going on in the world at this time! The Mongols press in on Europe from the east, Barbary Corsairs raid Mediterranean settlements in search of slaves, the Kingdoms of England and France are locked in a series of battles which will come to be known as the Hundred Year's War. You have an ancient Egyptian setting (Mamluk Sultanate of Egypt), a Transylvania horror setting (Moldavia and Wallachia), classic knights in shining armor, Viking-like hordes, and even Medieval piracy! All set in a world rife with conflict: perfect for adventurous heroes of all types!

Hopefully you have fun exploring the world. Stay tuned for more releases in the *Kingdoms of Legend* product line: starting with *The Hidden Threat*, the first adventure in the *Relics of the Lost Gods* trilogy followed by a guide to Medieval sailing and ships called *All Hands on Deck*!

Brent Evanger Publisher, Interaction Point Games (IPG) January 2010

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With a dull 'thunk' the black shafted arrow buried itself into a pine tree off to his right. Risking a glance up the rocky hillside, Markku spotted the orcs amid the tumbled boulders. This was not going to be easy. If only he and Kaleva had been more prepared! The smoke from the cooking fire must have given them away.

Back under cover Markku gestured silently to his brother hiding in the brush to the left. Kaleva nodded and readied his bow. Another black arrow whistled past, closer this time. They'd have to leave the deer, but it was a small price to pay. The sounds of snapping twigs and rustling tree branches came down the slope mixed with low, harsh voices. The orcs were on the move again.

With a flash of motion, Kaleva was on his feet loosing an arrow. He was rewarded with a satisfying howl of pain. In reply a trio of orc arrows cracked against a nearby boulder as Markku joined the attack. Two blue bolts of magical force raced unerringly into the same orc Kaleva shot. The beast fell, unmoving, to the forest floor. Staying low the brothers broke from hiding, picking their way quickly and carefully down the slope. Below, the pine trees gave way to the rugged shoreline of the Baltic Sea. Orc cries of rage and frustration echoed through the woods. They'd been evading the group of raiders for a couple of hours now, leading them steadily away from the village. Time was running out as Kaleva's quiver was nearly empty and Markku was almost out of spells.

As the brothers broke through the trees at the shoreline, they could see it. The orc raider's crude sailing vessel was pulled up along a stretch of beach three hundred yards to the south. A pair of the savage creatures milled about near the ship awaiting the return of their companions. Moving quickly down the coast, Markku smiled as he withdrew a curious metal ball from his bag. "How will that be useful?" Kaleva had asked him earlier in the day. "I just want to test it out," he had replied, somewhat defensively. Glancing knowingly at his brother, Markku saw Kaleva smirking too.

Kaleva didn't trust the dangerous devices but he couldn't argue with the often spectacular results. As they closed the distance to the ship, Kaleva loosed another arrow. One of the orcs near the ship yelped as the shaft sunk deep into its thigh. Markku paused to fumble with the tindertwig, holding the device's fuse gingerly in between his fingers. They'd have to be quick.

The sparkling, hissing, burn of the fuse, the smell of sulfur, and the familiar dancing light brought a grin to Kaleva's face as he glanced back toward his brother. At least the pirates would lose their ship today. Markku straightened, playing out the sling-like throwing cord while swinging the hissing metal ball in an ever widening circle above his head. The timing of the throw was critical. Just a bit more...

With a sickening sound, a black shaft appeared in Markku's chest. The first arrow was followed closely by a second. A look of surprise registered on his face as Markku fell sideways onto the beach. The hissing device fell to the sand a few feet away. Markku worked his lips soundlessly, reaching for his brother.

Fighting back tears of rage, Kaleva dropped his bow and grabbed the device. The sparkling fuse burning his hands, Kaleva flung the hissing ball toward the ship with all his strength. Dimly aware that their time was up and the orcs were rapidly closing in, grim faced Kaleva drew his short sword and moved to stand over Markku's body.

In moments the orcs were upon him, swinging battleaxes and howling with excitement. Kaleva stabbed one with a low thrust while taking a vicious chop across the back. Falling to his knees as another axe blow descended, the world spun and time slowed. From somewhere seemingly far off, Kaleva heard a loud popping sound. Markku's metal device began frantically spewing a vigorous shower of sparks and fire. The sails and rigging were first to light. Bright flames quickly blossomed, engulfing the entire flat-bottomed vessel. In his last moment of life Kaleva the hunter smiled. He was proud of his brother the alchemist.



CHAPTER 1: INTRO

Kingdoms of Legend is a medieval fantasy campaign setting for the Pathfinder Roleplaying Game. Based on an alternate history Earth from the year 1415 CE, *Kingdoms of Legend* is a world of change, where the old is being supplanted by the new. The era of elves, dwarves, and gnomes is fading and the age of humanity is at hand.

Differences from Real World

Real world religions from the time period are replaced by a modified real world mythology. The deities of various geographic regions are linked, inspired by the *interpretatio graeca* concept. See Chapter 3 for more information. Fantastic races, monsters, and magic are of course added to the mixture. *Kingdoms of Legend* is decidedly a fantasy campaign setting, not a historical one.

Ancient History

The first human civilization blossomed in Mesopotamia almost nine thousand years ago during a Golden Age for the elves, dwarves, and gnomes. Slowly at first, then gaining speed with each passing century, the human tidal wave spread over Europe, Asia, and Africa. The old races at first ignored the influx of these short-lived but highly adaptable savages, allowing human settlements to flourish along the coasts and across the plains. Each had long since claimed homelands situated in preferred terrain: mountains for the dwarves, hills for the gnomes, and forests for the elves.

The initial human expansion was peaceful as portions of unwanted territory were willingly ceded to the newcomers. The early settlements of man were frequently raided by orcs and goblins and soon great wars pitted human armies against their vicious foes. The older races, forever hard pressed by the same monstrous hordes, welcomed the reprieve these human efforts granted. Relations warmed between the various kingdoms of dwarves, elves, and gnomes and the scattered tribes of men. Trade and cooperation flourished in some areas as the human population rose dramatically.

During this time the only gods who took an interest in the affairs of the world were the twelve deities worshiped by the old races and a group of nine Primordial deities venerated by the savage species.

The Fall

Around four thousand years ago a mysterious and profound shift in the balance of power occurred. Over the course of a violent decade the original twelve deities were, one by one, overthrown and cast down into darkness. The divine link between the old races and their gods was severed. Claiming the place of divine prominence was a new group of twelve deities closely aligned with the rapidly expanding human race. The Golden Age of the dwarves, elves, and gnomes had come to an end. A new Age of Humanity had dawned.

Ancient Greek scholars came to know the period surrounding the Fall as the *Titanomachy*, or the War of the Titans. The new pantheon of gods was labeled "The Olympians".

No one is certain what happened to cause the overthrow. Some credit the ever rising number of human followers for the increased power of the human aligned deities. Some think the rise of humanity was a result of the great celestial realignment—not the cause of the overthrow. Still others suggest that the old gods foresaw their own downfall and perhaps even played a part in bringing it about.

Whatever the truth, the fall of the old gods is a story shrouded in mystery and intrigue. A story which profoundly shaped the world as it is today and continues to influence the world of tomorrow. As the tide of humanity rises the fortunes of the old races decline.

Adventures in the *Kingdoms of Legend* setting take place against the backdrop of old versus new. Elves, dwarves, and gnomes look on with envious bewilderment at the unrivaled success of the fast breeding, highly adaptable newcomers.

In the wake of the fall of their gods, the old races lost direct access to divine magic. They were forced to rely on divinely charged sites where the power of the Fallen gods yet remained. In these precious few sacred locales, clerics of the Fallen can operate normally–as the consecrated objects found there provide a window to the lost power of their deities.

It is these rare shrines and temples that the dwarves, elves, and gnomes will do anything to protect and sustain. The shrinking kingdoms of the old races have consolidated around the most powerful of the ancient temples. As clerics of the Fallen move farther away from such places their ability to call on divine energy wanes. In order to maintain access to spells these clerics have taken to carrying a precious relic with them.

Relics are trinkets or small objects taken from one of the consecrated sites which allow access to divine magic no matter where the cleric may find himself. The exact form of a relic does not matter. What matters is that each functions as an access point to the otherwise unreachable Fallen gods.

Since the Fall, some among the old races have switched their religious affiliation to the new human pantheon in order to re-obtain direct access to divine magic. This is understandably looked down upon by traditionalists. Some even consider such converts to be traitors to their race.

Temples, shrines, and artifacts dedicated to the Fallen still lie scattered around human lands. Most of these religious sites were long ago looted or destroyed but a few, in strategic locations, were preserved. Much as ancient Roman fortifications at times provided the basis for later medieval castles, a few temples and shrines were re-used, re-purposed, or built upon. Frequently the current occupants do not fully appreciate the value of the structures or ruins they've inherited. The *Relics of the Lost Gods* adventure line explores the danger and intrigue of one such situation in more detail.

Recent History

Plagues, diseases, wars, and famine are all too common in the world of *Kingdoms of Legend*. Sixty six years ago the Black Death ravaged Europe, killing over a quarter of the population. The effects of this lost generation are felt in all areas of life. Large tracts of land, mostly on the fringes of society, are abandoned to monsters. Overgrown farm fields, dilapidated hovels, abandoned temples, and partially ruined castles are commonplace in these forsaken regions. Travel is difficult and fraught with peril. Roads are muddy and in poor repair. Highwaymen are numerous. Piracy is rampant in the waters off Northern Europe and in the Mediterranean. Even in the face of ever present danger, brave merchants still travel by horse and oxcart between trade fairs and bold sailors still connect much of Europe via the sea lanes.

Vast sections of the world are untouched by civilization and remain as true wilderness-wide open and lawless. Mountains, deep forests, and trackless hills are largely left alone by humans. In these areas the remaining kingdoms of the old races thrive.

Human societies are mainly agrarian. The complex structures of the feudal system keep most common people working the land, vassals to a series of lords ultimately sworn to serve a king. Fierce battles occur frequently in an effort to gain territory and expand holdings. It is commonplace for the sprawling kingdoms of men to be so absorbed in their petty struggles for power and land that they ignore the old races completely. Human nobility tends to consider the old races irrelevant and powerless in this new age.

While such a line of thinking irks many elves, dwarves, and gnomes, they ultimately prefer to be left out of the incessant squabbling common in human lands. At times, however, warriors of all races from across Europe put aside their differences, and answer the call to battle monstrous uprisings or evil armies. The resulting campaigns usually succeed in beating back the common enemies of civilization.

Numerous crusades have occurred over the centuries. The first was two hundred years ago in response to a



mass infestation of orcs invading human lands of the Eastern Mediterranean. After decades of struggle the orc hordes were finally subdued and beaten back into the mountains. Years later a well coordinated army of Sahuagin emerged from the waters of the Aegean to overrun Athens and the surrounding region. This caused a second wave of crusaders to take to their ships and battle the hordes. Recently the Carpathian Mountains disgorged a vast array of undead under the control of a powerful necromancer and once more the roads and ports were filled with volunteers willing to travel, fight, and die to defeat the opponents of the civilized world.

The Old Races Today

The dwarven empires remaining in Europe are largely confined to three mountain ranges: the Alps, the Pyrenees, and the Scandinavian Mountains. Elves claim the deepest forests of central Europe as well as the coniferous expanses spanning far northern Europe and Asia. Gnomes have significant holdings in Ireland and Scotland as well as the Mediterranean island of Sardinia.

Centers of Power

Europe's largest country in terms of land area is the sparsely peopled Kingdom of Poland and its vassal states the Grand Duchy of Lithuania, the Principality of Moldavia, and the Principality of Wallachia.

The most populous country in Europe is the Kingdom of France with 12 million inhabitants. Blessed with rich farmland and fertile vineyards, France is embroiled in a war with their neighbor across the Channel, the Kingdom of England.

Republic of the Archmage

The Collegio Arcanum (College of The Art), founded two thousand years ago in Rome, is the center of excellence in matters arcane. Seated at the heart of the Republic of the Archmage the College acts as a tightly run guild of magic users and operates the most famous school for arcane study in all of Europe. The ancient Greeks did much to lay the groundwork for humankind's early knowledge of arcane magic. It was the ancient Romans, however, who developed and perfected most of the arcane spells still in use today. The Roman influence on the history of magical study is still evident, as Latin is the predominant language used in arcane writings and discourse.

As time went by, the College grew into a small network of universities in the area surrounding Rome. Through the centuries talented wizards from these top universities were so sought after that the College began expanding. New arcane schools run by the College sprouted up all across Europe. These foreign schools now act as diplomatic embassies for the Republic.

There are schools of magical training not aligned with the Republic, but they are rare. Sorcerers exist outside this hierarchy of magical study completely; untrained, undisciplined and unsafe users of The Art in the eyes of the guild.

Holy Roman Empire

The Holy Roman Empire dominates the European continent north of the Alps. The Empire claims to trace its roots back to the glorious days of ancient Rome, even though the actual city of Rome has not been within the Empire's borders for centuries.

The HRE is made up of hundreds of different small states aligned by a dizzying array of treaties and political arrangements. Kings, dukes, counts and clergymen all have a say in the governance of the land and the appointed Emperor wields only as much power as he is granted by these factions and sub factions.

Teutonic Order

The Teutonic Order is a state of warrior zealots supposedly committed to the defense of the Twelve. The organization was formed to support the first Crusades and has been gaining power, land and wealth ever since.

While not technically a member state of the Holy Roman Empire, the Order usually finds itself open to the suggestions of the Emperor. For years the Teutonic knights have been locked in a vicious religious war with the Kingdom of Poland and the Grand Duchy of Lithuania.

Hanseatic League

The Hanseatic League, also known as the Hansa or Hanse, is a loose federation of merchants and trading houses based in Lübeck. They act as a powerful merchants guild and, in many locales, they have been granted exclusive rights to the trading of various commodities. Some of the cities on Hanseatic trade routes are full-fledged members of the League. Others are more loosely affiliated, having only trading outposts called kontore. Kontore appear in cities all along the coastlines of Northern Europe.

Virtually all trade in Northern Europe is controlled by the League, making it a very powerful political and economic force. The League maintains its own army and navy to keep its merchant ships and warehouses safe from the constant predation of pirates and coastal raiding parties.

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CHAPTER 2: RACES

Two new core races are available for play in *Kingdoms* of *Legend*: the half-dwarf and the half-gnome. Both of these races illustrate the inevitable rise of humanity and decline of the old races. This 'passing of an old age' concept is a key part of the campaign setting.



Dwarf, human, half-dwarf

Half-Dwarves

Half-dwarves can be the result of a romantic union between a human and a dwarf. Such offspring are most commonly found in remote areas where close cooperation between hardy human settlements and pragmatic dwarven kingdoms is common. Within the confines of these regions half-dwarves suffer no particular stigma due to their mixed lineage. In fact they are usually welcomed as full members into one or both communities. Half-dwarves have also evolved naturally from isolated dwarven clans who, centuries ago, switched their allegiance from the Fallen gods to the Twelve, the now dominant human pantheon. Since their ancestors made the change successive generations of converted dwarves have literally become more human. The reaction half-dwarves incite from some groups of isolationist, "pureblood" dwarves can be much less accepting and even violent-with an especially virulent hatred reserved for the members of "traitor" clans who worship the Twelve.

Physical Description: Half-dwarves, as one might expect, fall somewhere between humans and dwarves in

terms of height, weight, and build. Most half-dwarves favor long hair and a full beard, but not all. Unlike full dwarves, half-dwarves display some variation in skin tones and hair color thanks to their human influences.

Society: Half-dwarves fit in as valued and trusted members of both human settlements and the accepting dwarven citadels. Able to bridge the gap between cultures, half-dwarves frequently serve as diplomats, go-betweens, and liaisons.

Relations: Half-dwarves get along well with humans and many dwarves. Half-dwarves also tend to gravitate toward fellow mixed-race beings: half-elves, halfgnomes, and sometimes even half-orcs. Many of the dwarven biases as to the perceived frailty of halflings, elves, and gnomes are held by half-dwarves.

Religion: 31% the Fallen, 67% the Twelve, 2% the Primordials

Alignment: Half-dwarves blend a sense of honor and tradition from their dwarven roots with the wide variety and adaptability of humans. Many halfdwarves favor the human-centric pantheon of the Twelve, although some have taken to the relic-based worship of the Fallen.

Adventurers: Many half-dwarves are driven into a life of adventure by their innate human ambition. Some are drawn into the quest for ancient lost relics. Others are attracted by the possibility of personal wealth and glory.

Names: Half-dwarven names run the gamut from traditional dwarven appellations to the vast array found amongst humans.

Half-Dwarf Racial Traits

+2 to One Ability Score: Half-dwarf characters get a +2 bonus to one ability score of their choice at creation to represent their varied nature.

Medium: Half-dwarves are Medium creatures and have no bonuses or penalties due to their size.

Normal Speed: Half-dwarves have a base speed of 30 feet.

Darkvision: Half-dwarves can see in the dark up to 60 feet.

Adaptability: Half-dwarves receive Skill Focus as a bonus feat at 1st level.

Dwarf Blood: Half-dwarves count as both dwarves and humans for any effect related to race.

Hardy: Half-dwarves receive a +2 racial bonus on saving throws against poison, spells, and spell-like abilities.

Multitalented: Half-dwarves choose two favored classes at first level and gain +1 hit point or +1 skill point whenever they take a level in either one of those classes. See Chapter 3 of the Pathfinder Roleplaying Game for more information about favored classes.

Languages: Half-dwarves begin play speaking Dwarven and one lingua franca. Half-dwarves with high Intelligence scores can also choose from the following: Giant, Gnome, Goblin, human languages, Orc, Terran, and Tief.



Human, half-gnome, gnome

Half-Gnomes

Half-gnomes are typically descended from ancestors who long ago converted to the worship of the Twelve, but a few have been the result of romantic involvement between humans and gnomes.

Half-gnomes tend to blend the well-known gnome whimsy with a more practical human sensibility.

Physical Description: Half-gnomes reach a height of about four and a half feet tall and predictably fall between gnomes and humans in terms of weight and build. The mixture of the gnome and human blood provides for the wildest variation of any race in terms of skin tones and hair colors–usually without regard to heredity.

Society: In general, gnomes consider half-gnomes to be humans and never fully accept them as true kinsmen. This kind but insistent shunning by gnome society does not seem to bother the usually ambitious and curious half-gnomes as they rarely wish to settle down anyway. Half-gnomes are commonly found aboard merchant ships, in trade caravans, or as wanderers on the roads.

Relations: Half-gnomes get along well with humans and halflings and usually are civil (yet distant) in their interactions with gnomes. A generally care-free attitude can cause the half-gnome to grate on serious minded races like dwarves and half-orcs. Half-gnomes usually find elves to be endlessly fascinating. This trait can quickly annoy their elven companions.

Religion: 9% the Fallen, 87% the Twelve, 4% the Primordials

Alignment: Half-gnomes are almost always followers of the Twelve. Their gnome ancestry provides them with a strong sense of the natural world while their human blood allows for a great variation in individual attitudes and beliefs.

Adventurers: Combining the natural ambition of a human and the wanderlust of a gnome practically ensures a life of adventure for half-gnomes. Most are found on the move, seeking new horizons whenever possible.

Names: Almost all half-gnomes have adopted the naming conventions of humans allowing for wide variation.

Half-Gnome Racial Traits

+2 to One Ability Score: Half-gnome characters get a +2 bonus to one ability score of their choice at creation to represent their varied nature.

Medium: Half-gnomes are Medium creatures and have no bonuses or penalties due to their size.

Normal Speed: Half-gnomes have a base speed of 30 feet.

Low-Light Vision: Half-gnomes can see twice as far as humans in conditions of dim light. See Chapter 7 of the Pathfinder Roleplaying Game for more information.

Adaptability: Half-gnomes receive Skill Focus as a bonus feat at 1st level.

Gnome Blood: Half-gnomes count as both gnomes and humans for any effect related to race.

Multitalented: Half-gnomes choose two favored classes at first level and gain +1 hit point or +1 skill point whenever they take a level in either one of those classes. See Chapter 3 of the Pathfinder Roleplaying Game for more information about favored classes.

Languages: Half-gnomes begin play speaking a native language (based on their region) and one lingua franca. Half-gnomes with high Intelligence scores can also choose from the following: Draconic, Dwarven, Elven, Giant, Gnome, Goblin, human languages, Orc and Sylvan.

Finishing Touches

The following tables are offered as additions to those found in Chapter 7 of the Pathfinder Roleplaying Game.

Table 2.1: Random Starting Age

| Race | Adulthood | Barbarian Rogue Sorcerer | Bard Fighter Paldin Ranger | Cleric Druid Monk Wizard |
|------------|-----------|--------------------------------|-------------------------------------|-----------------------------------|
| Half-dwarf | 17 | +1d4 | +2d4 | +3d4 |
| Half-gnome | 17 | +1d6 | +2d6 | +3d6 |

Table 2.2: Aging Effects

| Race | Middle Age | Old | Venerable | Maximum Age |
|------------|---------------|-----|-----------|----------------|
| Half-dwarf | 81 | 103 | 125 | 125+3d10 |
| Half-gnome | 65 | 82 | 100 | 100+4d10 |

Table 2.3: Random Height & Weight

| Race | Base Height | Base Weight | Modifier | Weight Multiplier |
|--------------------|----------------|----------------|----------|----------------------|
| Half-dwarf, male | 4' 3" | 131 lb. | +2d6 | x7 lb. |
| Half-dwarf, female | 4' 0" | 100 lb. | +2d6 | x7 lb. |
| Half-gnome, male | 4'1" | 78 lb. | +2d6 | x2 lb. |
| Half-gnome, female | 3' 10" | 58 lb. | +2d6 | x2 lb. |

All of the standard races found in Chapter 2 of the Pathfinder Roleplaying Game also appear in the *Kingdoms of Legend* campaign setting, with the brief additions or changes shown below.

Dwarves

Physically, dwarves do not vary in appearance from citadel to citadel. A dwarf from the Scandinavian Mountains looks just like a "cousin" from the Pyrenees or the Alps. The dwarven language is also remarkably stable with no known regional dialects or usage variations. Dwarves are proud of setting such a fine example of steadfastness and consistency for the other races to follow.

Almost all dwarven settlements are found in the cold, sparse, and rocky environment above the tree line. The frigid wind and thin mountain air breeds heartiness into the dwarven race. Frequently dwarven citadels have surface entrances located near high mountain lakes as sources of fresh water are more difficult to obtain underground.

Like most old race kingdoms, dwarves tend to not get along with "established" human empires. They much prefer (and admire) the hard working and pragmatic humans surviving at the fringes of human society. The more civilized the human, the less the dwarves trust them.

Relations: The dwarven reaction to the Fall of the old gods varies from citadel to citadel. Generally speaking, it is this reaction that most influences how a particular dwarven clan or kingdom will feel about humans. Dwarves are notoriously good at holding grudges and some communities blame humanity for the dwarven decline. In these angry outposts, half-dwarves are particularly reviled as traitorous accomplices to the eroding of the old ways. Many groups of dwarves take a less severe approach, however, and work closely with nearby human settlements in matters of trade and defense. In these locales, half-dwarves are frequently treated as valuable members of the clan. Most dwarves find half-elves and half-gnomes to be a bit of an improvement over their respective elven and gnomish ancestors.

Religion: 90% the Fallen, 8% the Twelve, 2% the Primordials

It is not surprising that dwarves who dislike humans reject the Twelve in favor of the Fallen deities of their distant ancestors. The last remaining temples, shrines, and relics are now the sole link to their gods. As such, these valuable artifacts and sites are guarded jealously and defended to the death. The vast majority of dwarves adhere to the old ways.

There are rare dwarven enclaves, particularly in areas devoid of old shrines or sanctuaries, which have recently turned their allegiance to the Twelve. Those clans first to convert, centuries ago, have slowly evolved through the generations into half-dwarves. Sages suspect the dwarven blood will eventually be gone from the veins of their distant offspring, leaving them fully human.

Dwarf Racial Traits

Languages: Dwarves begin play speaking Dwarven and one lingua franca. Dwarves with high Intelligence scores can also choose from the following: Giant, Gnome, Goblin, human languages, Orc, Terran, and Tief.

Elves

Unlike dwarves, the physical appearance of elves can vary substantially based on climate and locale. Three broad groups of elven stock are known: the cold elves of the Northern wastes, the dark elves of the Underworld's sunless depths, and the deep elves of the shadowy woods.

Cold Elves

Physically, cold elves are pale and well adapted to frozen climates. Of the elven races cold elves are the variety most commonly encountered in human lands. They are a bit wilder than their cousins and generally friendlier to humans. Bands of cold elves live along the Northern edge of Europe and Asia in the vast unbroken coniferous forests of the taiga. These elves also have a strong seafaring tradition and can be seen sailing in the Baltic, Barents, and Norwegian Seas. Cold elves tend toward a nomadic life but some permanent settlements are known. Many of these settlements are completely abandoned each summer and re-inhabited each winter.

Dark Elves

The dark elf off-shoot of the elven race lives in underground caverns and tunnels of the Underworld, sometimes miles beneath the surface. Dark elves are the most aggressive and evil of the elven races, usually attacking surface dwellers on sight. These elves have skin as dark as the lightless surroundings they inhabit.

Deep Elves

Deep elves are the most numerous of the elves, but also the most guarded. Considered more refined and classically cultured than either cold elves or dark elves, deep elves are reclusive and prone to violence against humans (or any intruders into their realms).

Deep elves live in the deepest portions of the Central European deciduous forests. They jealously guard both their territory and their privacy. Humans have learned to tread cautiously near the borders of deep elven lands as entire armies have vanished without a trace in the shadowy depths of their trees.

These elves have skin tones influenced by the seasonal variations of the deep woods ranging from green in the summer to brown, orange, and red in the autumn and grey in the winter. Elves call this sensitivity to the forest around them *valua*, or the Flow. Elves far from the comfort of the trees do not exhibit the effect.

Relations: Like dwarves, elves fall into two distinct camps on the subject of humanity: those who still venerate the old gods and those who have converted to the Twelve. Like dwarves, this choice colors many of the opinions elves hold concerning other races, particularly humans. Elves given to the old ways are prone to feel a great sorrow, lamenting for the age that has passed. These elves usually do not explicitly blame humanity for the loss. Elves consider half-gnomes to be just as strange as gnomes themselves.

Religion: 90% the Fallen, 5% the Twelve, 5% the Primordials

Most elves worship the Fallen gods, although some scattered groups have converted to follow the Twelve. Those elves given to the old ways are sworn to protect and fiercely defend those sacred groves, pools and clearings which retain the consecrated power of the old deities.

Elf Racial Traits

Languages: Elves begin play speaking Elven and one lingua franca. Elves with high Intelligence scores can also choose from the following: Celestial, Draconic, Gnoll, Gnome, Goblin, human languages, Orc, and Sylvan.

Gnomes

Gnomes have a deep-rooted and mysterious connection to fey creatures which gives them a distinctive air of the supernatural. Even among the old races gnomes are considered to be exotic outsiders with bizarre tendencies. Gnomes in the *Kingdoms of Legend* tend to involve themselves with inventions, discoveries, and exploration. At times heedless of danger or any other consequences of their actions, the curious mind of a gnome never seems to rest. Some ancient texts suggest this manic state of affairs was not always the norm for the race, but rather a curious by-product of the Fall.

Gnomes usually live in underground settlements made from hundreds of interconnected chambers and passages. Non-gnome visitors find the haphazard layout of such communities extremely confusing but to a gnome there is a natural flow inherent in the design.

Gnomes also seem to have an affinity for the ancient ruins of prehistoric civilizations. The largest gnome populations in Europe live in and around such sites and rumors hold that these far-flung locations are linked together via magical portals.

Relations: Almost all gnomes consider half-gnomes to be fully human. With this view, half-gnomes are never welcomed into gnome society. Instead they are politely but insistently ostracized. A gnome will completely ignore a half-gnome if at all possible, even when forced to work in close proximity. Gnomes consider half-dwarves to be cut from the same overly serious cloth as dwarves and include them as targets of gnomish pranks whenever possible.

Religion: 64% the Fallen, 30% the Twelve, 7% the Primordials

A majority of gnomes still revere the Fallen, although more gnomes have converted to the Twelve than either elves or dwarves.

Gnome Racial Traits

Languages: Gnomes begin play speaking Gnome, Sylvan and one lingua franca. Gnomes with high Intelligence scores can also choose from the following: Draconic, Dwarven, Elven, Giant, Goblin, human languages, and Orc.

Half-Elves

Like half-dwarves, half-elves are either the product of elves interbreeding with humans or the eventual result of religious conversion centuries in the past. Cut off from the power of their gods after the Fall, isolated communities of elves were faced with the same dilemma confronting many among the old races. To regain access to divine magic they could switch to worshipping the new human-centric pantheon of the Twelve or relocate to those elven lands which had powerfully consecrated temples. Those who switched began a long journey down an arduous path– becoming more human with each passing generation.

Of those half-elves directly descended from elven stock, the vast majority have a cold elf parent. A very small percentage of half-elves claim deep elf ancestors and practically none come from a dark elf lineage.

Unlike half-dwarves, half-elves do not incite the same level of anger from their "pureblood" cousins. This does not mean that elves openly accept half-elves (or the members of any other race) into their largely closed societies. Even the cold elf nomads of the Northern Reaches, considered the most open and friendly of the elven subtypes, are wary of fully accepting half-elves into their clans.

Relations: The friendliness of half-elves allows for good relations with most races, including half-dwarves and half-gnomes. Half-elves often feel a kinship and sense of shared difficulty with these races resulting from their mixed heritage backgrounds.

Religion: 5% the Fallen, 80% the Twelve, 15% the Primordials

Most half-elves are followers of the Twelve although a few do worship the Fallen.

Half-Elf Racial Traits

Languages: Half-elves begin play speaking Elven and one lingua franca. Half-elves with high Intelligence scores can also choose any languages they want (except secret languages, such as Cant or Druidic).

Half-Orcs

Half-orcs are most commonly found on the remote fringes of civilization where human lands border the untamed wilderness. In these dangerous locales interactions between savage tribes of orcs and barbaric human settlements are frequent–and violent.

Most newly bred half-orcs learn early on to fend for themselves, shunned as they are by both human and orc societies. Many fall into lives of piracy or banditry, or find other work as muscle-for-hire.

A rare few orc tribes converted to the worship of the Twelve centuries ago. Like all such groups among the old races, these orcs began to change–literally becoming more human as years passed.

Relations: Half-dwarves commonly hold the same distrustful opinion of half-orcs as their dwarven cousins. Half-gnomes are generally more forgiving and treat half-orcs with a cautious respect.

Religion: 1% the Fallen, 79% the Twelve, 20% the Primordials

Most half-orcs live among humans and worship the Twelve.

Half-Orc Racial Traits

Languages: Half-orcs begin play speaking Orc and one lingua franca. Half-orcs with high Intelligence scores can also choose from the following: Abyssal, Draconic, Giant, Gnoll, Goblin, and human languages.

Halflings

The halfling race is a mystery. The old races have no record of the short folk until just over nine thousand years ago. These amiable creatures appeared in central Europe a few scant centuries before the first wave of humanity broke across the continent.

Ever content to go with the flow, halflings easily integrated themselves into the existing civil structures of the elves, gnomes, and dwarves. As humanity arrived in Europe and began their rise to prominence halflings were drawn to human held lands in great numbers. In general, they took the chaotic events surrounding the Fall in stride as most halflings were already followers of the human deities by that time.

Today, as back then, halflings are welcome residents in human lands all across the known world.

Relations: Nobody is quite sure where the halflings fit into the great story of the Fallen gods. Many believe the short folk have some ancient tie to humanity but, unlike humans, halflings do not get blamed for the Fall. Being of a similar stature, halflings make quick friends with half-dwarves and half-gnomes.

Religion: 2% the Fallen, 95% the Twelve, 3% the Primordials

Ever content to go with the flow, almost all halflings follow the Twelve in religious matters. A halfling cleric trained in the old religion is exceedingly rare.

Halfling Racial Traits

Languages: Halflings begin play speaking Halfling and one lingua franca. Halflings with high Intelligence scores can also choose from the following: Dwarven, Elven, Gnome, Goblin, and human languages.

Humans

The story of the current world is, to a large degree, the story of humanity. A highly adaptable race exhibiting wide variations in culture, language, and physical appearance, humans are inextricably linked to the Fall of the old gods.

Human kingdoms dominate the known world spreading into every climate and terrain. Human armies muster to oppose the monstrous hordes and human traders and merchants ply the sea lanes and roadways. The Age of Humanity is at hand.

Religion: 0% the Fallen, 97% the Twelve, 3% the Primordials

Civilized humans worship the Twelve. Tribes of barbarians or other groups on the fringes of civilization tend toward the reverence of the Primordial gods. Virtually no humans have converted to follow the Fallen gods of the old races.

Human Racial Traits

Languages: Humans begin play speaking a native human language (based on their home region) and one lingua franca. Humans with high Intelligence scores can also choose any languages they want (except secret languages, such as Cant and Druidic).



CHAPTER 3: CLASSES

All of the standard PC classes found in Chapter 3 of the Pathfinder Roleplaying Game also appear in the *Kingdoms of Legend* campaign setting, with the brief additions or changes shown below.

Barbarian

Barbarians are members of uncivilized groups living at the fringes of society. Some ply the northern seas as Viking-like pirates. Others live nomadic lives on the eastern grasslands or endure in isolation, claiming wild areas abandoned by everyone else. Among these varied groups, toughness is prized above all other qualities.

Common religions: The most common religion among barbarian tribes is the worship of the Primordial gods Aether and Tengeri.

Common homelands: Barbarians are commonly found in the Union of Kalmar, Ireland, Golden Horde, Duchy of Finland, North Africa, and The Northern Reaches.

Bard

Storytellers abound in many different cultural traditions and settings. Some are classically trained by metropolitan academies in the urban centers of the Italian peninsula. Others have a more primitive background, serving their tribes as storytellers or lore keepers. Bards may also be court jesters or actors, traveling between castles performing plays. They may be skilled musicians, great orators, or lovable scoundrels. Many are called to the thrill of adventure in order to see the world and inspire their art.

Common religions: Bards frequently revere Belenus, Bres, Lugus, or Erindring.

Common homelands: Bards have been known to come from all lands across Europe.

Cleric

Clerics are holy men and women chosen by the gods to act as conduits of divine power. In *Kingdoms of Legend*, clerics have many choices of deity to represent. Most of the time this choice is heavily influenced by the cleric's race, homeland, and background. The list of gods available in *Kingdoms of Legend* is found in the back cover of this book.

Human clerics tend to worship a specific member of the Twelve, the current dominant pantheon. **Table 3.1** displays the names by which different human cultures know these deities. A cleric from the Holy Roman Empire may follow the teachings of Odin, while another from Ireland may pay homage to Lugus. Both truly worship the same being even though specific traditions and religious practices vary.

Clerics of the old races commonly choose to follow one of the Fallen gods. In this case, the cleric will need to obtain an ancient relic to access divine energy. Relics act as a sort of window to the plane of Tartarus where the Fallen were banished.

Relic Magic: If a cleric chooses to follow one of the Fallen gods of the old races, then they must carry a relic in order to freely cast divine spells. A relic is used in place of a holy symbol and forms a link to divine power. These relics may appear in many forms including bits of statuary, broken shards from columns or even ceremonial daggers. The common thread between all relics is their origin: they were at one time part of a consecrated temple or shrine dedicated to the Fallen gods. These items are imbued with special power and allow a cleric to channel divine energy from the lost gods into the material plane.

If a cleric of the Fallen attempts to cast a spell without his relic worn or in hand, then he must make a concentration check or lose the spell. The DC for this check is equal to 20 + the spell's level.

A relic may be used once per day to cast a spell the cleric is capable of casting, even if that spell is not prepared.

Identifying Relics: When examined using a *detect* magic spell or similar, relics are found to radiate magic. The items have a unique aura. If a character casting *detect magic* studies a relic, a successful DC 16 Knowledge (arcana) check reveals a divination (moderate) aura. A successful DC 24 Spellcraft check is required (while casting *detect magic*) to identify the

Interpretatio Graeca

"The Twelve" is the name given to the dominant pantheon of human-centric gods. These gods were known as the Olympians to the ancient Greeks. Later as the Roman legions encountered the peoples of Gaul, Germania, and the Balkans, scholars began to suspect that the deities worshipped by humanity in all corners of the vast Roman Empire were the same. The Celtic traditions from England and France, the Norse-influenced gods of the Germanic tribes, and the Greek religion of the Aegean are simply different ways of looking at the same thing. **Table 3.1** shows the various names people from different regions use when referring to the pantheon. properties of a relic.

If allowed to hold the item, then clerics of the Fallen will immediately recognize it as a relic of the lost gods. Other characters know of these valuable trinkets on a successful DC 15 Knowledge (religion) check.

Common religions: Clerics may represent the holy clergy of any deity or abstract principle.

Common homelands: Clerics are found throughout the known world spreading their faith and doing the work of their deities.

Druid

Druids are devoted defenders of the natural world committed to a creed that is frequently at odds with the various political powers found across Europe. Friends of plants and animals and most at home in the wild 'inhospitable' places, Druids closely guard numerous ancient secrets of nature.

Common religions: Druids have long avoided the worship of the "civilized" gods, instead choosing to venerate more basic, Primordial forces. Most commonly druids follow Gaia–the embodiment of the Earth itself.

Common homelands: Druids are more common in the remote areas at the edges of the world. Places like the Union of Kalmar, Ireland, Golden Horde, Duchy of Finland, North Africa, and The Northern Reaches.

Fighter

Professional mercenary companies and noble knights train constantly in the arts of war. Conflicts abound and well-trained fighters are never out of work.

Common religions: Those who live by the sword tend to revere the gods of war: Hesus, Taranis, Sulis, Beregne, Painin, or Tengeri.

Common homelands: The art of war is practiced all across Europe, Asia, and Africa. Men and women trained in the brutal business of death hail from every country and locale.

Monk

Monks are followers and teachers of ancient combat traditions imported from the Ming Dynasty, far off to the east across the vast lands of the Rus.

Common religion: The monastic pursuit of physical and mental perfection fits well with the dogma of the Primordial deity Udaan, the god of practice and study.

Common homelands: Monasteries are most common in the eastern portions of Europe near the holdings of the Golden Horde and in those areas in the Mediterranean in direct contact with the trade ships of the Ming Dynasty.

| Celtic | Germanic | Roman | Greek | symbol |
|----------|----------|---------|------------|----------------|
| Arduinna | Eostre | Diana | Artemis | leopard |
| Belenus | Baldr | Apollo | Apollo | bow and arrow |
| Branwyn | Frejya | Venus | Aphrodite | rose |
| Bres | Freyr | Bacchus | Dionysus | thrysus |
| Donau | Frigga | Juno | Hera | peacock |
| Gobannos | Weyland | Vulcan | Hephaestus | hammer & anvil |
| Hesus | Tyr | Mars | Ares | vulture |
| Lugus | Odin | Mercury | Hermes | raven |
| Mannanan | Njord | Neptune | Poseidon | trident |
| Matrona | Gefjun | Ceres | Demeter | torch |
| Sulis | Nerthus | Minerva | Athena | owl |
| Taranis | Thor | Jupiter | Zeus | lightning bolt |

Table 3.1: Translating the Twelve

Paladin

Like clerics, paladins are devoted followers of a specific god. Paladins act as defenders and proliferators of the faith, slaying enemies of the church and protecting the faithful. Famously adhering to a code of chivalry and justice, paladins are warmly welcomed in most kingdoms across Europe.

Common religions: The churches of Donau, Matrona, Moren, Odre, and Tengeri have strong paladin traditions.

Common homelands: Paladins can be found in all of the countries of the Twelve, the Union of Kalmar, Ireland, Golden Horde, Duchy of Finland, North Africa, and The Northern Reaches.

Ranger

Rangers spend their lives at or near the fringes of society where the wilderness begins. They act as scouts, hunters, and guides. They are skilled woodsmen who are also trained in battle.

Common religions: Rangers typically follow Arduinna, Belenus, Lugus, Matrona, Kuu, Odre, Gaia, or Tengeri.

Common homelands: Rangers are frequently found at the border between civilization and wild, untamed areas all across Europe.

Rogue

Rogues turn up in all sorts of places, from dark alleyways in a large city to the pitching decks of a pirate ship at sea. Some are skilled at deception and thievery, others quick of wit with silver tongues. Rogues have skills that lend themselves well to a life of death-defying adventure.

Rogues learn Cant, the secret language of thieves, as

a bonus class ability.

Common religions: Rogues tend to worship Bres, Lugus, Erindring, Valpas, Tengeri, Erebus, or Nyx.

Common homelands: Rogues turn up everywhere across Europe and beyond.

Sorcerer

Sorcerers are untrained magic users commonly viewed as a danger to themselves and their societies. The raw inborn talent wielded by sorcerers is fundamentally different from the practiced study of wizards.

Common religions: Most sorcerers revere Bres, Lugus, Erindring, Aether, or Nyx.

Common homelands: The spark of innate magic which marks a sorcerer can occur anywhere and thus these mages are found throughout Europe.

Wizard

Most wizards attended an arcane university run by the College of The Art. Wizards from such universities are highly sought after by nobles or wealthy merchants looking to protect themselves or gain an advantage over their rivals.

Brave wizards are understandably drawn to the life of adventure as a way to continue their studies–hopeful to uncover ancient secrets and precious tomes in the process.

Common religions: Wizards typically follow Udaan, Nyx, Aether, Viisaus, or Bres.

Common homelands: Wizards can be found practicing The Art in all corners of the continent. Larger concentrations of professional magical practitioners can be found in regions with a College of The Art.

CHAPTER 4: LANGUAGES

Languages and Complexity

The *Kingdoms of Legend* campaign setting strives to recreate some of the flavor of 1415 CE Medieval Europe by detailing the myriad cultures found during this time period. The diversity of humanity is reflected in the large number of native languages spoken throughout Europe. These languages are broken down into language families, shown on **Table 4.2**. Characters attempting to communicate with each other will find the task easier if they both know a language from the same family (see Linguistics skill adjustments below for more details).

Most people are illiterate. Few can afford the schooling necessary to learn to read and write, and most would find such skills useless as access to books is rare. Two new feats related to literacy are introduced later in this chapter.

Some GMs and players may wish to skip the complexity introduced by adding in so many languages.

Linguistics Skill Changes

The following changes to the Linguistics skill are due to the large number of languages included in the *Kingdoms of Legend* campaign setting. If two parties know the same language, spoken communication can occur naturally, of course.

If both sides have no shared language, ideas and concepts can still be conveyed, but effective communication becomes much more difficult.

Linguistics

(Int; Trained Only)

You are skilled at working with language. You can speak multiple languages and can roughly translate nearly any spoken tongue given enough time. If you are literate (i.e. have the **Literate** feat) you can decipher written documents as well, and furthermore your skill in writing allows you to create and detect forgeries.

Check: *Translate a Spoken Language:* You can decipher an unfamiliar spoken language, if you can hear the speaker talking. The base DC is 20 for the simplest ideas, 25 for standard dialogue, and 30 or higher for intricate plans, complex ideas, or exotic concepts. If the check succeeds, you understand the general meaning of one minute's worth of spoken dialog.

Translate Written Material: If literate, you are able to read a message written in an incomplete or archaic

Table 4.1: Linguistics Skill Check Modifiers

| Condition | Linguistics Check Modifier |
|---|----------------------------------|
| modifiers for understanding spoken language | ?\$ |
| Both parties know a language from the same family | +5 |
| Both parties are cooperating in the attempt to communicate with one another | +2 |
| modifiers for understanding written text and detectin | g forgeries |
| Type of document unknown to reader | -2 |
| Type of document somewhat known to reader | +0 |
| Type of document well known to reader | +2 |
| Handwriting not know to reader | -2 |
| Handwriting somewhat known to reader | +0 |
| Handwriting intimately known to reader | +2 |
| Reader only casually reviews the document | -2 |
| Document contradicts orders or knowledge | +2 |

form. The base DC is 20 for the simplest ideas, 25 for standard dialogue, and 30 or higher for intricate plans, exotic concepts, or very old writing.

Misunderstanding: If the Linguistics skill check to understand spoken or written communication fails, make a DC 5 Wisdom check to see if you avoid drawing a false conclusion about the information overheard. (Success means that you do not draw a false conclusion; failure means that you do.) Both the Linguistics check and (if necessary) the Wisdom check are made secretly by the GM, so that you can't tell whether the conclusion you draw is true or false.

Create or Detect Forgeries: Forgery requires literacy and writing materials appropriate to the document being forged. To forge a document on which the handwriting is not specific to a person, you need only to have seen a similar document before, and you gain a +8 bonus on your check. To forge a signature, you need an autograph of that person to copy, and you gain a +4 bonus on the check. To forge a longer document written in the hand of some particular person, a large sample of that person's handwriting is needed.

The Linguistics check is made secretly, so that you're not sure how good your forgery is. As with Disguise, you don't make a check until someone examines the work. Your Linguistics check is opposed by the Linguistics check of the person who examines the document to verify its authenticity. The examiner gains modifiers if any of the conditions are listed on the table above.

Learn a Language: Whenever you put a rank into this skill, you learn to speak a new language. If you are literate (i.e. have the **Literate** feat), you can read and write in this new language as well. Some languages

(and their typical speakers) include the following: •Aboleth (aboleths)

•Abyssal (demons and other chaotic evil outsiders) •Aklo (derros, inhuman or otherworldly monsters, evil fev)

•Aquan (aquatic creatures, water-based creatures) •Auran (flying creatures, air-based creatures) •Cant (rogues only) •Celestial (angels and other good outsiders) •Draconic (dragons, reptilian humanoids) •Druidic (druids only) •Dwarven (dwarves) •Elven (elves, half-elves) Formian (formians) •Giant (cyclopses, ettins, giants, ogres, trolls) •Gnome (gnomes) •Goblin (bugbears, goblins, hobgoblins) •Gnoll (gnolls) •Grimlock (grimlocks) Halfling (halflings) •human languages (a wide variety of choices, based on geography and culture) •Ignan (fire-based creatures) •Infernal (devils and other lawful evil outsiders) •Kuo-Toan (kuo-toas) •Orc (orcs, half-orcs) •Sahuagin (sahuagin) •Sphinx (sphinx) •Sylvan (centaurs, fey creatures, plant creatures, unicorns) •Terran (earth-based creatures) •Tief (drow, duergar, morlocks, svirfneblin) •Treant (treants)

•Worg (worgs)

Action: Varies. Understanding spoken language or deciphering the equivalent of one page of ordinary written text takes 1 minute (10 consecutive rounds). Creating a forgery can take anywhere from 1 minute to 1d4 minutes per page. Detecting a forgery using Linguistics takes 1 round of examination per page.

Try Again: Yes.

Special: You must be trained to use this skill, but you can always attempt to understand archaic and strange forms of your own racial bonus languages. In addition, if literate, you can also always attempt to detect a forgery.

New Feats

The following two feats are available in this setting.

Literate

You have mastered the art of letters and know how to read and write.

Benefit: You gain the ability to read and write in any language you can speak.

Multilingual

You have a gift for quickly learning new languages.

Benefit: You gain the ability to speak four additional languages. If you are able to read, you can also read and write in the new languages.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, you learn four new languages.

Literacy

Literate classes (given the Literate feat for free): Bard, Cleric, Monk, Wizard; Adept, Aristocrat, Expert (some)

Illiterate classes: Barbarian, Druid, Fighter, Paladin, Ranger, Rogue, Sorcerer; Commoner, Expert (most), Warrior

Lingua Franca

In *Kingdoms of Legend*, the universal trade language known as "Common" is replaced by three different *lingua franca*, depending on the situation. The default trade language of Northern Europe is **German**. The commercial and diplomatic language of the Mediterranean is **Sabir**. All across Europe the default language for magic users, scholars and clerics of the Twelve is **Latin**. Each character chooses one of these three as a bonus language at character creation.

Undercommon is replaced by a language called Tief and, when monsters from various sources are said to speak Common, they instead know Tief in the *Kingdoms of Legend* setting.

Native Languages

The next few pages are dedicated to exploring the languages spoken by the various peoples of Europe, western Asia and northern Africa. The language families are seen in **Table 4.2**. The category labeled "Other" is not a proper family, per se, but rather serves as a collection point for those unique languages which have no direct relations. The native language chosen by a character defines the culture of that character's upbringing. A sample of male and female names from each native language a character can select is provided to help root the character in that culture.

Each language entry also describes the language family to which it belongs and the alphabet or style of script used in the written form.

Arabic (Afroasiatic; Arabic script)

Spoken mostly in the Mediterranean region.

Male Names: Aali, Adbel, Al-aziz, Baqir, Dalal, Fadi, Gamil, Hajar, Ismat, Janan

Female Names: Adara, Aeesha, Basima, Djamila, Fadia, Fikriyya, Ghadir, Habiba, Hikmat, Inas

Berber (Afroasiatic; Arabic script)

The language of the Barbary Coast pirates of North Africa.

Male Names: Aksil, Dihya, Djazzar, Fodhil, Marinus, Raziya, Salih, Sidi, Tariq, Ziri

Female Names: Illi, Kella, Lalla, Lemta, Lunja, Menna, Monica, Nwella, Tadifa, Thiyya

Breton (Celtic; Latin alphabet)

The language of the Duchy of Brittany.

Male Names: Corentin, Deniel, Erwan, Gael, Loic, Padrig, Per, Roparzh, Winoc, Yannick

Female Names: Adelice, Anna, Franseza, Gwenaelle, Katarin, Maelys, Mari, Nolwenn, Oanez, Rozenn

Bulgarian (Slavic; Cyrillic alphabet)

The language spoken in the Kingdom of Bulgaria. *Male Names:* Andon, Bogdan, Boyana, Desislav, Evdoyika, Gavril, Ivailo, Kaloyan, Lyuben, Penka *Female Names:* Aleksandra, Bilyana, Donka, Filipa, Nikolina, Raina, Silviya, Tsveta, Vasilka, Zhivka

Chinese (other; Chinese characters)

The language of the far off Ming Dynasty.

Males Names: Bai, Changming, Cheng, Feng, Gen, Heng, Jian, Ling, Qi, Xiaodan

Female Names: Ai, Daiyu, Jia, Lanfen, Ning, Qiao, Shu, Wenquian, Xiaozhi, Zhu

Dalmatian (Eastern Romance; Latin alphabet)

The language spoken in eastern (Dinaric Alps) holdings of the Republic of the Archmage.

Male Names: Antonija, Capeka, Dmitar, Dubravko, Franjo, Goran, Jagoda, Lucija, Mihovil, Slavco

Female Names: Emilija, Jadranka, Jelena, Jelka, Mare, Mojca, Natalija, Sofija, Tatjana, Visnja

Danish (Northern Germanic; Latin alphabet)

One of the languages spoken in the Union of Kalmar. *Male Names:* Abelie, Amleth, Asger, Birte, Dagfinn, Eluf, Gregers, Hjordis, Jorck, Kjeld

Female Names: Anesa, Ditte, Grete, Gry, Laerke, Mia, Rikke, Silje, Ulrike, Vibeke

Table 4.2: Language Families

| | | | Northern | Western |
|-------------|-----------|-----------|-----------|----------|
| Afroasiatic | Altaic | Celtic | Germanic | Germanic |
| Arabic | Mongolian | Breton | Danish | Dutch |
| Berber | Turkish | Gaelic | Norwegian | English |
| Egyptian | | Irish | Swedish | German* |
| Sabir* | | Welsh | (German*) | |
| Western | Eastern | | | |
| Romance | Romance | Slavic | Uralic | Sylvan |
| French | Dalmatian | Bulgarian | Finnish | Elven |
| Italian | Romanian | Polish | Hungarian | Gnome |
| Portuguese | (Latin*) | Slavic | | Sylvan |
| Spanish | | | | Treant |
| (Latin*) | | | | |
| Sabir* | | | | |
| | | | | |
| Aklo | Goblin | Terran | Aquan | Auran |
| Aklo | Goblin | Dwarven | Aquan | Auran |
| Grimlock | Worg | Giant | Kuo-Toan | Sphinx |
| Tief | | Terran | Sahuagin | |

Other: Aboleth, Abyssal, Celestial, Chinese, Draconic, Fomorian, Gnoll, Greek, Halfling, Ignan, Infernal, Orc, Persian *possible choices for *lingua franca* selection

Dutch (Western Germanic; Latin alphabet)

One of the languages spoken in the Duchy of Burgundy and the Kingdom of France.

Male Names: Arjan, Bartel, Daan, Dedrik, Ewoud, Femke, Frerik, Gustaaf, Joris, Tiede

Female Names: Adelheid, Anouk, Gisela, Heintje, Janneke, Klaartje, Loes, Marjin, Saskia, Viona

Dwarven (Terran; Runic alphabet)

One of the oldest languages in the world with roots in the elemental language Terran, spoken in dwarven citadels across Europe.

Male Names: Blegar, Dabar, Darri, Drin, Gloddek, Naryn, Olindar, Oryn, Radnak, Thragar

Female Names: Agase, Botilda, Burghwen, Drueta, Geomara, Goldrun, Gunora, Imayne, Rykeld, Truda

Egyptian (Afroasiatic; Arabic script)

One of the major languages spoken in the southeastern Mediterranean region.

Male Names: Adjo, Anpu, Baraka, Chuma, Funsani, Hasani, Jendayi, Kesi, Remmao, Zalika

Female Names: Amisi, Bennu, Ede, Hasina, Iboni, Kanika, Mandisa, Nafre, Oni, Rashida

Elven (Sylvan; Sylvan script)

An ancient language of Sylvan origin, spoken in elven settlements all across the continent.

Male Names: Anfindel, Celeghen, Elladir, Elronor, Glorowin, Halwe, Hazval, Kellhir, Lanowin, Vesperod

Female Names: Elentra, Elwe, Fiordra, Fintelle, Linra, Luthele, Mefaren, Rhanna, Venzael, Yolien

English (Western Germanic; Latin alphabet)

The language of the people of the Kingdom of England.

Male Names: Aelfred, Aelric, Bardulf, Brand, Cuthbert, Eadgyth, Esmond, Garrick, Osebeorn, Wybert

Female Names: Aethel, Annis, Branda, Cyneburga, Emma, Frideswide, Hrodwyn, Milburga, Sarra, Sunniva

Finnish (Uralic; Cyrillic alphabet)

A language spoken in the Eastern Baltic region around the Duchy of Finland.

Male Names: Aarne, Hilje, Ilmari, Jaako, Joona, Kaleva, Kauko, Markku, Otso, Pekko

Female Names: Aina, Alli, Eevi, Fredriika, Kaija, Kukka, Liisi, Meri, Reeta, Tuula

French (Western Romance; Latin alphabet)

A common language in Northwestern Europe, spoken in the Kingdom of France and by the ruling classes in the Kingdom of England.

Male Names: Adelard, Bastien, Celetin, Degare, Didier, Esme, Folquet, Julien, Pons, Renard

Female Names: Adrienne, Aveline, Benoite, Corinne, Delphine, Liliane, Marcellette, Noemie, Orinanne, Vivien

German (Germanic root language; Latin alphabet)

The language spoken in the Holy Roman Empire. Also the de facto lingua franca for trade in Northern Europe spoken by the traders of the Hanseatic League.

Male Names: Albrecht, Clas, Endres, Fridlein, Hanns, Jorg, Kilgan, Linhard, Ludwig, Wolff

Female Names: Agnes, Clare, Else, Elsebeth, Eue, Fye, Gude, Kugund, Lype, Syele

Gnome (Sylvan; Sylvan script)

Originally based on Sylvan, Gnome is the newest of the languages of the old races.

Male Names: Andgrim, Bodor, Dophla, Drolo, Grimmgan, Gunmarr, Nobbrac, Nokdree, Obenell, Zibdree

Female Names: Alsnet, Baldith, Fina, Gudytha, Gunnota, Gylda, Hawis, Lavina, Nesta, Sibri



Halfling and human farmers

Greek (Other; Greek alphabet)

The language spoken on the southern end of the Balkan peninsula, in the western portion of the Ottoman Sultanate.

Male Names: Achaikos, Alekto, Damalis, Diomedes, Erato, Hypatos, Ioannis, Kallias, Sethos, Telamon

Female Names: Aglea, Chloe, Dareia, Efimia, Eleni, Eurybia, Minthe, Phaidra, Selene, Xanthia

Halfling (other; Dwarven Runic alphabet)

The language of the enigmatic halflings, a strange blend of old and new, borrowing words from Elven, runic characters from the Dwarves and significant influences from human languages (mostly Germanic).

Male Names: Adelo, Bandus, Falroc, Fosco, Gorbadkin, Hamello, Londas, Marello, Theokin, Tolson

Female Names: Adarantha, Bell, Bellarose, Belmira, Deba, Gilsy, Lallia, May, Prisny, Rose

Hungarian (Uralic; Cyrillic alphabet)

The principal language of the Kingdom of Hungary.

Male Names: Agoston, Ambrus, Eduard, Ferenc, Gellert, Hajnal, Istvan, Kalman, Tibor, Zsoka

Female Names: Aranka, Bozsi, Erzsebet, Gyongyi, Ilona, Juli, Klotild, Natalia, Orsolya, Zsuzsa

Irish (Celtic; Latin alphabet)

One of the languages spoken on the emerald isle of Ireland.

Male Names: Aengus, Barran, Cadan, Finbarr, Gearalt, Kearney, Labhras, Molan, Parth, Searlas

Female Names: Ahana, Ciara, Congalie, Eireann, Fiona, Kaelee, Lula, Myrna, Ossia, Roisin

Italian (Western Romance; Latin alphabet)

The principal language spoken on the Italian peninsula and throughout the northern Mediterranean.

Male Names: Alessio, Arrigo, Benigno, Casimiro, Dante, Enzo, Fabrizio, Italo, Macario, Romolo

Female Names: Amedea, Bettina, Bianca, Cinzia, Dafne, Drina, Felisa, Ilaria, Saveria, Violetta

Latin (Romance root language; Latin alphabet)

The language of the ancient Roman empire. Still the lingua franca when it comes to matters arcane, divine or scholarly.

Male Names: Adelphus, Agripina, Cassian, Florian, Gavius, Leonius, Magnus, Paulus, Quintis, Theolonius *Female Names:* Althea, Bella, Cosmina, Delphina, Evadne, Junia, Livia, Nerida, Roxana, Vita

Mongolian (Altaic; Cyrillic alphabet)

The language of the Jochid Ulus (the Golden Horde). *Male Names:* Arslan, Bayan, Cheren, Erdene, Mongke, Qadan, Sube, Temur, Unegen, Yeke

Female Names: Adya, Bayarmaa, Chimgee, Enhmaa, Ganzaya, Kushi, Odval, Tsetsgee, Uuganaa, Zolzaya

Norwegian (Northern Germanic; Latin alphabet)

One of the languages of the Union of Kalmar. *Male Names:* Andwen, Einar, Frodi, Gunnbjorn, Hakon, Ingolf, Kjeld, Orm, Rolf, Thorlak *Female Names:* Arnora, Estrid, Fastvi, Groa, Halldis,

Kolgrima, Ragnhild, Thora, Thyre, Viborg

Orc (other; Draconic Runic alphabet)

A savage language for a savage race, orc is spoken by countless scattered bands and tribes.

Male Names: Belag, Bruzusk, Fask, Grumlag, Harog, Kerosh, Kurg, Snagmash, Stug, Turharag

Female Names: Barbota, Festla, Gar, Gerbaga, Hagg, Hakla, Magota, Not, Scarrt, Zag

Persian (other; Arabic script)

A language of south central Asia, spoken by the Timurid Empire.

Male Names: Abdullah, Ali, Arif, Hasan, Kalil, Kulal, Mahmud, Quthan, Yaqub, Yusuf

Female Names: Bidili, Daifi, Hayat, Mahisti, Jahan, Khadija, Maryam, Nihani, Terevvi, Zaynab

Polish (Slavic; Cyrillic alphabet)

The language spoken in the Kingdom of Poland and the Grand Duchy of Lithuania.

Male Names: Bagdal, Bozydar, Cieszymir, Domamir, Grodzislaw, Jaromir, Majslaw, Przebor, Sulimir, Waclaw

Female Names: Anna, Basia, Dorotha, Jadwiga, Katarzina, Ludwika, Miroslawa, Regina, Sopianka, Zophia

Portuguese (Western Romance; Latin alphabet)

A language spoken on the Iberian peninsula, particularly in the Kingdom of Portugal.

Male Names: Adao, Breno, Carmo, Davi, Erico, Hipolito, Jacinto, Marcos, Nuno, Zeferino

Female Names: Branca, Catina, Domitila, Flavia, Graca, Ligia, Luzia, Renata, Terezinha, Vitoria

Romanian (Eastern Romance; Latin alphabet)

The language of the Principality of Moldavia.

Male Names: Alexandru, Aurel, Bogna, Danut, Emilian, Grigore, Nandru, Petre, Sergiu, Wadim

Female Names: Anca, Crina, Daciana, Dorina, Lenuta, Luminita, Mirela, Miruna, Sanda, Stefania

Sabir (other; Arabic script or Latin alphabet)

A diplomatic and trade language used as a lingua franca in the Mediterranean. Sabir is not a native language for any culture.

Scottish Gaelic (Celtic; Latin alphabet)

A language spoken by the peoples of the Kingdom of Scotland.

Male Names: Aedan, Bearnard, Cahir, Daithi, Fealan, Floin, Grada, Kian, Riagan, Tuathal

Female Names: Aisling, Brid, Deoiridn, Edha, Fidelma, Liadin, Muirne, Orlaith, Siofra, Teasag

Slavic (Slavic; Cyrillic alphabet)

A language of the people of Rus, a far-reaching area to the east of Europe. Also spoken in the Principality of Novgorod.

Male Names: Bolda, Chernek, Domaslav, Drozd, Guba, Kisel, Kuritsa, Miloslav, Tvorimir, Volchok

Female Names: Akulina, Chiudka, Dedenia, Domna, Iarina, Kosenila, Kseniia, Milka, Nezhka, Negoshka

Spanish (Western Romance; Latin alphabet)

One of the main languages of the Iberian Peninsula.

Male Names: Alfonso, Bartolome, Dominico, Fernando, Gil, Gregorio, Lazaro, Marcos, Petrus, Silvestre

Female Names: Costanza, Domenga, Elvira, Gelvira,

Isabel, Maria, Mariana, Sancha, Sol, Taresa

Swedish (Northern Germanic; Latin alphabet)

One of the languages of the Union of Kalmar.

Male Names: Anders, Born, Erik, Jens, Hans, Larens, Nels, Olf, Per, Swen

Female Names: Angwn, Cecilia, Cristina, Helena, Ingeborg, Ingegerd, Ingrid, Katarina, Margareta, Ragnfrid

Sylvan (Sylvan; Sylvan script)

The ancient language of the primordial Fey creatures, a precursor to both Elven and Gnome.

Male Names: Ariel, Crowdero, Elden, Kalen, Kepec, Lob, Oberon, Piskey, Puck, Tonttu

Female Names: Breena, Cobweb, Elfryda, Gelsy, Habundia, Mab, Naida, Peaseblossom, Prosperina, Titania

Tief (Aklo; Draconic Runic alphabet)

A guttural trade language used by savage monsters and denizens of the Underworld. Tief is not a native language for any culture.

Turkish (Altaic; Cyrillic alphabet)

The language of the Ottoman Sultanate.

Male Names: Avranos, Bekir, Dogan, Etci, Hamza, Kemal, Murad, Nebi, Sinan, Yazid

Female Names: Asul, Devlet, Emine, Gulbahar, Hadice, Husni, Melike, Safiye, Sitti, Tohin

Welsh (Celtic; Latin alphabet)

The language of the people of Wales. *Male Names:* Cadugan, Deykin, Eynon, Gurgenu, Heylin, Lewelin, Madok, Seysild, Tegwaret, Wion

Female Names: Alicia, Angharat, Eva, Gwerith, Hunith, Mabilia, Morfyl, Nest, Tangwistel, Wervilla



World Guide

CHAPTER 5: GEOGRAPHY

This chapter offers some details on the countries of Europe, as found in the *Kingdoms of Legend* setting.

Aquitaine, Duchy of

Capital: Bordeaux (12,530) Large Settlements: Bayonne (5650) Population: 430,000 Races: 83% human, 7% halfling, 3% dwarf, 7% other Ruler: Lord of Aquitaine King Henry V (of England) Government: monarchy Languages: English, French Religion: the Twelve (Celtic) Allies: Kingdom of Portugal Enemies: Kingdom of France, Kingdom of Scotland, Ireland At War with: Kingdom of France

The disputed borders of the Duchy of Aquitaine are at the heart of the current conflict between the Kingdoms of England and France. Another major source of disagreement is whether the ruler of Aquitaine must pay homage to the king of France.

Much of the wine produced in Aquitaine is shipped back to English markets.

Aragon, Kingdom of

Capital: Zaragoza (16,430) Large Settlements: Barcelona (11,502), Valencia (9200) Population: 1.2 million Races: 89% human, 5% dwarf, 4% halfling, 2% other Ruler: King Ferdinand I (the Just) Government: monarchy Languages: Spanish, Arabic, Berber Religion: the Twelve (Celtic) Enemies: Emirate of Granada, Kingdom of Castile At War with: Emirate of Granada, Kingdom of Castile, Hafsid Empire

Barcelona is a great shipbuilding city and the Kingdom of Aragon has a strong trading presence throughout the Mediterranean. Valencia is known for its beautiful pottery covered in a mosaic of precious metals and stones.

Archmage, Republic of the

Capital: Rome (37,400) *Large Settlements:* Bologna (33,620), Venice (105,200), Padua (30,250), Zagreb (10,290), Florence (18,723), Mitrovica (12,430) Population: 6.2 million Races: 88% human, 6% halfling, 6% other Ruler: First Mage Frederico Galeazzo Government: republican council of archmagi Languages: Italian Religion: the Twelve (Roman), Udaan Enemies: Kingdom of Naples, Kingdom of Hungary, Ottoman Sultanate At War with: Kingdom of Hungary, Ottoman Sultanate, Hafsid pirates

The most exclusive universities and Colleges of The Art are located in Rome. The Republic of the Archmage is involved in territorial disputes in the Dinaric Alps with the Kingdom of Hungary and the Ottoman Sultanate.

Venice is the premier naval power in all of the Mediterranean; the Queen City of merchants and shipbuilders. The Arsenal, a great shipbuilding center located in Venice, turns out one completed warship per day.

The Republic of the Archmage is the most technologically, magically, culturally, and economically advanced nation in all of Europe.

Venice, Padua, and Bologna are all home to prestigious Colleges of The Art. Rome is the European center of excellence for magical studies and home to some of the highest ranking wizards in the world.

Austria, Archduchy of

Capital: Vienna (9614) Large Settlements: Graz (5980) Population: 410,800 Races: 90% human, 3% halfling, 2% dwarf, 5% other Ruler: Archduke Albert V Government: vassal state of Holy Roman Empire Languages: German Religion: the Twelve (Germanic) Allies: The Holy Roman Empire

Austria is one of the most important and influential states within the Holy Roman Empire, but their grandiose, self-proclaimed, Archduchy status (rather than simply Duchy status) is not officially recognized by the emperor.

Brittany, Duchy of

Capital: Nantes (9900) Large Settlements: Brest (16,400), Treguier (9750) Population: 1.2 million Races: 92% human, 4% halfling, 4% other Ruler: Duke John VI (the Wise) Government: vassal state of Kingdom of France

Languages: Breton, French Religion: the Twelve (Celtic) Allies: Kingdom of France Enemies: Kingdom of England At War with: officially neutral in current English-French conflict

The Duchy of Brittany has been historically aligned with the Kingdom of England and is still heavily influenced by English nobles. Currently the Duchy acts as an independent state.

Brittany is home to a large number of pirates who prey on English merchant ships in the Channel.

Burgundy, Duchy of

Capital: Dijon (28,500) Large Settlements: Dole (23,350), Châtillion (23,100), Bruges (12,200), Ghent (11,750), Brussels (10,300), Luxembourg (6580) Population: 3.6 million Races: 90% human, 10% other Ruler: Duke John II (the Fearless) Government: semi-independent vassal state of Kingdom of France Languages: French, Dutch Religion: the Twelve (Celtic) Allies: uneasy ally (in name only) of the Kingdom of France At War swith: officially neutral in current English-

At War with: officially neutral in current English-French conflict

The Duchy of Burgundy is an interesting country split in two: a northern portion on the English Channel including the textile producing region of Flanders and a southern, wine-producing region near the Black Forest.

Burgundy is home to some of the finest makers of armor and weapons in all of Europe, including the new gunpowder related weaponry.

The current Duke of Burgundy, John the Fearless, is engaged in a bitter and sometimes violent feud with the royal court in Paris. As such, he has taken a neutral stance with regard to the recent English invasion of the Kingdom of France.

The city of Bruges is the site of a Hanseatic League kontor.

Castile, Kingdom of

Capital: Burgos (29,240) Large Settlements: Toledo (19,000), Seville (22,150), Cordoba (15,600), Cadiz (12,260) Population: 3.8 million Races: 92% human, 6% halfling, 2% other Ruler: King Juan II Government: monarchy Languages: Spanish, Arabic, Berber Religion: the Twelve (Celtic) Allies: Emirate of Granada, Kingdom of France Enemies: Kingdom of Portugal, Kingdom of Aragon At War with: Kingdom of Portugal, Kingdom of Aragon

The Kingdom of Castile is a maritime ally of the Kingdom of France, helping them in their ongoing struggle with the Kingdom of England. Privateer ships from Castilian ports frequently hunt English ships along the coasts of France.

Seville is home to a College of The Art.

England, Kingdom of

Capital: London (40,260) Large Settlements: York (21,000), Norwich (19,300), Bristol (14,150), Southampton (10,300) Population: 2 million Races: 89% human, 6% halfling, 5% other Ruler: King Henry V Government: monarchy Languages: English, French for nobility Religion: the Twelve (Celtic) Allies: Kingdom of Portugal Enemies: Kingdom of France, Kingdom of Scotland, Ireland At War with: Kingdom of France, Ireland

King Henry V's self-proclaimed title, "King of England and France and Lord of Ireland" explains the major conflicts which embroil England. Henry is currently leading a large army on the French mainland, and has no less than the unification of France and England under one king as his lofty goal. English lords have long been engaged in a bloody and largely fruitless campaign to conquer Ireland.

For the time being, the open warfare with the Kingdom of Scotland has ceased although cross border skirmishes are still common.

Southampton is a major shipbuilding port and home to the small royal fleet.

Hanseatic League kontore can be found in York and London.

Finland, Duchy of

Capital: none Large Settlements: none Population: 150,000 Races: 68% human, 12% elf (cold), 10% half-orc, 10% other Ruler: no current Duke

Government: vassal state of Union of Kalmar

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Languages: Finnish, Swedish Religion: the Primordial gods (Youmgui) Allies: Union of Kalmar Enemies: Principality of Novgorod At War with: Principality of Novgorod (over piracy in the Gulf of Finland)

The Union of Kalmar occupies the Duchy of Finland. Religious tensions between Union nobles who worship the Twelve and the people of Finland who worship the Primordial gods often erupt into armed conflict. The Principality of Novgorod frequently raids the Duchy's settlements.

The coasts of Finland are dotted with coves and bays providing shelter to numerous pirate fleets. Further inland wild beasts and vicious monsters call Finland's forested hills and mountains home.

Forest Kingdom

Capital: Anorhilol (8800) Large Settlements: Elenath (7530) Population: 576,250 Races: 94% elf (deep), 2% halfling, 4% other Ruler: Queen Elendra Government: monarchy Languages: Elven Religion: the Fallen Enemies: monstrous hordes

The Forest Kingdom is the last vestiges of a great empire of deep elves which, at one time, controlled the entire Central European forest north of the Alps. The Forest Kingdom is reclusive and secretive, having no formal commercial or diplomatic ties with human lands.

France, Kingdom of

Capital: Paris (55,200) Large Settlements: Lyon (41,350), Rouen (32,200), Provins (25,760), Troyes (20,600), Toulouse (18,000), Marseille (18,000), Montpelliar (14,600) Population: 7.2 million Races: 93% human, 4% halfling, 3% other Ruler: King Charles VI (the Well-Loved, or the Mad) Government: monarchy Languages: French, Dutch Religion: the Twelve (Celtic) Allies: Kingdom of Scotland, Kingdom of Castile Enemies: Kingdom of England At War with: Kingdom of England, Hafsid Empire

The Kingdom of France is the most populous country in all of Europe, thanks to its abundance of fertile farmland. France is currently fighting a war against King Henry V of England in the northern portions of the country.

Rouen, a great shipbuilding city, is the home port for the French royal navy. Marseille is also a major port city and home to another strong naval fleet.

Paris, Toulouse, and Montpellier are all home to Colleges of The Art.

Granada, Emirate of

Capital: Granada (12,500) Large Settlements: Malaga (7530), Almeria (6400) Population: 700,000 Races: 95% human, 5% other Ruler: Sultan Yusuf III Government: sultanate Languages: Arabic, Berber Religion: Serapis Allies: Kingdom of Castile Enemies: Kingdom of Aragon At War with: Kingdom of Aragon

The Emirate of Granada pays homage to the Kingdom of Castile and acts as the gateway to North African trade routes.

The city of Granada is home to the beautiful Alhambra, a wondrous complex of palaces, fortresses and gardens.

Golden Horde (Jochid Ulus)

Capital: Sarai-al-Jadid (600,000) Large Settlements: Population: 25 million Races: 87% human, 13% other Ruler: Khebek, khan of Jochid Ulus (the Golden Horde) Government: khanate Languages: Mongolian Religion: the Primordial gods (Tengeri) Allies: conquered lands Enemies: the rest of Europe At War with: Kingdom of Poland/Grand Duchy of Lithuania, Moldavia, Principality of Novgorod, Ottoman Sultanate, Tamburian

The Golden Horde is intent on invading Europe. This horde is part of a larger, fragmented Mongol empire stretching from Moscow to distant China.

The territories of the khanate are ruled by a strict set of laws with many infractions punishable by death. Legend says a woman carrying a sack of gold can safely walk from one end of the Empire to the other without being harmed.

Hafsid Kingdom

Capital: Tunis (3700) Large Settlements: Tripoli (6210), Bgayet (5650) Population: 90,400 Races: 90% human, 10% other Ruler: King Abd al-Aziz II Government: monarchy Languages: Arabic, Berber Religion: Serapis Enemies: Kingdom of the Marinids, Kingdom of Aragon, Republic of the Archmage, Zayyanid

Kingdom At War with: Kingdom of the Marinids, Kingdom of Aragon, Republic of the Archmage, Zayyanid

of Aragon, Republic of the Archmage, Zayyani Kingdom

The Hafsid Kingdom is a notorious source of piracy in the Mediterranean Sea, preying on the flourishing sea-going trade. Each corsair vessel is a lateen rigged galley rowed by hundreds of slaves. The mariners of the Hafsid Kingdom are known for their seamanship and cruelty.

Hafsid pirates routinely raid coastal towns all along the Mediterranean, capturing victims to sell in the slave markets of Al Jazair, Tunis and Tripoli.

The most notorious pirate port is Bgayet, but crews of Barbary Corsairs also sail from the port of Tunis.

Holy Roman Empire

Capital: various (depends on whim of Emperor; currently Budapest)

Large Settlements: Lübeck (36,000), Hamburg (32,500), Brunswick (33,200), Magdeburg (20,250), Regensburg (19,500), Utrecht (31,000), Cologne (29,500), Strasburg (24,100), Salzburg (8560)

Population: 5.8 million

Races: 95% human, 5% other

Ruler: Emperor-elect Sigismund (King of the Romans, King of Hungary)

Government: empire

Languages: German, French, Italian

Religion: the Twelve (Germanic)

Allies: Teutonic Order

Enemies: Ottoman Sultanate, Republic of the Archmage

At War with: Ottoman Sultanate

The Holy Roman Empire, also known as the Small States of the German Kingdom, is the dominant human kingdom in Europe. A group of electorcounts votes an Emperor from among the regents of the member states. The emperor's authority over the member states is only as good as bribes and political maneuvering will allow. The Empire claims the storied heritage of the ancient Romans, even though the city of Rome is not within the Empire's borders (and has not been for centuries).

The Empire is the largest country in Europe, by land area.

The Hanseatic League, a network of trading cities and guilds across Northern Europe, is based in Lübeck. Brunswick and Cologne are also major member cities. Hamburg is a minor member city. The League is locked in a constant war against pirates preying on the shipping lanes in the waters off Northern Europe.

The Swiss Confederacy, situated in the northern Alps, is home to some of the finest elite soldiers for hire in all of Europe.

Hungary, Kingdom of

Capital: Budapest (18,370) Large Settlements: Belgrade (12,860), Kassa (5950), Pozsony (6480), Kolozsvar (7205) Population: 1.5 million Races: 91% human, 4% halfling, 5% other Ruler: King Sigismund (King of the Romans, Emperor-elect) Government: monarchy Languages: Hungarian, German Religion: the Twelve (Germanic) Allies: the Holy Roman Empire Enemies: Republic of the Archmage, Ottoman Sultanate

At War with: Ottoman Sultanate

The Kingdom of Hungary is the home country of the current Holy Roman Emperor.

The Order of the Dragon (formed by Emperor Sigismund) is a hand picked group of elite warriors serving as the king's personal guard.

The Black Legion is another elite Hungarian military force. This mercenary unit proudly traces its lineage back to ancient Rome. Led by Matthias Corvinus, the Black Legion has been an early adopter of gunpowder weapons. It is said that every third soldier in the fighting force carries a harquebus. See the *Kingdoms of Legend: All Hands on Deck!* for game rule information on gunpowder and related weaponry.

Hvitthjem Holds

Capital: Hvitthjem (3600) Large Settlements: Skjoldhjem (2250) Population: 415,600 Races: 98% dwarf, 1% halfling, 1% other Ruler: Queen Ryka (the Stonefallen) Government: monarchy Languages: Dwarven Religion: the Fallen

Enemies: monstrous hordes

The Hvitthjem Hold dwarves are classically grumpy and standoffish. Many individual citadels in this kingdom hate humans. Some begrudgingly accept their existence, but don't trust them. The Hvitthjem Hold consider themselves to be the rightful heirs to the legacy of the Old Kingdom, a dwarven empire spanning the entire Alpine range. This claim is the source of a long running feud with the Svarthjem Hold dwarven clans.

Ireland

Capital: Dublin (the Pale; English held areas) (9480) Large Settlements: Grinanán of Ailech (Fey) (2250) Population: 400,000 Races: 40% human, 22% gnome, 12% Fey, 26% other Ruler: scattered English Earldoms and Fey areas Government: vassal state of Kingdom of England (the Pale), monarchy (Fey) Languages: Irish, English Religion: the Twelve (Celtic), Primordials (Fey) Enemies: Kingdom of England (Fey areas) At War with: Kingdom of England (Fey areas)

The Kingdom of England is involved in an unsuccessful struggle to assert control over Ireland. The small area around Dublin firmly claimed by English forces is called the Pale. Large sections of the rest of this mist shrouded country are given over to the mysterious Fey Lands, a secretive empire of supernatural creatures violently opposed to the invasion.

The Fey Lands are almost like a separate plane of existence and can be difficult for mortals to reach.

Kalmar, Union of

Capital: Copenhagen (17,400) Large Settlements: Bergen (7150), Malmö (7940), Stockholm (13,250), Visby (6200) Population: 1.35 million Races: 70% human, 10% dwarf, 5% half-orc, 5% elf (cold), 10% other Ruler: King Eric of Pomerania Government: monarchy Languages: Danish, Swedish, Norwegian Religion: the Twelve (Germanic) Allies: Duchy of Finland Enemies: Principality of Novgorod At War with: Principality of Novgorod (over piracy in the Gulf of Finland)

The Union of Kalmar is made up of the unified Kingdoms of Norway, Sweden and Denmark.

Hostilities flare up regularly between the Union of

Kalmar and the Principality of Novgorod.

The Union has a number of Hanseatic League connections, with the cities of Stockholm and Visby being minor members of the League. Bergen and Malmö have kontore.

The island of Gotland is home to an infamous group of sea-going raiders called the Victual Brothers, or the Vitalian Brotherhood. The group started as a guild of sailors opposed to Denmark's bid to control the water lanes connecting the Baltic and North Seas. Very quickly the Brotherhood turned to outright piracy and claimed the entire island of Gotland as their base. After years of preying on Hanseatic League merchant ships, the troublesome Vitalians were soundly defeated by a force of Teutonic knights. Although their control of Gotland was broken, many of the pirates still operate in the Baltic, sailing from bays and coves on Gotland and Finland.

Mamluk Sultanate of Egypt

Capital: Cairo (16,432) Large Settlements: Alexandria (9859) Population: 1.2 million Races: 88% human, 12% other Ruler: Sultan Al-Adil Al-Musta'in Billah Government: sultanate Languages: Egyptian, Arabic Religion: Serapis Enemies: Ottoman Sultanate At War with: Ottoman Sultanate

The term mamluk means "owned" and refers to the fact that the current rulers of the Mamluk Sultanate were at one time slave-soldiers. These professional mercenaries revolted and claimed power for themselves.

The Cult of Serapis, whose following has blossomed in the Mediterranean, is based in Alexandria. Cairo and Alexandria are both home to Colleges of The Art.

Marinids, Kingdom of the

Capital: Fes (4985) Large Settlements: Tangiers (2742), Ribat (2172) Population: 110,450 Races: 92% human, 8% other Ruler: Abu Said Uthman ibn Ahmad Government: sultanate Languages: Arabic, Berber Religion: Serapis Enemies: Hafsid Kingdom, Zayyanid Kingdom At War with: Hafsid Kingdom, Zayyanid Kingdom

The Kingdom of the Marinids has a strong seagoing fleet in the Mediterranean Sea. They are pirates and

traders in equal measure.

Crews of Barbary Corsairs commonly base in the ports of Ribat and Tangiers.

Milan, Duchy of

Capital: Milan (18,970) Large Settlements: Genoa (85,400), Pavia (15,200), Verona (13,150), Parma (9500), Pisa (8750) Population: 1.6 million Races: 91% human, 5% halfling, 4% other Ruler: Duke Filippo Maria Visconti Government: vassal state of the Holy Roman Empire Languages: Italian, German Religion: the Twelve (Roman) Allies: The Holy Roman Empire At War with: Hafsid pirates

Genoa is a great naval port, second only to the mighty Venice as a Mediterranean Sea power. Genoese mercenary crossbowmen are hired by many countries throughout Europe, including by the Kingdom of France for use in the current war with England.

Moldavia, Principality of

Capital: Suceava (12,730) Large Settlements: Cetatea Alba (10,190), Tighina (7900) Population: 720,500 Races: 90% human, 3% halfling, 7% other Ruler: Prince Alexandru cel Bun (Alexander the Kind) Government: vassal state of Kingdom of Poland Languages: Romanian Religion: the Twelve (Germanic) Allies: Kingdom of Poland and Grand Duchy of Lithuania Enemies: Kingdom of Hungary, Teutonic Order At War with: Golden Horde, Ottoman Sultanate

Historically aligned with the Kingdom of Hungary, Moldavia has shifted its allegiances to the Kingdom of Poland.

For over fifty years Moldavia has opposed the westward expansion of the Golden Horde. Knights from across western Europe have flocked to the area to aid in the fight.

Forces from Moldavia took part in the battle of Grunwald and subsequent Polish seige of the Teutonic fortress at Marienburg.

Moscow, Grand Duchy of

Capital: Moscow (231,500) *Population:* 3.8 million *Races:* 88% human, 12% other *Ruler:* Grand Prince of Moscow, Vasily I Government: principality (tributary to Golden Horde) Languages: Slavic, Mongolian Religion: Primordials (Tengeri) Allies: the Golden Horde Enemies: the rest of Europe

The Grand Duchy of Moscow was conquered by the Golden Horde and now pays tribute to the khan. Moscow is the largest city in Europe and second largest in the hemisphere. Only the Golden Horde's captial of Sarai-al-Jadid has more inhabitants.

Naples, Kingdom of

Capital: Naples (18,371) Large Settlements: Salerno (11,020) Population: 1.5 million Races: 92% human, 8% other Ruler: Queen Joan II Government: monarchy Languages: Italian Religion: the Twelve (Roman) Enemies: Republic of the Archmage At War with: Hafsid pirates

Naples is an important city for Mediterranean banking and trade. Some of Europe's best artists also call the port city home.

A number of caverns, catacombs, mines and waterways criss-cross the rock beneath the streets of Naples, providing ample opportunity for adventure and intrigue.

Northern Reaches

Capital: none Large Settlements: Govannen (in winter only) Population: 320,500 Races: 85% elf (cold), 8% half-elf, 4% human, 3% other Ruler: none Government: loose affiliation Languages: Elven Religion: the Fallen, the Primordials

The Northern Reaches is the name given to the scattered tribes of cold elves living in the coniferous forests of the taiga, stretching all along the northern edge of Europe and Asia. These tribes are sometimes (rarely) united under a central leader, usually in times of war. Most often the different groups simply coexist peacefully, pursuing a nomadic life close to nature. Only a few permanent settlements exist in these lands, and most of those are only populated during the winter months.

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Novgorod, Principality of

Capital: Novgorod (12,300) Large Settlements: Pskov (4460) Population: 672,000 Races: 75% human, 8% halfling, 8% half-orc, 4% elf (cold), 5% other Ruler: Grand Prince Vasily I Government: elected Prince Languages: Slavic, Finnish Religion: the Primordial gods (Erebus) Enemies: Teutonic Order, Golden Horde, Union of Kalmar, Hanseatic League At War with: Teutonic Order, Golden Horde, Union of Kalmar

The Principality of Novgorod is a haven of piracy. The city elders regularly invite (and dismiss) ruling Princes to run city affairs. The territories of the Principality are being pressed on the east by the Golden Horde and the west by the Teutonic Order and the Union of Kalmar.

The Novgorod pirates are called Ushkuiniks. The name comes from a Finnish word for "swimming snake", a reference to the type of flat-bottomed river boat these sailors favor.

A large number of orc seafarers call the port of Novgorod home.

The cities of Novgorod and Pskov host Hanseatic League kontore.

Ottoman Sultanate

Capital: Edirne (29,640) Large Settlements: Phocaea (15,180), Constantinople (23,700), Athens (11,240) Population: 6.1 million Races: 95% human, 5% other Ruler: Sultan Mehmed I Government: sultanate Languages: Turkish, Greek Religion: the Twelve (Greek) Enemies: Republic of the Archmage, Principality of Wallachia At War with: Golden Horde, Hafsid pirates

The Ottoman Sultanate has a practice of capturing children from the Golden Horde or from followers of Serapis and training them as part of the force of fearless Ottoman fighters: the Janissaries.

A bitter civil war inside the Ottoman Empire was recently resolved, putting an end to a period of instability and uncertainty in the region.

Constantinople is home to a well-known College of The Art.

Poland, Kingdom of

Capital: Krakow (21,200) Large Settlements: Poznan (15,600), Lublin (14,800), Polotsk (13,000), Kiev (10,200) Population: 2 million Races: 87% human, 13% other Ruler: King Jogaila Government: monarchy Languages: Polish Religion: the Primordial gods (Hemera) Enemies: Teutonic Order At War with: Teutonic Order, the Golden Horde

The Kingdom of Poland has long been locked in a fierce religious war started by the Teutonic Order. The armies of the Kingdom of Poland and its vassal state the Grand Duchy of Lithuania recently dealt a decisive blow to their Teutonic enemies at the Battle of Grunwald.

Despite Poland's hatred of the Order, the German based Hanseatic League still has outposts here. Krakow is a minor member city and Polotsk has a kontor.

The pressing Mongolian horsemen of the Golden Horde threaten to overwhelm the Kingdom from the east.

Portugal, Kingdom of

Capital: Lisbon (17,100) Large Settlements: Oporto (8550) Population: 1.3 million Races: 94% human, 5% halfling, 1% other Ruler: King Joao I (the Good) Government: monarchy Languages: Portuguese, Arabic, Berber Religion: the Twelve (Celtic) Allies: Kingdom of England Enemies: Kingdom of Castile At War with: Kingdom of Castile

The Portuguese have a strong seafaring tradition. Prince Henry the Navigator, third son of King Joao, has been tasked with expanding the Portuguese Empire abroad. The Kingdom has established colonies in North Africa in an effort to control the gold and slave trades.

Lisbon is home to a College of The Art.

Sardinia, Principality of

Capital: Barumini (4650) Large Settlements: Torrabla (3900), Alghero (3240), Porto Torres (3150) Population: 380,000 Races: 80% gnome, 10% Fey, 10% other Ruler: Prince Bodor the Seer Government: appointed prince

Languages: Gnome, Sylvan Religion: the Fallen Allies: the Fey Lands, Workshop Collective, Ming Dynasty Enemies: Kingdom of England

The gnomes of Sardinia live amid the ancient ruins of a human culture abandoned three thousand years ago. The towers, mazes and other megalithic structures found here have a magical connection with similar ruins found elsewhere in Europe. It is said the gnomes have a network of portals connecting the sites.

The exploration and treasure fleets of the distant Ming Dynasty have made the city of Porto Torres their exclusive port of call in the Mediterranean Sea.

Savoy, Duchy of

Capital: Chambéry (7650) Large Settlements: Nice (6300), Turin (5530) Population: 1.1 million Races: 92% human, 4% elf (deep), 2% halfling, 2% other Ruler: Duke Amédée VIII (the Peaceful) Government: vassal state of the Holy Roman Empire Languages: French, German, Italian Religion: the Twelve (Celtic) Allies: Holy Roman Empire, Seven Princes At War with: Hafsid pirates

The great preoccupation of the port city of Nice, and the Duchy of Savoy in general, is stopping the predations of Barbary pirates in the western Mediterranean.

The Duchy of Savoy has strong ties with the Seven Princes, a group of deep elves living in the Black Forest.

Scandinavian Holds

Capital: none Large Settlements: Snøhjem (3250), Isenhjem (2500) Population: 290,000 Races: 90% dwarf, 5% half-dwarf, 5% other Ruler: various Government: non-centralized Languages: Dwarven Religion: the Fallen Allies: various remote human settlements Enemies: the giants of Jotunhjem, monstrous hordes

A group of loosely affiliated dwarven outposts found in the Scandinavian Mountain range (Kingdom of Norway, mostly). These dwarves have a bit of a seafaring tradition (the only such dwarves in Europe) and tend to work closely with nearby human settlements.

Scotland, Kingdom of

Capital: Scone (5800) Large Settlements: Edinburgh (11,600) Population: 600,000 Races: 87% human, 5% halfling, 4% gnome, 4% other Ruler: King James I (in absentia); Robert Stewart, Duke of Albany, regent Government: monarchy (with regent) Languages: Scottish Gaelic, English, French Religion: the Twelve (Celtic) Allies: Kingdom of France Enemies: Kingdom of England At War with: none

The Kingdom of Scotland is currently ruled by a regent named Robert Stewart, Duke of Albany. The reigning king, James I, languishes in an English prison. For the last 9 years regent Stewart has led the Kingdom in his place.

The Kingdom of Scotland is very sparsely populated and poor.

Edinburgh is the site of a Hanseatic League kontor.

Seven Princes

Capital: Aldamor (7960) Large Settlements: Baradhamon (5610) Population: 655,000 Races: 94% elf (deep), 4% halfling, 2% other Ruler: the Seven Princes Government: council Languages: Elven Religion: the Fallen Allies: Duchy of Savoy At War with: Hafsid pirates

The Seven Princes is a collection of deep elven noble houses based in the Black Forest. Ruled by a group of seven prominent elves, the Princes have close ties with the Duchy of Savoy. Elven ships are frequent sights at the Mediterranean port of Nice.

Stälhjem Holds

Capital: Stälhjem (5210) Large Settlements: Jernhjem (3400) Population: 810,000 Races: 95% dwarf, 4% halfling, 1% other Ruler: King Gloddar the Wise Government: monarchy Languages: Dwarven Religion: the Fallen Enemies: monstrous hordes

The Stälhjem Holds is a large kingdom of dwarves located in the Pyrenees. These dwarves carry on trade

with their human neighbors, the Kingdoms of France to the north and Castile and Aragon to the south. The Stälhjem Hold dwarves control the main passes through the Pyrenees, allowing merchants and other travelers through for a price.

Svarthjem Holds

Capital: Svarthjem (4320) Large Settlements: Fjellhjem (2150), Kaldehjem (1850) Population: 420,000 Races: 99% dwarf, 1% other Ruler: King Oryn X (the Gruff) Government: monarchy Languages: Dwarven Religion: the Fallen Enemies: monstrous hordes

The Svarthjem Hold dwarves are just as grumpy and surly as their kinsmen to the west. The Svarthjem Hold also claims the sole right to the heritage of the Old Kingdom. The dwarves of these eastern citadels have taken steadfast adherence to the old ways to new levels of obsession–even for dwarves.

Teutonic Order, Dominion of the

Capital: Marienburg (16,430) Large Settlements: Riga (11,500), Danzig (9800) Population: 1.2 million Races: 96% human, 4% other Ruler: Grand Master Michael Küchmeister von Sternberg Government: principality (allied state of the Holy Roman Empire) Languages: German, Finnish Religion: the Twelve (Germanic) Allies: Holy Roman Empire Enemies: Kingdom of Poland, Principality of Novgorod At War with: Kingdom of Poland, Principality of Novgorod, Victual Brothers pirates (Gotland)

The knights of the Teutonic Order are a religious military group dedicated to advancing the interests of the Twelve. They were formed two centuries ago during the Crusade against the orc hordes terrorizing human lands in the Eastern Mediterranean. Since then the Teutonic knights have participated in numerous extended campaigns. The knights are not formal members of the Holy Roman Empire, but they frequently take direction from the Emperor (and the Hanseatic League) as their goals are often aligned.

Teutonic knights are currently engaged in a brutal conflict with the territories adjacent to their Baltic holdings: the Kingdom of Poland, the Grand Duchy of Lithuania, and the Principality of Novgorod (a source of Baltic piracy). The hatred between these foes is such that captured enemy knights are commonly burned alive in their armor instead of being ransomed back to their families. Recently Polish-Lithuanian forces dealt the knights a crushing defeat at the Battle of Grunwald, killing many of the Order's leaders on the battlefield and laying siege to their Marienburg Castle. The group is still reeling from this traumatic turn of events.

Danzig is a major member of the Hanseatic League, while Riga is a minor member city on the trade routes.

Wallachia, Principality of

Capital: Targovishte (11,950) Population: 635,000 Races: 92% human, 4% halfling, 4% other Ruler: Prince Mercea cel Batran (Mercea the Old) Government: vassal state of the Kingdom of Poland Languages: Romanian Religion: the Twelve (Greek) Allies: Kingdom of Poland and Grand Duchy of Lithuania Enemies: Ottoman Sultanate At War with: Ottoman Sultanate

Prince Mercea cel Batran is the father of Vlad II Dracul.

Located north of the Danube and south of the Carpathians, the poor populace of Wallachia lives in constant fear of a vampiric nobility.

Workshop Collective of the Fey Lands

Capital: Newgrange (3150) Large Settlements: Knowth (1450), Dowth (1200) Population: 260,400 Races: 85% gnome, 10% Fey, 5% other Ruler: Princess Lavina of the Fey Government: appointed princess Languages: Gnome, Sylvan Religion: the Fallen Allies: the Fey Lands, the Gnomes of Sardinia Enemies: Kingdom of England At War with: Kingdom of England

The Workshop Collective is a group of gnome settlements nestled in the hills of Northern Ireland responsible for some of the more outlandish inventions in all of Europe. The Collective has strong ties to the Fey Land faerie nobles. In some cases, the Collective acts as the ambassadors for the reclusive Kingdom of the Fey.

The Collective guards a mystical portal network which links them to the gnome settlements on Sardinia among other, more mysterious, places.

Zayyanid Kingdom

Capital: Tlemcen (2702) Large Settlements: Arzew (2324), Al Jazair (4650) Population: 32,450 Races: 93% human, 7% other Ruler: King Abu Malek I Government: monarchy Languages: Arabic, Berber Religion: Serapis Allies: Enemies: Hafsid Kingdom, Kingdom of the Marinids

At War with: Hafsid Kingdom, Kingdom of the Marinids

Crews of Barbary Corsair commonly base in the ports of Arzew and Al Jazair.

Al Jazair is home to a notorious slave market where thousands of people from all over Europe are bought and sold each year. Barbary pirates range far and wide, raiding coastal villages as far away as England in their hunt for new captives.

PLACES OF INTEREST

The following is an incomplete list of potential sites for epic adventure within the *Kingdoms of Legend* campaign setting.

Atapuerca, Caves of (Kingdom of Castille)

A series of caverns located in the Kingdom of Castile originally used by prehistoric cannibals. These caves, littered with human bones, are now home to bandits, outlaws and dark cabals of dangerous cultists.

Barbarossa Cave (Holy Roman Empire)

A vast complex of natural caverns located under Kyffhäuser mountain in the north-central portion of the Holy Roman Empire. It is said that a hidden chamber exists deep within the cave where the undead form of Emperor Fredrich I, Barbarossa, waits for the proper time to return to the outside world.

Dungeons of Tintagel (Kingdom of England)

The above ground ruins of King Arthur's famous castle are nondescript, but the secret dungeons and hidden caves rumored to exist beneath the decaying edifices have long captured the imaginations of adventurous souls. Near the seaside ruins of Tintagel castle lies Merlin's Cave, a supposed route to the Underworld.

Great Pyramids (Mamluk Sultanate)

Constructed by humans around the time of the Fall. Mystery surrounds these massive structures and rumors hint of buried secrets pertaining to that

tumultuous event.

Jotunhjem (Union of Kalmar)

Jotunhjem, translated as the "Home of the Giants", is a wild and treacherous portion of the Scandinavian Mountains given over to the massive citadels and fortresses of giant chieftains and their tribes. Long considered mortal enemies of the Dwarven clans, the giants of Jotunhjem frequently raid nearby settlements causing chaos and mayhem.

Kazanlak, Tomb of (Ottoman Sultanate)

The tomb of the evil necromancer Kazanlak is located at the center of an ancient necropolis shrouded in mist. Every century the mists part and undead horrors spill out into the surrounding region.

Lascaux Caverns (Kingdom of France)

Lascaux refers to a mysterious collection of caverns in the Kingdom of France featuring numerous cave paintings made by prehistoric ancestors of humans. These caves house an entrance to the Underworld and are said to have been used after the Fall by elves searching for the lost gods.

Leptis Magna, Ruins of (Hafsid Kingdom)

Leptis Magna is the virtually untouched ruins of one of the ancient Roman Empire's most prominent cities. No one is sure what fate befell the original city's inhabitants, but the ruins now teem with ghosts and undead. At the heart of the city a sprawling College of The Art lies abandoned.

Oracle at Delphi (Ottoman Sultanate)

The temple to the god Apollo at Delphi is widely regarded as the most authoritative source for divinely inspired wisdom and answers. Pilgrims from all over the known world trek to the region hoping to learn the will of the gods from the high priestess.

Palmyra (Mamluk)

The ancient city of Palmyra, the *Bride of the Desert*, is a rest stop for caravans journeying across the hot sands. This large walled city boasts exotic gardens and is noted for many things including a wealthy temple district, beautiful theater and sprawling necropolis. Most fascinating, however, are the markets and bazaars of this grand city where truly unique gifts and artifacts are found. The separation between the planes of existence is very thin in this region, making Palmyra a hub of activity for planar travelers and merchants.

Petra, Ruins of (Mamluk)

Petra was an ancient desert city carved from the stone

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faces of canyon walls. Earthquakes wrecked the water supply system long ago, forcing people to abandon the beautiful structures they had created. The tremors also damaged many of the city's buildings and exposed some of the treasure laden tombs hidden behind the cliff faces.

Prospero's Island (Mediterranean)

A small island, lost in the Mediterranean, named for the powerful archmage from the Duchy of Milan banished here some time ago. Treasure seekers have long searched for two powerful artifacts said to be still hidden somewhere on the island: the *Tome of Spirits* and the *Staff of Tempests*.

Rattenturm (Germany)

Rattenturm is a tower situated on a small island in the Rhine River, once home to an evil priest of Erebus and his followers. The group terrorized the local countryside: stealing, murdering, and worse. One night an army of rats swam out to the island and apparently killed all of the evil inhabitants. The reign of terror ended, but the locals refuse to go near the island or its now abandoned tower.

Sabratha (Hafsid Kingdom)

Sabratha was a port city belonging to the ancient Roman Empire. The city was destroyed a number of

times throughout history by powerful earthquakes. After each disaster, the city was only partially rebuilt. Eventually, the heavily damaged ruins were abandoned completely. Sabratha is home to an important early temple of Serapis, long thought to be completely destroyed.

Stonehenge (Kingdom of England)

A collection of standing stones and tombs in the Kingdom of England built around the time of the Fall. Some suspect followers of the Primordial gods built Stonehenge as a divine observatory in order to watch the events of the Fall unfold. The site has long been a place of power revered by Druidic circles. Numerous secret rituals and rites are performed here–usually under the cover of darkness.

Sveshtari, Tomb of (Ottoman Sultanate)

The hidden resting place of the ancient wizard Sveshtari, master of plants. His tomb is said to be guarded by a number of female spellcasters who are half-human, half-plant.

Valley of the Kings (Mamluk Sultanate)

A vast necropolis filled with treasure laden tombs of ancient pharaohs and nobles. A powerful curse is said to fall upon those bold (or foolish) enough to loot these burial chambers.

Adelo shivered as the cold wind bit into his face. The halfling bard was not used to such frigid conditions-especially in the summertime! Feeling his companion's eyes upon him as he struggled with his footing, Adelo continued up the narrow mountain trail. One false step and it would be a long tumble down the steep, rocky slope. Thankfully it was a slope rather than a sheer cliff. There would be at least a chance of surviving the tumble. Then you'd have to really struggle, climbing all the way back up to the trail. Upon further consideration of his aching back and sore feet, perhaps a quick drop to a certain death was preferable. Adelo thought it best not to dwell on such grim prospects.

Drin had mentioned a place to rest up ahead, where they'd be able to get out of the damnable wind. The old dwarf had convinced him that seeing the hold of his ancestors would provide enough inspiration for a lifetime of stories and tales. It sounded like a grand idea at the time, when they were warm and well fed in the cozy common room, smoking pipes and drinking ale. Such a comfortable existence seemed like a lifetime ago.

Drin took the lead, oblivious to the thin mountain air and the bone chilling gusts. They'd been hiking above the tree line for hours and Adelo was freezing, exhausted, and famished. Finally the rising trail flattened into a ledge. Rounding a bend the steep mountain slope to his the left gave way to a breathtaking drop-off. On the right, set into the rocky outcropping, was a small cave entrance. A proud smile across his face, Drin gestured at the impressive view from the ledge. The hours of struggle temporarily forgotten, Adelo stared in awestruck wonder at the dangerous beauty of the Black Forest, expanding outward from the base of the Alps, thousands of feet below. The leafy forest home of the deep elves appeared strangely exotic and wonderfully mysterious even from this great height.

Another gust of wind swirled and Adelo shivered. He turned, following Drin into the cave for a much needed rest. Humming to himself, Adelo was already composing the opening stanzas to a new ballad.

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Look for the opening adventure in the *Relics of the Lost Gods* line entitled *The Hidden Threat*. This first level Pathfinder Roleplaying Game Compatible module is set in the Kingdom of Scotland and entangles the heroes in a dangerous plot to uncover precious relics from before the Fall.

Also stay tuned for *Kingdoms of Legend: All Hands On Deck!*, a campaign supplement detailing Medieval sailing and ship rules, historically accurate gunpowder weapons and more!

THE TWELVE

| name | portfolio | alignment | domain | favored weapon |
|----------|---|-----------|--|----------------|
| Arduinna | goddess of the hunt, maidens, the moon | NG | Animal, Charm, Good, Knowledge, Protection | scimitar |
| Belenus | god of music, prophecy, archery, healing | NG | Glory, Healing, Knowledge, Rune, Sun | longbow |
| Branwyn | goddess of love, lust, beauty, childbirth, gardens | CN | Charm, Glory, Liberation, Plant, Protection | morningstar |
| Bres | god of wine, ritual madness, theater, agriculture | CN | Chaos, Madness, Magic, Plant, Trickery | quarterstaff |
| Donau | queen of the gods, matron of women, motherhood | LG | Community, Good, Healing, Knowledge, Law | scepter (mace) |
| Gobannos | god of fire & forges, blacksmith to the the Twelve | LN | Artifice, Earth, Fire, Rune, Strength | warhammer |
| Hesus | god of war, frenzy, hatred, bloodshed | CN | Destruction, Luck, Madness, Strength, War | spear |
| Lugus | god of commerce, speed, thieves, trade | N | Charm, Luck, Protection, Travel, Trickery | short sword |
| Mannanan | god of the sea, earthquakes, horses | LN | Community, Destruction, Strength, Water, Weather | trident |
| Matrona | goddess of fertility, nature, agriculture, seasons | LG | Animal, Good, Law, Plant, Weather | sickle |
| Sulis | goddess of wisdom, crafts, strategic battle | NG | Artifice, Healing, Knowledge, Protection, War | longsword |
| Taranis | king of the gods, patron of the sky, thunder, justice | LN | Air, Destruction, Law, Nobility, Strength | javelin |

The Underworld

| name | portfolio | alignment | domain | favored weapon |
|---------|---|-----------|---|----------------|
| Serapis | god of death, the dead & the Underworld | N | Darkness, Death, Fire, Repose, Trickery | bident |

The Fallen

| name | portfolio | alignment | domain | favored weapon |
|-----------|---|-----------|---|----------------|
| Anen | mysterious god said to be a human ancestor | NG | Community, Fire, Healing, Knowledge, Luck | throwing axe |
| Beregne | king of the Fallen gods, patron of the harvest | LN | Glory, Nobility, Plant, Strength, War | greataxe |
| Erindring | goddess of memory, poets, speakers | LN | Charm, Knowledge, Law, Rune, Trickery | rapier |
| Glimre | goddess of glittering, glory, gems, precious metals | CN | Charm, Glory, Liberation, Luck, Protection | heavy pick |
| Kuu | goddess of the moon, madness | CN | Chaos, Charm, Luck, Madness, Trickery | flail |
| Moren | queen of the Fallen gods, matron of the sun, cities | NG | Community, Good, Healing, Law, Sun | kukri |
| Odre | goddess of good counsel, law of the natural world | LG | Animal, Good, Law, Plant, Weather | club |
| Painin | god of war | CN | Chaos, Destruction, Protection, Strength, War | greatsword |
| Søgudinde | goddess of the safe sea, sailing, seafarers | NG | Air, Healing, Protection, Travel, Water | shortspear |
| Valpas | god of watchfulness, wisdom, craft, observation | NG | Artifice, Good, Knowledge, Protection, Trickery | battleaxe |
| Valtameri | god of the dangerous sea, secrets of the deep | CN | Darkness, Knowledge, Strength, Water, Weather | falchion |
| Viisaus | god of wisdom and the forge, the world axis | N | Artifice, Earth, Knowledge, Magic, Rune | glaive |

The Primordials

| name | portfolio | alignment | domain | favored weapon |
|----------|---|-----------|---|-----------------|
| Aether | embodiment of purity; god of sun, magical devices | CG | Chaos, Good, Luck, Magic, Sun | bastard sword |
| Erebus | embodiment of darkness & shadow; god of evil | CE | Chaos, Darkness, Death, Destruction, Evil | dagger |
| Gaia | embodiment of the Earth | Ν | Animal, Earth, Healing, Plant, Water | greatclub |
| Hemera | embodiment of day & daytime; goddess of radiance | NG | Charm, Glory, Good, Healing, Sun | guisarme |
| Nyx | embodiment of night & nighttime; goddess of evil | NE | Darkness, Evil, Magic, Travel, Trickery | punching dagger |
| Tartarus | embodiment of realm of suffering | LE | Death, Evil, Law, Repose, Strength | scythe |
| Tengeri | embodiment of Earthly sky; god of freedom | LG | Air, Good, Law, Nobility, War | shortbow |
| Udaan | embodiment of Time; god of practice & study | LN | Artifice, Knowledge, Law, Magic, Rune | heavy flail |
| Youmgui | embodiment of nothingness | CN | Chaos, Darkness, Destruction, Madness, Trickery | spiked chain |

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Kingdoms of Legend[™] WORLD GUIDE



The World as it Wasn't

Kingdoms of Legend is a Pathfinder Roleplaying Game Compatible campaign setting based on an alternate history Earth of the early 15th century. Human empires dominate the landscape while the elves, dwarves, and gnomes struggle to hold on to ancestral homelands. The Greek gods are real: known by various names in different locales. Piracy, war, political intrigue, and danger are commonplace. Heroes are desperately needed in all corners of the globe!

The Kingdoms of Legend: World Guide contains an overview of the setting, introducing 41 different countries in Europe. Also included are two new half-races, new feats, numerous languages, and more!













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