

Premise

The year is 890 AD, during the time of the Second Roman Empire

The Players were a part of a 10 ship raid consisting of 500 men, attacking into Cantium from the North and heading towards the cathedral at Durovernum Cantiacorum. The raid was spearheaded by the Great Jarl, Ubba Lothbrok, the sole remaining son of the former king, Rangar Lothbrok.

The man named Christian Dane betrayed the plan to the Romans and the raid was intercepted and repelled by 1000 Roman Veterans.

During the clash Ubba Lothbrok was killed, along with....

Any survivors were scattered, killed or imprisoned in the fort Regulbium

The Players all were imprisoned, branded as murderers, thieves, brigands or worse, and all were branded with an "X" signifying that you are a criminal and that you have betrayed the great and eternal love of Christ and his chosen mortal vassals.

*[Campaign Map](#)

*[Roll20 Map](#)

History/Culture

Year: 890 AD

Time Period: Second Roman Empire

Capital: Constantinople

The Second Roman Empire was a product of Justinian's campaigns, he was very successful, *Renovatio Imperii*, or French Restoration Campaign and he was aided by an angel. He passed away in 650 AD.

The Northmen are aiming to take back the British Isles.

Languages:

Latin - Spoken by Romans from the western parts of the Empire. Includes written alphabet.

Educated Romans will also speak Greek. (Represented by Google Translate Latin)

Greek - Spoken by Romans from the eastern Empire. Greek is the common and official language of the Second Roman Empire by this point. Includes written alphabet. (Represented by Google Translate Greek)

Proto-German - Spoken by Frisians, Saxons and the other peoples of North and Northwestern modern day Germany. (Represented by Google Translate German)

Norse - This would include Danish, Norse, Gothic, etc. All the northern European Germanic languages spoken by the people who we consider "vikings" now. Includes runic alphabet, though it's rarely used or known. (Represented by Google Translate Icelandic)

Celtic - This group of languages is spoken by the Scots, Irish and Bretons. (Represented by Google Translate Irish)

Religion: The official religion of the Empire is Christianity

Bretons, Irish, Welsh and Scots - Vast majority are Christian

Non-Roman, northern Europeans - Germanic Pagan gods

- Woden/Odin, Thor/Thunar, Bladur, Freya, Frigg, etc.

Native Celts - majority are Christian, a very small minority still worship their own pantheon of pagan gods

- Cernunnos, Lugus, Ogmios, Epona, Danu, etc.

Weapons and Armor:

Armor - There are basically only four types of armor.

- Padded gambesons/jacks, leather, chain mail (shirts and full mail), and lamellar from the Romans.

- Metal armor outside large imperial population centers is extremely expensive and rare.

Weapons - The most common by far is the spear.

- Daggers/short swords are common.

Northern people - Battle axes and dane (great) axes are common. Rich warriors might have a longsword, but no larger swords existed.

Roman Soldiers - Typically equipped with a lance/longspear, a longsword, a large wooden shield, lamellar armor, an armored skirt, and a helmet.

- Soldiers on civilian duty might not have the lance, and soldiers going to war would also carry a few javelins or have archery units.

Crunch/House Rules

Required Fluff:

Birth, family, early life, events leading to raid), physical description.

Required Crunch:

Lvl 1, Human, 20pb, 2 Traits, 0-1 Drawback, Stat Block, Alias

Classes: Unchained Barbarian, Fighter, Ranger (Skirmisher and Trapper archetypes only), Unchained Rogue, Witch, Brawler, Shaman, Skald, Slayer, Swashbuckler, Cavalier

House Rules:

*[Automatic Bonus Progression](#)

*[Stamina and Combat Tricks](#)

*[Called Shots](#)

*[Removing Iterative Attacks](#)

*[Background Skills](#)

*Everyone gains Combat Stamina as a bonus feat once their BAB reaches +1

*Moving out of a Threatened area does not provoke

*Doing a Combat Maneuvers without the Improved "x" feat does not provoke

*No Slumber Hex

*No Evocation or Conjunction schools of magic (exception: Conjunction spells with the healing subschool)

*No Alignment

*No Magic Item Creation feats

Links

*[Campaign Map](#)

The Map

*[Automatic Bonus Progression](#)

*[Stamina and Combat Tricks](#)

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*[Removing Iterative Attacks](#)

*[Background Skills](#)

House Rules in effect

*[Calibrating your Expectations](#)

*[Article about the use of arm rings in norse/anglo culture at the time](#)

*[Viking age clothing](#)

*[Viking age arms and armor](#)

*[Justinian](#)

*[Youtube Documentary](#)

*[Some animals native to Scandinavia](#)

*[North landers, a graphic novel](#)

Articles to read for more background information

****Note. I have not read through all the links****