

Book 1

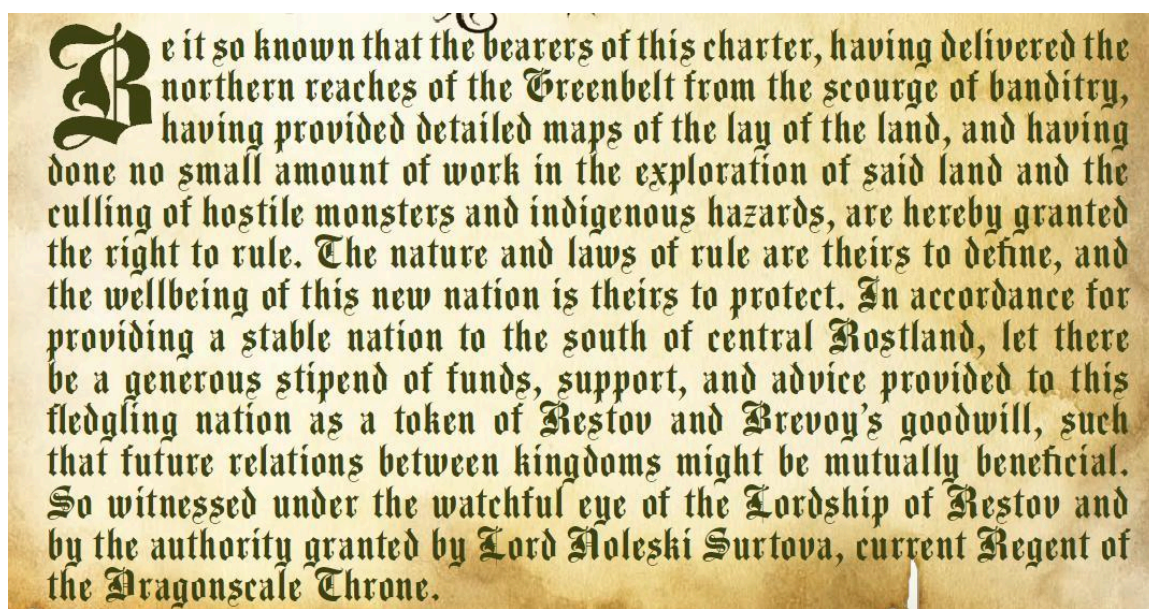
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Introduction

The following information is a brief summary of what went on during the past 5,000 posts. Inside the following pages you will see information that is not only summarized quickly and (hopefully) efficiently, but you will also find out something of the way I have modified and created some house rules.

As I see it, the essence and beauty of the Kingmaker Game was that it was a tool that allowed the players to move forward to one day achieve their goals of founding a new world and a new kingdom. The boxed set, as it were, is very helpful in organizing the players and moving down the line into that goal. However, it is published material, and allows players the chance to (even without meaning to) examine the notes, commentary and notations of others who have examined the information before and attempt to learn about what is going to happen next.

As a writer, I enjoy a good story, but I also enjoy a good surprise. I despise going into a

movie knowing how it is going to turn out (unless I am watching an old favorite), and don't like spoilers, extra information and so forth, until I have played it out. Therefore, this version attempts to let you play something new, with a very loose framework from the books itself, so you still are grounded in the basics of the game mechanic and frame of reference. The gods; the places, the culture, and so forth... all of it is represented and fairly unchanged from the book. The villains and the hero's and what you do with each; that is much different from the book, and rarely follows the information given in the framework of the boxed set, if at all.

I hope you enjoy the changes, and enjoy the game for what I have tried to do.

Timeline

Party arrives at Oleg's on Lamashan 30th. At this time the Party consists of:

Alaric Winter: Human sorcerer.

Ariarh Kane: Human Druid (with Aasimar bloodline).

Bartleby "Brett" Rowan: Sword Scion of the Duke Eriq Esserian; lover; fighter; warrior-poet; chef of great note, and hero of wide renown.

Leto North: Half-Elf Summoner

Gideon Samus Shaw: Half-Orc Magus.

Smendor Ironface: Dwarven Fighter.

Tessera Varial: Elven Ranger.

Lamashan 1st: The Party fights and defeats bandits when they are attacked at Oleg's trading post. There they meet [Oleg](#) and [Svetlana](#), the owners of the establishment. The party discovers that the bandits are mixed with Ustalavian knights or warriors guarding a low-ranking priest.

One of the bandits ([Drake](#)) had been taken prisoner. He repented, and joined with the party to assist them in their quest in a form of absolution.

Leto North leaves the party.

Lamashan 2nd: Party discusses nature of prisoners. One of which is a Squire of Brevoy ([Mykeal Kaid](#)) and his bodyguard and companion . He and the prisoners are let go, with a sizeable sum of money (5,000 GP), and the party remains at the camp. With them is a young girl from Ustalav (Dasha), and the former bandit Drake.

Lamashan 2nd: Party sets out to explore. Party splits into two groups; A and B.

Lamashan 3rd: Party A concludes exploration of first "hex" on map, meets with a group of kobolds. Party A quickly dispatches kobolds.

Party B meets with hermit named Bokken on October 2nd and leaves Bokken early October 3rd. Arrived at Bokken after six hours of mapping. Still have 18 hours to go after Bokken – 6 for square c, 12 for square d. Will finish mapping hex C at about one PM.

Party B returns to Oleg's at 10:00 PM on the 3rd, minus Brett.

Party A returns to Oleg's 7:00 PM on the 4th

Brett returns to Oleg's early on the 5th, at about 1:00 PM; he is riding in with a brace of

jackrabbits on his horse.

Lamashan the 5th, about 2:00 PM Gideon, Alaric, Ariarh and Smendor ride to the Spiders Den. They arrive there at roughly 7:30 PM on the 5th.

Party leaves the cave roughly 9:00 PM, it takes about 5 hours to get back, return roughly 2:00 AM on the 6th.

Lamashan 6th: Party awakens late in the day on the 6th. Gideon, Ariarh, and Brett leave to get some potions from Bokken. They get the gear and return on 11:30 PM on the 6th.

Smendor and Alaric are both Diseased, as they got a disease in the pit with the spider.

Lamashan 7th: Party leaves at roughly 8:00 AM on the 7th. The sky is clear, and the day is very chill, and cold; you expect such things after several days of rain. You are tacking your horse to “hex G” then on to “hex F”. It will take you 6 hours to reach hex G. Then, it shall take you 12 hours to explore a hex. You can only “explore” a hex with full light. A day is 11.5 hours long. Which means it will take you a little over a day to explore a hex. Brett has brought enough food for himself for 20 days, though does not suspect you will be gone that long.

You shall arrive in “hex G” roughly at 2:00 PM. Starting exploring. Sundown is 6:30, you will probably need a half hour to break and set up camp. This means you will finish exploring “hex G” by 3:00 PM on the 8th. There is nothing of note in Hex G.

Lamashan 8th: On the 8th you begin to explore “hex F”. This area, like “hex G” is wide open plains with nothing new to explore, of note. The weather is clear, though cold. Tents will need to be set up and provisions made for warm sleep. You begin to explore “Hex F” at 3:00 PM. You have about 3 hours to explore it before you make camp. Then, through

the night and so forth, you will be able to finish “hex F” by roughly 5 PM (giving breaking camp and pausing for meals).

At this time both Smendor and Alaric have been demonstrating signs of fever, including nausea, including stomach cramps and vomiting. You move to “Hex E” for an hour, then set up camp by 6:00 PM. You have at least 11 more hours to spend exploring “Hex E” before you are finished it.

Lamashan 9th: In the morning, the sky is overcast. It is now the 9th, and you begin exploring. By 1:00 PM on the 9th (or roughly half way through the exploration) you discover something of note...

Alaric and Smendor seem fairly ill at this point. Currently, all of you are at full HP, though Alaric and Smendor are considered “Fatigued” while this strange disease is effecting them.

At this time every player needs to have subtracted the following: 3 days of trail rations from their pack. If they wish to use Survival and hunt in the wild, they may do so. But at that shall reduce speed by half. [/ooc]

NOTE: ON LAMASHAN 10TH Four men come to Oleg’s with the plan to map things out. They also have a copy of the charter. They include a fighter; ranger; alchemist and barbarian. They will examine the map that Oleg has demonstrated and will be exploring the eastern terrain first. They intend to explore the entire eastern map, including H, G, F, E. This will take them SEVEN days to explore, then return to Oleg’s with THEIR map for the Charter’s claim. They will wait 1 day, then head out again.

Lamashan 10th: By 10:00 AM on the 10th you finish exploring Hex E. You now move

onto Hex D. After six hours or so (that is, by around 4:00 PM... you see dark clouds on the horizon, and tack course to a tall craggy rock... A series of hills and stony glens gives way to taller and taller crags and peaks, and what looks like an almost mountain, if it weren't so short... say rather a large stony hill, the surrounding terrain looking like a damp quarry. You approach the cliffs, and see what looks like a cave there, and with the weather growing darker, Brett suggests you may want to check the cave for further details. Tacking your horses to it, you see that the cave is somewhat narrow, but seems long and broken and a dim glitter catches your eye.

Brett recommends the party crash out here by the mine, if a storm is coming, which it clearly seems to be. Using the cave as place to set up camp, and take the horses under cover, seems like a good idea. Smendor's constant pleas for medical attention may have attracted the attention of the resident healer, but she adds that she does have the ability to use "diagnose disease" unless she memorized the spell in the morning with her daily meditations. However, if she does this in the morning, she will have to memorize new spells. This can be complicated if they get in trouble tomorrow, but if the party wants to risk it, she can memorize "diagnose disease" in the morning, cast it, then the next day memorize new spells.

Tessera leaves the party at this time

Lamashan the 11th: The party finishes exploring Hex D at 1:00 PM.

By the 5:30 on the 11th you have reached a river (that is 4.5 hours of exploration), and having moved northward on the river's track you discover that there is a bandit camp. You manage to defeat the bandits, in time, and discover a young girl who is bound in ropes. Discovery of **Hermia Robin**. When she is released she and a brownie (**Puck Sparrow**) are freed and offered information to the group. They find lots of treasure and goods, and decide to make camp there for the night; for there is bad weather coming and

they have a secure place to camp in for the night.

NOTE: Party discovers letter made by one “[Baron Vlad Romanov](#) – Lord High Marshal of the Knights of the Scarlet Wyvern; High Priest to Our Dark Lady Urgathoa”. Letter indicates a ritual that demands sacrifice will occur on the 4th of Neth.

Lamashan the 12th: You have 7.5 hours to finish exploring Hex C. The map you find in the bandit’s room shows the grids around you.

The party divides on the 12th at around noon. Brett is going to take Ariarh back to Oleg’s and drop off the share of the gear and goods. Brett and Ariarh will arrive there around 9:00 PM

Lamashan 13th Brett returns and comes back to the Bandit camp and it is now 5:00 PM. Alaric and company have also returned. Everyone is back at the camp; it is 7:00 PM and people plan their notes and ledgers. Alaric has explored hex C.

- At 7:30 PM the camp is torched and is now burning. It will burn for about 3 hours before it is completely consumed and the following terrain. Column of smoke can be seen for miles.

Lamashan 14th: At roughly noon you reach the fairy circle. You have searched five hours into the forest. You end up doing the “fey circle” for one hour, and then continue to explore. You have seven more hours to explore, and sundown is at 6:30. If you press on through the woods for five hours, you can make camp at 6:00 pm, and rest in the woods. In the morning of the 15th you will have 2 more hours for HEX B. You begin scouting HEX A by Ten AM on the 15th, then.

Lamashan the 15th: At 10:00 AM you begin to explore Hex A. By noon you reach the valley and begin to explore it (the valley takes you four hours to explore). When you are

done with that it will be 4:00 PM. At this time it will take you eight more hours to explore the size of Hex A. You explore for two more hours as you reach past the valley and make camp at six o'clock. You have met a new friend in the form of a wandering samurai named Gan Mondagone, and made camp outside the valley and on moving on. Gan is not carrying a copy of the charter, but is willing to aid you as he can.

On the 16th: You begin the exploration of Hex A again. You finish exploring it by roughly one PM. During the finishing of the Exploration you go hunting and bring down a grizzly bear. The slaughter of the bear, including tracking and butchering, takes you some time; roughly 3 hours. It is 3:00 PM when you are finished. You have several hours of daylight to go. The party has decided to head back to Oleg's today. How far they go and so forth is up to them. But they can arrive at Oleg's as early as 5:00 AM on the 17th, but will most likely arrive on 1:00 PM on the 17th.

On the 17th: Party arrives at Oleg's. They meet with a dispatch of outriders from the squire. There are 20 1st level Cavaliers and one 3rd level Cavalier: [Captain Antiene N'var](#) (LN). **Also, there are the four other party members who have marked their own territory.** By now they have claimed eastern parts of the map... But have only formally got "Grid H", due to Brett's return with the map before. **These new men** are at the camp when you have arrived, and are not happy with your progress and success. **They arrive at the camp at 11:00 AM and will wait there for the dawn the next day, especially after considering the new map that Brett delivered. They have made their own notations at this time as well; and have marked their "own" territory on the map.**

Lamashan the 18th: The man in Black has fled east for Dasha at 3:30 AM. N'Var goes after him with six men; the rest he leaves at the camp. **Smendor, Drake and Gan are waiting to ambush the man at Bokken's.** They hope he will return.

Gan, Drake and Smendor are waiting in ambush. Alaric and Hermia are riding now to

help them. They are leaving at 9:00 AM. They will arrive at 1:00 PM. The attack will happen roughly at 11:00 AM.

The party has triumphed. Hermia is dead. They have returned to Oleg's and are now making plans to figure out what to do with Hermia.

Lamashan the 19th: The party sets off for the ruined temple; hoping to find help there. At around 2 PM they encounter a strange figure in the woods, calling himself a hunter, some think this could be Erestil. Brett says they will get to the temple at around 7:00 PM and suggests waiting until morning.

Party follows Brett's advice. Waits until dawn to leave. Arrives at temple at-around 9:00 AM. Day is covered in heavy rainstorms. It is a trial. You finish the undead priest, and raise the dead comrades. Then camp there the night.

Lamashan the 20th the party sets out, and arrives at a place to camp at around noon.

They tack course to the buildings in the south, explore them, then they go back to head north on or around nightfall. They encounter a Boggard who tries to help them before fleeing. Smendor loses horses.

Smendor leaves the party.

Lamashan 21st: They reach ancient shrine to Erestil near what may be a ruined city near cliffs. Tall stone plateau, and stone ruins abound.

Lamashan 22 – Neth 3rd: Party travels for thirteen days. They reach Oleg's on Neth 3rd. Party meets new player **Ka'etil, Malas'rae**. **Hermia** quits... snow starts... **Bronwyn** is discovered at this time.

Gan Mondragone has left the party.

During their return to Oleg's, party has discovered a caravan from the south is wintering there. **More can be found on the caravan below.**

Neth 4th: Party does questions and packing... Ready to get going. Brett and new guys kill ettin and bring back two elk for food. Party now leaves the compound.

Neth 5th: Party reaches spider cave at noon. Alaric died and resurrected by the spirit of Ioana, who haunts and protects Dasha. Dasha is protected by the ghost

Party meets scouts of the Baron after resurrecting Alaric. The scouts leave Alaric to warn the captain of the Baron's men that members bearing the "charter" committed to freeing the land from bandits are against him.

Neth 6th: Party heads south and west and reaches the caves where they discover the "lizard man". This man is part human, but using alchemical agents with a man named "John Lencher". Lencher is found dead in the caves.

7th of Neth – Party splits; Drake, Dasha, Aliento, and Sir Dashan return to Oleg's to warn him of Baron's attack. The others head east to find evidence of Alaric's prophecy. Others bump into Adam about noonish. Adam, rather, **Khrovin Anor**, is the new cleric.

8th of Neth – Party rescues young girl, destroys villains at the underground ruins of the temple of Iomede, and then discovers much news about the girl/silver dragon and the six metallic silver kobolds. Then, as 1:00 PM rolls around the group has split to examine the remains of rubble that could be a bridge.

9th of Neth: Party has crossed bridge and heads south. Confronts agents of the Baron, and head south to the old fortifications where the Stag Lord has made his camp. There, they confront the Stag Lord, and defeat him and the minions of the Ustalavian Baron.

At this time the party consists of:

Alaric Winter: Human, 4th Level Sorcerer

Ariarh Kane: Human, (with Aassimar bloodline) 4th Level Druid

Bartleby “Brett” Rowan: Halfling, 4th Level Hero and Unmatched Legend

Ka’etil Malas’rae: Half-Elf Barbarian 2nd Level, Sorcerer 1st Level, Ranger 1st Level

Khrovin Anor: Human, Cleric 3rd Level, Paladin 1st Level

Sir Bronwyn Winter: Human, Cavalier 3rd Level, Paladin 1st Level

[b]Important New Locations[/b]

The following is brief synopsis of some changes to the book in terms of locations that may be on the map, but are not quite the same as listed. There are also descriptions to new things and places as well.

[spoiler=Descriptions of New Places]

[b]1. Oleg's Camp: [/b]No longer a simple trading compound, now the camp is filled with people in caravans who have traveled far in the cold and are seeking shelter before they move on to the last leg of their journey toward Brevoy.

Beyond the basics of Oleg's camp and compound a guard tower that now stands five feet in height with a bunker built at the base of the tower affords some outriders the chance to protect the trading post and locals that come by.

The Tower is on a lend-lease program from Oleg, who has granted the right to use his land to a Brevoyian squire. This squire has happily built on Oleg's land, hoping to establish good trade routes on the road, and with whatever may happen to the south.

[b]2. Spiders Nest: [/b] This is not a simple cave that had been later inhabited by a giant trapdoor spider in it, the cave is recently discovered to be filled with what looks like an ancient temple of sorts. There, at the bottom of the cave is a large pool filled with deep brackish water, and, rising from the pool is a large stairway that leads to a crude altar which houses a Black Stone. The stone seems to suck up light and any magical power. Nothing seems to effect it, and those who move too close to it feel as though they are going mad.

None know who placed it here, how long it has been here, or what it's purpose is; yet it is

assumed that it is a thing of dark power and may be connected to gods called “The Old Ones” and some version of their cult.

[b]3. Statue of Eretil: [/b] Far to the north and west the party discovered a wide rock plateau that seemed to the base of old ruins. Some foundations still remain, but the place is well situated between heavy forests and a high area of stone that has only one basic entrance to the top; a narrow path up of solid rock. Further, near the base of the plateau is a small lake, with a circumference of only three or four miles.

This was located near an old statue, or possibly a shrine, to Erastil.

[b]4. Ruined Temple/Nettles Crossing: [/b] Right next to the river, this temple must have been located inside the borders of a fine town or village. The water moves right by it, and it allows people to access whatever can be built on the finely carved floors. Further, beneath the floors is a series of caves and a tunnel that leads to an old, cleverly concealed, guard tower; roughly a quarter of a mile away.

[b]5. Recently Built Bridge/River Crossing: [/b] Once a mighty bridge spanned deep waters. The remains suggest this bridge could in fact be some sort of drawbridge, which would allow for larger ships to move unobstructed down the river. Now, several towers remain in the form of the old mechanisms which were clearly used to elevate where the drawbridge may have rested. Today there is nothing to cross on, except a sturdy bridge of logs laid on the old foundations.

A guardhouse remains near by this place.

[b]6. Ruined Fishing Village/Stag Lords Fort: [/b] In ancient days a low lying set of hills was struck by fire from heaven. This flaming rock smashed over the ground, carving out a wide and gorge which was filled by waters into a river.

The edge of the crater that shattered had a fishing village that once overlooked it. For the crater was once filled to the edge with water. The crater itself is a smashed out valley and the effects of the power caused the mighty earth to slam forward into the face of now tall and looming cliffs. The gap in the cliffs was dammed up, and the water filled the crater allowing a fishing village to form on the northern lip.

The village had perfectly crafted streets and stone work, with remains of sewers and stone basements discovered even today. The streets were wide and well built. If it was reconstructed, you should guess the village could hold roughly 2,000 people, at least.

[b]7. Crater Valley/Stag Lord's Fort: [/b] The crater is now filled swamp and bracken, with a meandering ooze of the once mighty river which flowed through it. Today there is nothing left, but swamps, ooze, slime, water, and other vermin that inhabit such places.

[b]8. Cliff Fortresses/Stag Lord's Fort: [/b] The crater slammed the earth and drove the rock into a high valley of cliffs that seemed to make an almost ellipse. The cliffs themselves were slightly broken in the very center and a dam was built here to stop the river from spilling out into the low lying valley beyond. The river was blocked, the crater filled, the dam reinforced. The cliffs themselves were carved through, and a road was built in the man-made canyon.

Once the dam was destroyed, the valley south of the cliff walls; its farms, manor houses, and estates were overcome by the flood and destroyed brutally.

This canyon rose slowly to the summit, and on either side of the dam two large fortresses were carved into the solid rock, allowing a person to ride up through the road on the cliff canyon, and thereby reaching the fortresses, one originally on built on each side of the dam. And though the western one has long since been destroyed, the eastern side remains

intact. These fortresses can house roughly two-hundred people comfortably, but there is enough room for an entire town to be evacuated into, should the need arise (roughly 5,000 people – though it would be cramped quarters, it would be very safe).

[/spoiler]

Important NPC's

This is a listing of characters mentioned in the postings that do not occur in the book. They have rough descriptions, and some of them are more detailed than others. Some, such as Oleg and Svetlana, have slightly adjusted personalities.

Many of them are available as “hirelings” (see below under “New House Rules” for further information), though no one has all the “stats” for them, deliberately at this time, unless you wish to make inquiries.

Men From Brevoy

[Captain Antiene N'var](#): A man both stern and noble in bearing, N'Var follows the letter of the law in an almost punctilious manner. He does not deviate from the law, even if it means allowing things he believes to be wrong continue. To him, the Law may upset reason, but reason may not upset the Law. He is honest, true, and courteous; conducting himself like a true knight of old in the most chivalrous fashion.

N'Var: 2nd level Warrior and 3rd level Cavalier.

RUMORS: A good man and true, N’Var is believed to have heavy connections through family to Robert “The Drake” Tyrell. The two of them have been seen fraternizing as friends.

NOTES: Lawful Good, N’Var is committed to his code, and will rarely circumvent it, even if he wants to. Especially if he wants to, because when he is tempted to bypass the law for “good reason” he feels it is better to resist those very good reasons, even if they genuinely are good. To him, if the reason seems good, it is clearly a temptation, and must be resisted.

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Gerard Devain: Gerard is a 5th level Cavalier. Old, weary, and sworn to protect **Squire Kaid**, you sense his a man who personally would have quit the presence of Squire Kaid long ago, if his own sense of personal honor did not prevent him from doing so.

Squire Mykeal Kaid; a sword scion of the House of Stetven: A vain, young arrogant squire who is of a southern province in Brevo. His father using money and political muscle forced the surrounding territories into bankruptcy and have taken over their land.

Squire Kaid is pompous, arrogant, and vain. He looks down on the poor and those who are not noble blood, and demands that people respect his title, if not his person.

Kaid: 4th Level Human Aristocrat, 1st Level Cavalier.

RUMORS: Squire Kaid is rumored to have attempted to secure connections with the bandits in Brevo. By paying a “Flat Tax” per year, he hoped it would ensure that the bandits would not harass his families trade negotiations. The money he took back was the

same money he promised the bandits, who may, or may not have, double-crossed him, and decided to take him and his gear into keeping for sale of slavery.

NOTES: After returning Kaid and his coin and people north, he is now allied with you, and has sent south a company of men to form a garrison at Oleg's. Though arrogant, he seems true to his word. He is either sincere in helping you, or sees you as an opportunity.

People at Oleg's

Dasha: An Ustalavian teenager discovered in a slave caravan, Dasha is a young girl who has exhibited strong magical powers, and near amazing healing powers. She is Ustalavian, very beautiful, quiet and shy around strangers. For some reason, Ustalavians have attempted to capture her.

Dasha is a slim and graceful beauty of about 16 years of age. Dark brown hair, milk white skin and wide brown eyes give her an almost classic beauty common to many from Ustalav nobility. But she is not noble, being only a peasant's daughter. She speaks only Common, and is friendly and eager to help, specifically Drake. She finds his story very interesting and alluring. Moreover, she is impressed by the determination he has to make things right for what has occurred.

Dasha: 1st level Commoner. 3rd Level Oracle.

RUMORS: Dasha is believed to be connected to ancient spirit who is supposedly haunting her. This spirit does not seem malevolent, but it does seem mischievous, content to do things that upset Dasha, but cause the girl no harm. Further, rumor has it that if the girl is assaulted that the spirit will attempt to assist her, if it can. The name of this ghost is "Ioana".

NOTES: Dasha has attached herself to Drake, and seems to have a crush on him. She has expressed no outright desire to leave Oleg's as long as Drake is there.

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Robert "The Drake" Tyrell: Robert is the last son of the House Tyrell. His House was broken and ruined by the machinations of a neighbor who wanted his families land and used unfair trading practices to drive his family into bankruptcy.

Drake eventually turned to banditry, but eventually repented and has now sworn his service to "Master Oleg" the master of Oleg's Inn. He functions as a bodyguard, and outrider for Master Oleg.

Drake is a hard working young man, of 24 years. He is generally stern, driven, and somewhat cynical; everything you may expect from a young man who had his entire family destroyed by a noble and forced to become an outlaw.

He works hard, says little (though when he does speak, and eat for that matter, it is very courtly, courteous, and polite). Each morning he offers a prayer to Erastil at dawn, and you can see he is not being cynical here. He will try not to pray if others are watching him, but if you watch him privately you can tell he is genuinely sincere in his prayers.

He has demonstrated an ability to speak with some fluency Elven, and you've heard him curse under his breath while working in the tongues of Goblin. Drake is a good shot with

the bow, a good tracker besides, and clever with signs in the wild, not to mention his stories of elder days. This gives further proof to his education. In the evening time, after the sun goes down and there is not much chance to work outside, he sits in the house of Oleg and is attempting to teach Dasha her letters in the tongues of men.

Drake: 1st level Aristocrat, 1st Level Fighter, 1st Level Rogue, 2nd Level Ranger.

RUMORS: Still has connections with people in the north, and is generally well received and respected by those who know. Drake is quiet, stern, but compassionate. May be in love with Ustalavian girl “Dasha”.

NOTES: Drake’s multi-classing is a result of his varied background. From a nobleman, to a bandit, to a ranger, he has had a wide range of experience.

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Oleg and Svetlana:

Now the nominal “Lords” of the Oleg Lands, they are becoming wealthy and starting to have ideas of their own.

Oleg: He’s changed a lot from the old grump you met earlier. Now he is moving about with a curmudgeon-like gusto with his work. He acts with a grim pleasure and amusement at things. Whenever he tells Drake what to do, Drake listens with good

manners, and though Oleg is gruff to him, it is clear the older man is warming to the younger man's enthusiasm. He will spend more times working on ledgers and documents in his house, trying to calculate the relative value of the goods and discern who to sell things to and how to make a good profit. His reading is slow and ponderous, but he is too proud for teaching, politely decrying any help by stating that he is a "Lettered man, and book learned, besides!" But his gruff attitude doesn't prevent him from being friendly to all that helped him with the bandits.

Oleg: 3rd level Commoner, 1st Level Expert.

Svetlana: Svetlana is quiet and friendly. She's a bit of a homebody and isn't one for interfering with others business. She spends most of her time with chores around the compound. Repairing damaged armor, looking over drying out meats and salting supplies, cleaning out the place when she can. Of course, if anyone stops her she will gladly give out plenty of opinions and thoughts on things; loving to work and talk at the same time.

Svetlana: 3rd level Commoner.

Garrison Men at Oleg's

Commander "Corporal" William "Bill" Tinker: 2 level Cavalier (26 years of age).

RUMORS: While the men here relatively good men, decent and true, there is a strong

suspicion that if push came to shove, they could overrun Oleg's Trading Post. Further; there is also the belief that this "reward" of the garrison is really an outpost for Squire Kaid to expand his borders south into the River Kingdoms without putting himself at too much risk.

NOTES: Corporal Bill Tinker became the nominal "Garrison Commander" when his captain returned north to Brevoort with the bulk of the men. Now, the remaining men that make their home here are loyal to the ideals instilled in them by Captain N'Var, but they are also young men, cut off from the rest of the world. As such, they are generally swayed by their surroundings. A good person will motivate them toward good; a bad person will motivate them to bad actions; the men will simply follow the most charismatic person around, no matter what their personal scruples may be.

All others listed are 1st level Cavaliers.

Name	Age
•	
Rand Davis	– 18
•	
Malik Smithson	– 22
•	
David Sern	– 19
•	
Richard Ferny	– 20

- _____

- Miles Landish – 20
- _____

- Bob Thumb – 21
- _____

- Chris Cheval – 20

Probable Enemies

Baron Vlad Romanov: An Ustlavian Baron the party has not met, this baron seems dedicated to forging openings between Ustlav and south of Brevo, hoping to use the lands for his own personal gain.

RUMORS: At this point, nothing specific is known about the Baron, except that he is a High Priest to Urgathoa, an Ustlavian baron, and Lord High Marshal to a group called the “Scarlet Wyverns”. He clearly has interests with the lands to his east, but nothing is specifically known about him.

Caravan Folk at Oleg’s

There is a small caravan that has traveled up from the south; they have headed north from Galt. They are a group of wandering nomad type people; mainly looking for a safe place to stay. They include a group of three families; and a few outriders.

Name	Race	Class	Age	Sex	Region

Family 1 - Ironhorse

Henry Ironhorse	Human	2/1 Ranger Rogue	44	M	Galt
Patty Ironhorse	Human	3 rd Cleric of Shelyn	41	F	Galt
Sarah Ironhorse	Human	1 st Alchemist	22	F	Galt
Christopher Ironh.	Human	1 st Fighter	16	M	Galt

Family 2 - Banks

Tucker Banks	Halfling	3 rd Rogue	58	M	Cheliex
Lily Banks	Halfling	1/2 Rogue/Gunslinger	55	F	Cheliex
Ivy Banks	Halfling	2 Rogue	25	F	Cheliex
Will “Billy” Banks	Halfling	1 st /1 st Rouge Gunsl.	20	M	Cheliex
Peaches Banks	Halfling	--	7	F	Galt

Family 3 - Grear

David Gear	Human	3 Fighter	34	M	Galt
Selendria Gear	Elf	3 Alchemist	56	F	Kyonin
Delien Gear	Half-elf	-	4	F	Galt
Kali Gear	Half-elf	-	7	F	Galt

Independent – Mak Morn

Khald Mak Morn	Dwarf	3 rd Fighter	78	M	5 King Mnt.

Outriders

Tyrene Aliento	Half-Elf	3 rd Magus	34	M	Ustalav
Kyle Dashan	Human	3 rd Level Paladin	21	M	Ustalav

Silver Kobolds

Name	Race	Class	Age	Alignment	Gender
Adjt	Silver Kobold	2 nd Magus	16	NG	Male

Glaious	Silver Kobold	2 nd Fighter	14	CG	Male
<hr/>					
<hr/>					
Ryul	Silver Kobold	2 nd Ranger	15	NG	Male
<hr/>					
<hr/>					
Sylvath	Silver Kobold	3 rd Paladin	18	LG	Male
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Metallic Silver Kobold Base Stats

Statistics: +2 Dex, +Charisma, -2 Str.

Medium Sized Creatures

Darkvision and **Cloudvision** 60 feet.

Knowledge: Arcana +2 Misc. Bonus and class skill

Gain Starting Feat: Improved Unarmed Strike

Bare Hand Damage:

2 Claws: 1d3 + Strength

Bite: 1d4 + Strength

DR 2/magic

+2 to Magical Resistance against: Acid, Cold, Paralysis, Sleep.

-2 to Magical Resistance against: Fire based attacks

Languages: Begin Play speaking Common and Draconic.

High Intelligence allows them to choose from; Auran, Celestial and Elven.

Silver Kobolds, no matter what their alignment are considered Good Aligned creatures.

Accumulated Loot

When the party returned to Oleg's and looked at the falling snow, there was time for people to ask questions. While others asked about the coming adventures, Brett took time to assess the financial situation with Master Oleg.

1. The majority of your "coin" is not actually coin; but rather, converted from trade goods into raw "coin" to make things clearer for the purpose of trade and dispersing the wealth.

2. At the meeting of Kae'etil and Sir Bronwyn, who were then added to the charter, there was a total of 2,600 Gold Pieces for each person worth of material. In short: there was 13,000 gold pieces. When Khrovin was made part of the team, he was granted rights to that money. This split the cost more, giving everyone (roughly) 2,170 gold pieces worth of gear.

3. You then discovered the bandit camp, and sacked it, discovering more wealth inside, and the successive bandit dens besides; all if adding into your "trade goods" for gold. But remember, even the "coin" in the bandit camp is not entirely "coin". Some it is silverware, rings, bracelets, gold teeth, plates, cups, that sort of thing. That is simply the "raw" gold and silver.

There is roughly (since you have gathered gear and goods at various bandit camps; including various horses and armor, and the gear at Oleg's you started with) at total of 47,867 gold pieces (for convenience I shall say it is a cool 48,000 gold pieces).

Remember, this is not all gold per se, but trade goods and commodity goods only.

This grants all players approximately 8,000 gold pieces of trade goods worth of gold. By the end of the Winter, you will be able to have converted the goods into gold, and spend it as you wish, but for now, you are forced to choose what you like from the following list.

To put it short, I am now going to offer a listing of all the miscellaneous stuff (for the most part) that is available for you to “buy” at this time. You will not be able to “buy” things with your gold for some time, until your town starts getting things going; roads, messengers, and people to come with supplies and trade.

Until that time I assume you will keep everything in “the vault” as it were, as a collection of wealth for your growing town. I would recommend keeping the bulk of your share in “the vault” however, as you will probably need it for building your town. But, if you see something below that catches your eye, and want it, let me know.

You will not be able to buy things from the book until next spring, other than what is on your list. In short, even though it is an entire season, you will not be able to “craft” new armor, goods, and so forth, until Spring starts and we start the next book.

Why not? Because you don’t have appropriate tools and gear to do this, yet. You will, and soon, but unless you figure out a way to (for example) craft a magic mirror without a mirror, or the ability to build a mirror, you’re a bit out of luck.

This doesn’t count for basic run of the mill stuff, but if (for example) you wanted a +1 Bow, which you could afford, you simply cannot buy it. Craft it at this time, without the appropriate Feat. After you get a town started formally, with the beginning buildings in place, things will change radically. But for now, you don’t know if you have a temple, or a library, or a Wizards Tower, because none of them have been built.

HOWEVER: If you see something you like on the list, you are free to bid for it. Once

you “buy” it, your share is decreased and the money is redistributed back into the funds of the group. However, whatever you are formally buying is yours alone, and though you can share it, you don’t have to.

So, here is a brief list of the goods you can choose from.

Items

a chunk of iolite worth 50 gp,
a deep green spinel worth 90 gp,
a shard of blue quartz worth 25 gp.

a masterwork dagger,
a wand of burning hands (CL 2nd, 4 charges),
a silver ring worth 75 gp, and a spellbook.

Unfortunately, mold and rain seeping down into the cache has damaged much of the spellbook, but seven of the spells (identify, mage armor, reduce person, mage hand, shocking grasp, silent image, and unseen servant) remain intact.

1 bronze ring with a chip of Amethyst in it (approximate worth 15 GP). Non magical.

Two war trained horses

Inside

Barrel of beer (5 gallons)
3 bottles of wine (low grade)
2 jars of honey (1 pound each)
50 lbs of grain
20 lbs of dried elk meet
Oil for lamps (1 small barrel – roughly 1 gallon)
Firewood besides walls (1 cord of wood)

There are heavy skins of elk hide, a nice bear rug, a small fireplace, some cooking gear, and lots of blankets and warm clothing.

3 Short Swords
2 Hatchets
1 Long sword
1 Broad sword
5 Leather Armor
1 Studded Leather

1 Breastplate
1 Longbow
13 arrows

Rubies 15 – they are each worth about 200 GP a piece.

Dragon Amulet: The amulet is radiating a magical aura; Transmutation. The amulet is an amulet of Natural Armor +1, but it also confers on the wearer a bonus of +1 Caster level to all healing spells, provided the alignment of the caster is “good aligned”.

10 Saddles
10 Horses
10 suits of damaged studded leather
8 suits of damaged leather
10 short swords
20 scimitars
30 long bows
450 arrows
20 bedrolls
5 large tents
Masterwork Breastplate
4 lanterns
12 flasks of oil
10 suits of cold weather clothing

+1 Mace

Common perfume 10 doses (Appraise 18 Osirion: GP VALUE 20 a dose)
Warm winter clothes
Courtiers Clothes (value 30 GP)
Fine blankets (5 GP)

In chests –

1 bolt of Qadira Silk (Appraise 20: GP VALUE per Square yard 15 GP, 1 bolt has 20 square yards))
4 bottles of fine wine (10 GP a piece)
1 bottle of Rare wine (Appraise 15: 75 GP)
Well made pipe, carved of cherry wood (Appraise: 15: 20 GP)
4 lbs of tobacco
1 Blank journal and writing set
Fancy Bronze Lamp (Appraise 12: Osirion - 20 GP)
2 vials of oil
Playing Cards
5 lbs of Mwangi coffee beans (Appraise: 12, 5 GP per lbs)

1 Horse and Saddle (riding or otherwise, no worries at this point)
20 lbs of Flour/Grain
4 lbs of Tobacco
2 lbs of Salt
1 jar of Honey
20 days of rations
1 Cure Light Wound Potion
1 Set of Healing herbs

1 long bow
16 arrows
1 short spear
1 hatchet
1 dagger

Barrel of beer 2 gallons
Salt 1 lbs
Rations Common (12 meals)
1 jar of honey
Playing cards
Game board

Flour/Grain	100 lbs
Tobacco	20 lbs
Salt	10 lbs
Honey	5 jars (10 GP each; roughly 1 quart each)
Beer	20 gallons (10 GP a gallon)
Trail Rations	100 Days worth – or 20 days for 5 different people

Books

Anyone may read the following books during the winter. You have all winter to do so, and can pass the books around; just let me know if your character would do so.

1. Draconic War Manual: This improves the study of combat for Kobolds. Anyone who studies this for 60 hours gains the Feat: **Improved Unarmed Strike** for free.

2. Lencher's Journal: Anyone who spends 50 hours studying the Journal of John Lencher gains the following bonuses - +1 Misc. bonus to Craft: Alchemy, Heal, Knowledge: Nature. The player also gains the Bonus Feat: **Brew Potion** for free.

3. Tome of potions and Elixirs: Anyone who studies this for 50 hours gains a +2 Misc. Modifier to Craft: Alchemy.

New House Rules

Rules for New Government

The following are the basic “House Rules” for creating a role of government in the Kingdom. They utilize the same basic stats in the book, but with a few other caveats that make things more personal while at the same time encouraging players to be more creative with their skills and character build.

Currently, as things are built, each primary “class” is attached to a primary “statistic” to correspond with the primary class’s greatest asset. For example: **Ruler** is attached to **Charisma**, and **General** is attached to **Strength**.

The first deviation from the rule at this time is that:

Note: Any fighter type may substitute “Strength” with “Dexterity” if they are a “Dexterity” based fighter.

Thus, a warrior who uses the bow over the sword can use “Dexterity” when the book calls for a general to use “Strength”.

Penalties and Bonus’s

Any potential leader or government agent has three primary abilities: Economy, Loyalty and Stability. All of these abilities are currently at a -2 penalty to their current stat roll; until they are modified with skills.

For Example: If a person wanted to play a general and had a Strength of 18, which normally grants them a +4 to their roll, it is currently at a +2 (from the -2 penalty) until they modify it with the skill options below.

Each header has a set of skills underneath it. For every four “ranks” a player takes in a skill, or

series of skill, they gain an additional +1 bonus, which will eventually offset the penalty and give them bonuses later. Some skills work for several sections, some only work for one section.

Remember; these are “Ranks” not your “Total” because of Misc. modifiers.

Economy	Loyalty	Stability
Appraise	Diplomacy/Intimidate	Diplomacy/Intimidate
All Craft Skills	Sense Motive/Bluff	All Knowledge Skills
All Profession Skills	Know. Nobility	Linguistics
Know. Local	Know. Local	
Linguistics	Leadership Feat: +4 “Ranks”	

Note: **Diplomacy** and **Intimidate**, as well as **Sense Motive** and **Bluff**, are exclusive. You may lead your people with Fear and Duplicity or through Honor and Integrity. You cannot choose both skill sets to boost your overall stats, though they don’t cancel each other out.

Total Rank Bonuses and Penalties

1 – 4 Ranks	: Minus two to header
5 – 8 Ranks	: Minus one to header
9 – 12 Ranks	: No penalty or bonus to header
13 – 16 Ranks	: Plus one bonus to header
17+ Ranks	: Plus two to header

Let’s look this over quickly, then. So far, there is a ruler who has decided he is going to have a Charisma of 20, so “Max Out” his kingdom. Typically, as his primary stat is Charisma, his overall bonus would be +5 across the board. But it is not; instead it is a +3, because of a -2 Penalty across the board. Of course, this is very annoying to the ruler, but he considers his options.

On level One he places 1 Rank to Profession, 1 Rank to Knowledge: Local, and 1 rank to Diplomacy and distributes the other points as he sees fit.

On level Two he places 1 Rank to Appraise, 1 Rank to Craft: Alchemy, 1 Rank to Knowledge: Spellcraft, and 1 rank to Linguistics and distributes the other points as he sees fit.

On level Three he places another 1 Rank to Craft: Alchemy, 1 Rank to Knowledge: Spellcraft, and 1 rank to Diplomacy.

Let’s see how his “modifiers” are at level 3 then.

Economy: He has taken 6 Ranks in Economic Skills (total at -1 points)

Loyalty: He has taken 3 points to his Loyalty Skills (total at -2 points)

Stability: He has taken 6 points to Stability Skills (total at -1 points)

Therefore, at even level 3, the character is only at -1 to several Government headers, at -2 to one header. But the character doesn’t mind too much. He knows that by level 7 he will have taken “Leadership” for a one time bonus to his Loyalty, and between then and now he will take +2 ranks in Diplomacy, and +2 to ranks in Knowledge: Local and one more rank in Linguistics. If he

chooses that route, and takes no other skills, and the Leadership Feat at 7, his new modifiers will be as follows:

Economy: 9 Ranks (no penalty)

Loyalty: 11 Ranks (no penalty)

Stability: 11 Ranks (no penalty)

This pleases our good king, because he knows that by adjusting the skills somewhat in keeping with what his character WOULD have taken, and what a good ruler “ought” to take, he is now, on level 7, no worse off than he would have been anyway. And, as he craftily looks things over, he knows he can “optimize” his character to quickly gain +2 bonus’s to nearly every statistic for good government by level 12 at the least.

Remember: A Magic User typically takes ranks in Knowledge: Arcana, or Knowledge: Religion and by 9th level alone his Stability will be normal. A typical good leader takes ranks in Diplomacy and some Linguistics. By this count, on level 6 he can have 6 Ranks in Diplomacy and 3 Ranks in Linguistics, and be normal with Loyalty. And this will bleed over to his other abilities, which also become more powerful by virtue of other skills.

Rules for hirelings

As you continue to adventure in the game, there may be times when you want your character to go on specific missions or quests, yet do not feel up to the challenge or properly equipped. As such, there is a wide range of people now available for you to “hire” on to assist you.

Typically, the following rules are not meant for a PC who wants to hire on the service of another NPC for a specific task, like asking a wizard to brew you a potion. Instead, they are for gathering up a “posse” of trusty people to help you on a quest. If you elect to hire on more people, then you will end up spending more money, diving more experience, but having some (theoretical) much needed backup.

That said, here are a few simple guidelines if you want to have hirelings come with you.

1. All Hirelings start with a “Zero” for their modifier for payment.
2. All Hirelings who go have actual class levels split experience with you, just like a normal Player Character. They can advance in level, and (theoretically) are no different than a cohort, except that you do not build their stats and abilities, and (theoretically) they can raise level higher than you, if given the chance.
3. All Hirelings have a flat rate per level for basic cost. This rate goes up or down on a sliding scale. A player gains bonuses or penalties for specific actions, much like a

Leadership Feat with a Cohort. Typically, a Hireling with levels will also take his cut of the loot, but he may not, if under contract.

Finally: While under contract, a hireling obeys your orders almost exclusively, unless you order them to do something suicidal. Also, because they are a hireling, there is no sure way of knowing they simply won't take the money and run. Again, they are not followers, but people you hire to do a job.

Relative Cost Bonus's

+1	+2-3	+4-5	+6-7	+8-9	+10
-20%	-40%	-50%	-60%	-70%	-80%
-1	-2-3	-4-5	-6-7	-8-9	-10
+10%	+20%	+40%	+50%	+80%	Not for sale

Base Costs per Level per week

Level 1:	200 GP	Level 5: 2,000 GP	Level 9: 10,000 GP
Level 2:	500 GP	Level 6: 4,000 GP	Level 10: 12,000 GP
Level 3:	750 GP	Level 7: 6,500 GP	Level 11: 14,000 GP
Level 4:	1,000 GP	Level 8: 8,000 GP	Level 12: 16,000 GP

Bonuses

- +2 Pays in advance
- +1 Same alignment
- +1 Per level greater then hireling
- +1 Every successful deal done with PC before
- +1 Has vault, stronghold, or safe to store coin
- +1 If PC has twice as much, or more, as needed in his vault
- +1 if "room and board" are provided free of cost.
- +1 if "quality" room and board are provided.

Penalties


- 2 Didn't pay another hireling in the past
- 4 Failed to pay THIS hireling in the past
- 1 Every level the PC is below the hireling
- 1 If partial coin is paid after completion of task
- 4 If no coin is paid until completion of task
- 2 Small Chance of Success
- 3 Slim chance of success
- 5 No chance of success
- 8 Suicidal

Bonus Information

Leveling is done on a “Quest Basis”. Players will all level relatively equally – provided they complete specific tasks throughout the game.

However – as the game progresses and players reach higher levels – they will become “lords” and “ladies” of the realm.

At this time, when they are formally lords and ladies, they will gain property to do with as they please. This property functions like any other city on the map – except it is under the complete control of the lord who governs it, and stands – essentially – independent of the kingdom. A lord or lady can generate taxes differently, collect magical items differently, and eventually create their own army as needed, or gear that they personally want.



KINGDOM SHEET

KINGDOM NAME _____
 ALIGNMENT _____

CAMPAIGN _____
 SIZE _____ CONTROL DC _____ POPULATION _____

	BONUSES							PENALTIES			
	TOTAL	BUILDINGS	EDICTS	EVENTS	LEADERSHIP	RESOURCES	ALIGNMENT	EDICTS	UNREST	VACANCIES	OTHER
ECONOMY	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
LOYALTY	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
STABILITY	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

EDICTS

PROMOTION LEVEL _____
 + STABILITY + BP CONSUMPTION

TAXATION LEVEL _____
 + ECONOMY - LOYALTY

FESTIVALS PER YEAR _____
 + LOYALTY + BP CONSUMPTION

UNREST PENALTY ON ALL CHECKS

CONSUMPTION BP

SIZE CITIES EDICTS FARMS OTHER

TREASURY BP

ONGOING EVENTS _____

LEADERSHIP

LEADERSHIP ROLE	BONUS	ATTRIBUTE
RULER _____	+	ECONOMY, LOYALTY, STABILITY
RULER _____	+	ECONOMY, LOYALTY, STABILITY
COUNCILOR _____	+	LOYALTY
GENERAL _____	+	STABILITY
GRAND DIPLOMAT _____	+	STABILITY
HIGH PRIEST _____	+	STABILITY
MAGISTER _____	+	ECONOMY
MARSHAL _____	+	ECONOMY
ROYAL ASSASSIN _____	+	LOYALTY, -1 UNREST/UPKEEP
SPYMASTER _____	+	
TREASURER _____	+	ECONOMY
WARDEN _____	+	LOYALTY