

THE LORDS OF HACK PRESENT:

**GATAVIA CAMPAIGN SETTING
REFERENCE**

by David L. Nelson

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CHAPTER ONE: HISTORICAL OUTLINE

1—WORLD HISTORY

THE FIRST SAECULUM

- World inhabited by two intelligent races: a humanoid ancestor of men, of the Old Ones and of dwarves, who worship the pagan/neutral gods; and a race of reptilian monstrosities, who worship powerful dragon gods.
- The reptiles discover openings to the Abyss and summon the first demons, bringing the world to the attention of Chaos.
- The gods of the world intervene to overthrow the reptiles, using an army of elves from the Spirit World, many elves remain in the living world.

THE SECOND SAECULUM

- The Elves rule the world. Their civilization falls in a great civil war between forest and barrow elves.
- Men, Old Ones and Dwarves gradually rise as separate species in the shadow of the elves.
- The Barrow Elves use the old reptilian magics to create the first trollish races (trolls, ogres etc) which are demonic spirits in mortal bodies.
- The Old Ones join the Barrow Elf cause, steal their secrets and seize power for themselves.

THE THIRD SAECULUM

- The Old Ones rule the world.
- 5 powerful gods each sponsor a tribe of Men and lift them in knowledge and power. These gods and their patrons (using Ardean names) were: Mercury: the Northrons; Apollo: the Easterlings; Juno: the Southrons; Jupiter: the Centrales; and Minerva: the Westerlings.
- Under divine leadership, the tribes of Men overthrow the Old Ones and banish them beneath the earth.
- The Order of the Violet Lotus is founded on the Eastern portion of the continent.

THE FOURTH SAECULUM

-112: The Southron City of Querdesh is founded.

1 - The island city of Ardea is founded.

134—Querdesh begins relations with the Old Ones

310 - The Ardean Empire comes to prominence following several successful campaigns.

335—The Southron city of Querdesch destroyed by Ardeans, survivors become Zaharans.

722 – The Ardean Empire crowns its first Emperor.

753- Birth of Sarpedon, last of the 7 Prophet-Lawgivers who synthesized Southron religion with Centrales philosophy.

1098—The Orthodox Fane becomes sole legal religion in the Ardean Empire.

1218 - The Ardean Empire falls when all of the Augurs' Towers simultaneously collapse.

1219—The Sorcerer Dengwur destroys the city of Noviodunum by demonic magic.

1224 - The Order of Silver Stars is established in the tradition of an earlier knightly Order of the Silver Stars that existed during the rule of the Ardean Empire to preserve the magical knowledge of the Empire in the service of Law.

1225 - The Invincible Dengwur begins accepting evil sorcerers as his disciples.

1226—The endless war between Dengwur's Empire and the Old Ones of Urvotz begins

1230—Foundation of the Dual Kingdom of Portchester

1325 - The Great Revelation of the lawful church is occurs at Junzion, a deserted island in the Middle Sea.

2—LOCAL AND RECENT HISTORY

701 AY: Gatavia Enters Empire: Hallia, including the Gatavia Province, conquered by Ardean General Cornelius and enters the Empire.

783 AY: Death of Sarpedon of Urnash: a Southron prophet, claiming to be the 7th Prophet-Lawgiver of El Gabal, executed by the Ardeans.

1098 AY: Orthodox Fane Triumphs: the ancestor of the Lawful Church, known as the Orthodox Fane, founded by the followers of Sarpedon of Urnash, becomes the sole legal religion of the Ardean Empire.

1218 AY: The Fall of the Augurs' Towers: On April 1, The Old Ones used powerful sorcery to throw down the Ardean Empire's network of magical protection and instant communication. Evil sorcery is strengthened, trolls and other monsters begin to return, the confidence of the local imperial government is shaken.

1219 AY: The Ruin of Noviodunum: on August 30, the Therkish sorcerer Dengwur unleashed a series of demonic plagues and even summoned up a destructive mighty demon and wrecked utterly Noviodunum, the capital city of the Gatavia province.

1225 AY: Dengwur Masters Gatavia: after capturing the remaining Ardean cities of Portus

Nardo and Aurelius, and killing the royal families of the Therk Nomads, Caturiges and Haxmen, the sorcerer Dengwur establishes an empire of chaotic sorcery in Gatavia. He establishes an order of sorcerers, the Disciples of Invincible Dengwur to help rule his empire.

1226 AY: The Old Ones Strike: the Old Ones, unleash an army of orcs against Dengwur. A long, bitter struggle begins between the two Chaotic factions. The Old Ones establish a city-state in the north-east of the province (as they do across the world in the ruined places of the now fallen empire of Ardea).

1230 AY: The Foundation of Portchester: as Dengwur battles the Old Ones, the people of Portus Nardo, under the leadership of Bishop Agricola, throw out his garrison and declare independence. When the Haxmen barbarians under Hildric and Osric attempt to seize the town for Dengwur, the bishop convinces them to convert to Law and become the kings of a new state based in the town: The Dual Kingdom of Portchester.

1320 AY – Foundation of School of Mulfando: Mulfando the Wise established a for-profit school of wizardry in Orchester.

1421- New Halfling Colony: Bosco Tripod founds the colony of Boscovania in the Badlands.

1430—Start Date for New Campaign

CHAPTER TWO: THE PEOPLES OF THE WORLD

1—GOBLINS, HOBGOBLINS AND BUGBEARS

Goblins are twisted, short, cowardly and cruel humanoids created by Chaotic spell-casters using a spell called “Create Goblins.” This spell uses the blood of sacrificial animals to serve as a vessel for a minor demonic spirit to enter the world into a physical form. It is rumored that Dengwur created a magical artifact that causes a hidden underground lake to issue forth goblins at a steady rate. It is also said that there are other magic artifacts that do a similar thing. Once created, the goblins are mortal creatures. They are all hermaphrodites and can mate with each other. 80% of the offspring of goblin matings are goblins, but the other 20% are the more robust Hobgoblins. Hobgoblins can also mate with each other and produce more hobgoblins. The Bugbears, a larger, hairier sort of goblin, are said to have been created by Dengwur's magical combination of hobgoblins and actual black bears. Goblins created by sorcery are said to dissolve into a puddle of blood when slain, but goblins of subsequent generations do not do so. All three goblin races have intense hatred for elves, dwarves, gnomes and all manner of orcs and their kin.

2—ORCS, ORKIN, HIGH ORCS AND HALF-ORCS

The Old Ones had long been served by a race of degenerate, inbred cavemen (a sub-race of Neanderthal) and degenerate tunnel midgets, both of whom had become slaves of Chaos in ancient days. When they began their plans to overthrow the Ardean Empire, the Old Ones discovered that these slaves were inadequate soldiers to achieve their needs. The mysterious leaders of the Old Ones made a pact with a great Demonic power and received a

modified version of the "Create Goblins" spell which used pig's blood to create the hardier Orcs. Orcs are bigger than goblins, but crooked of limb, snouted, rough-skinned, red-eyed and tusked. Orc males and females look identical in the eyes of non-orcs and can breed and produce a litter of 1-4 orclings in 6 months. The young are ferocious and can fight as kobolds as early as 4 months old, and they reach adulthood by 1 year of age.

Around Portchester, the Orcs formed the spear-point of the Old One's assault on Dengwur's empire and the Ardean remnants. They became bitter foes of the goblins, hobgoblins and bugbears of Dengwur. Even today, orcs will violently attack any goblinoids on sight, in preference even to elves or dwarves.

While Orcs are the main shock troops of the Old Ones, some of them found even these to be inadequate and began a program to interbreed them with their cavemen slaves. This program created the first of the Orkin (a word used to describe any creature with mixed orcish blood). There are many types of Orkin encountered, but the most notable are the so-called High Orcs (or sometime Half-Orcs). The High Orcs are dangerous battlefield soldiers and often form the leadership of lesser orc tribes.

3—THE OLD ONES (Nasenna)

The Old Ones, or Nasenna, sprung from the same stock as humanity and the Neanderthals, but in the darkest mists of time swore allegiance to Chaos. Once they ruled the earth, but were overthrown and driven underground by mankind. This was accomplished when certain pagan gods showed mankind the secret of iron to give them the edge over the Old Ones. Two-Hundred years ago, the Old Ones struck back, overthrowing the once great Ardean Empire and plunging the world into anarchy. Today, they have returned to the surface and live in city-states spread across the world. They are violently hostile to humanity, halflings and dwarves and intend complete genocide of these three races from the world. They will never take females of these species prisoners, but will slay them immediately. They sometimes will take males prisoner (after castrating them) for slaves or sacrifice. The numbers of Old Ones are still rather small, so they depend on Orcs and Cavemen for most of their physical labor and soldiery needs, seeing themselves as the elite nobility of their new order.

The Old Ones are the same size and shape as humans, but have gray skin and their eyes are solid black. The Old Ones are allergic to iron, and suffer 1 additional point of damage from any hit by an iron weapon. They use bronze weapons made to a high quality and functionally equivalent to iron weapons. Their bronze armor is equivalent to iron chain mail.

4—ELVES

Elves are lithe, fair humanoids who originally came from the Spirit World. There are three sorts of elves to be found in the campaign: Light Elves, Forest Elves, and Barrow Elves.

The Light Elves dwell primarily in the Spirit World and are the confidants of the pagan gods, often found in their company. They will always be neutral in alignment. Light Elves can cast Light Spells at will and can turn Invisible (as the spell) once per day. While they usually dwell in the Spirit World, they can pass to and from the Physical World once per day during the hour of Sunrise or Sunset. They are sometimes encountered in holy groves, sacred lakes and holy pagan shrines in the Physical World. Most Light Elves encountered will be spell-swords of levels 4-7 (1d4+3), but they could be of any elvish class. Only NPC's

may be Light Elves.

The Barrow Elves: this clan of elves long ago joined with the powers of Chaos, and every member of the race are Chaotic. They appear as albino elves, usually dressed in black. They must spend all of the daylight hours beneath the ground, or they suffer incredible pain (-2 to all rolls and morale). They can cast Darkness spells at will and can turn invisible (as the spell) once per day. They have dark-vision so uncanny that they can see right through any sort of darkness spell or other darkness magic. So chaotic are they, Barrow Elves suffer damage from holy water as if it were flaming oil. Most Barrow Elves encountered will be spell-swords of level 1-6, and only NPC's may be Barrow Elves.

The Forest Elves: all PC elves are members of the Forest Elf branch. These are the normal elves described in the rule-books. While they live entirely in the Physical World, Forest Elves are still acquainted and on good terms with the Light Elves, but neither sort tolerates the presence of Barrow elves. Most Forest Elves are neutral in alignment and they've never had good relations with the Lawful Church. Some of them do occasionally convert to Law, and the elves will sometimes aid the forces of Law against the dangers of Chaos.

5—HUMANS

The humans of the earth are divided into 5 major groups or races: the Northrons, the Westerlings, the Easterlings, the Southrons, and the Centrales (who have more recently become known as the Ardeans, after the capital of their great empire). Each of these groups had its own distinct language, but in the Gatavia area, the chaos of the last few centuries has spawned a new language called the Common Speech, which is a mixture of Ardean, Northron and Westerling. A speaker of the Common Speech can understand about half of what is said in these other three languages. The chief means of telling different races apart is by their hair. Northrons have blond hair, Westerlings red, Ardeans brown, Easterlings straight-black, and Southrons curly-black. Unlike some worlds skin tone is entirely based on climate, so a person who spends his life in the far north will be fair-skinned, but if he moves to the hot south, in a few years he will be dark skinned until such time he returns north.

Currently, there are few Southrons in the province. The city-state of Orchester is mostly Ardean in ancestry, except for a portion of the noble and soldiery class who are of Northron ancestry. The humans of the Kingdom of Portchester are about evenly divided between Northron, Ardean and Westerlings. The Caturiges tribe and their Savage cousins are traditional Westerlings in blood and culture. The Therkish nomads and most of the humans of Dengwur's empire are Easterlings. The trade-station of Cavano in the south east is also manned by Easterlings. It is common for Northron sea-raiders and merchants to appear along the seacoast and for bands of Northron and Easterling raiders to harass the eastern part of the province by land.

6—DWARVES

The dwarves are a short, stocky, bearded race of humanoids, distantly related the humans, halflings, the Old Ones and Neanderthals. They are noted for their secrecy, incredible skill at manufacture and sometimes their greed. For a long age, the dwarves had been absent and forgotten by the men of the surface world. They had built a mighty civilization under the earth. However, as part of their plan to conquer the surface world, the Old Ones discovered and plundered the great dwarf mansions beneath ground. The dwarves have returned to the surface during the last few centuries and have attempted to find homes

in the ruins of the Ardean Empire. They have an abiding hatred of Orcs and the Old Ones especially, but also of goblins and all things chaotic. While most dwarves had worshiped their own ancestral gods (likely the pagan neutral gods under different names) for most of their history, nowadays around half of them have converted to the Lawful Church, because of its strong opposition to Chaos. Dwarves are very secretive about their personal names, usually using a pseudonym when dealing with non-dwarves. A surprising number of them use the pseudonym "Jack", presumably in honor of St. Jack the Good, apostle to the Dwarves.

7—GNOMES

It is surmised that the gnomes arose from the gradual intermarriage of a clan of Light Elves and a clan of Dwarves who somehow found themselves in the Spirit World. Like dwarves, they are short and bearded; like elves they are magical and irreligious. The gnomes for most of their history were known as dwellers in the Spirit World exclusively, but for the last few centuries they have also become dwellers in the Physical World. It has been guessed that they were sent here on some secret quest from the pagan gods to thwart both Law and Chaos, but whatever that mission might have been, it has become lost in a maze of pranks, jokes and self-indulgence.

8—HALFLINGS

Halflings are very closely related to mankind, even more closely than the Old Ones or Neanderthals are. They are about half the height of most humans, and are generally peaceful and orderly rustics, living side-by-side with humans for millennia. A fair number have settled in the Gatavia province, including a number of small colonies in the contested Badlands region. For some unknown reason, the vast majority of Gatavia's halflings insist on appending the name (or title) Bosco in front of their personal names.

9—NEANDERTHALS (CAVEMEN)

Neanderthals are robust cousins to humans, the Old Ones and dwarves. They are muscular and have heavy bones and a pronounced brow-ridge. Despite the fact that they have never been willing to adopt technology beyond the stone-age level or to dabble in magic, they are in fact rather intelligent. One branch of the species has been enslaved by the Old Ones and has become heavily inbred and degenerate in its long service to Chaos. The other branch lives in remote wildernesses and cavern complexes all around the world and are known to be generous and decent (although consider them Neutral in alignment, rather than Lawful since they have no affiliation with the Lawful church).

10—ZAHARANS

The city of Querdesh, on the edge of the Zahar desert, was once the wealthiest and most powerful of the Southron nations. The inhabitants had converse with a hidden city of Old Ones and learned powerful chaotic sorcery. They then turned on the Old Ones and destroyed their refuge, seizing their magics for themselves. Querdesh rendered most other Southron tribes tributary and then engaged in a great war with the Ardeans. The Ardeans were triumphant and Querdesh was destroyed. However, many of the sorcerers of Querdesh had fled to refuges in the Zahar desert where they continued to practice their chaotic arts. Today, the order of Zaharan ruinguards has crept across the world spreading chaos. Because of their immersion in chaotic sorcery, Zaharans have changed in some fundamental ways and are no longer fully human, using their own racial classes, instead of human ones.

There is strong hatred between Zaharans and Ardeans, Dwarves and the Old Ones. Zaharans are rare in Gatavia, and it is unlikely that most people would recognize a person as being a Zaharan, as opposed to a “foreigner” of some sort.

11-NOBIRANS

When the gods sponsored the five human nations in their overthrow of the Old Ones, they engendered a race of kings to lead and guide each one. Over the centuries, these divine dynasties gradually disappeared, but there are still occasions when the ancient bloodlines run true and individuals with the ancient powers emerge. These individuals are called the Nobirans and can be found here and there across the world. They don't actually form a separate nation, clan or tribe, but are members of any human community they were born into.

12—THE REPTILES

In the earliest age of the world, it was ruled by a civilization of Serpent-men who worshiped a powerful clan of mighty dragons as their gods. Today, the serpent-men themselves are little more than a legend, spoken of by elves and learned wizards. But, the allies and servants of the serpent-men still exist. The Lizard-men (sometimes called Thrassians) are the most prominent, scattered in tribes in the swamps, jungles, caves and deserts of the world. The kobolds are likewise commonly encountered across the world. The kobolds were created by the serpent-men crossbreeding dogs and smaller lizard-men. Dragons, lizard-men and kobolds all speak the ancient language of the serpent-men, in a simplified form, to be sure. All the reptiles bear a grudge against elves for their overthrow of the serpent-men empire.

CHAPTER THREE: LANGUAGES

1--HUMAN LANGUAGES:

COMMON: a recently developed language combining features of Northron, Westerling and Ardean. Most humans and halflings in the North Western corner of the world speak Common as their everyday language, and most dwarves and elves know at least enough to get by. Speakers of common can get the gist of about 50% of what is said or written in Ardean, Northron and Westerling (and vice versa).

ARDEAN: also known as Centrales, it was the language of the fallen Ardean Empire, and still most books to be found in Gatavia are written in that tongue. It is still spoken in the states to the south, along the central sea. It is also used for most international communication by the Church of Bor, and is the official language of the Order of Silver Stars.

EASTERLING: language of the Easterling kingdoms and nomad tribes. It is most commonly heard among the Therk and Chun nomads in Gatavia, as well as at the Cavano trading post. Since the goblins in Gatavia were mostly created by Dengwur and his followers, and Dengwur was Therkish, most goblins, hobgoblins and bugbears in Gatavia speak a degenerate form of Easterling.

SOUTHRON: Language of the Southron nations of today and the past. A dialect of Southron is the language of the Zaharan exiles in Gatavia.

NORTHRON: language of the Northron kingdoms and tribes found to the North and North-east of Gatavia. It is very common for Northron vikings to appear along the coast, and for raiders and

migrants to enter the eastern border of Gatavia.

WESTERLING: the language of the Westerling tribes of the world. The Caturiges tribe of western Gatavia are members of this race, but most members now speak accented Common, but understand Westerling quite well. Their cousins, the Savages speak a debased form of Westerling.

2--DEMI-HUMAN LANGUAGES:

ELVISH: the same language is written and spoken by the Light Elves, Forest Elves and Battow Elves.

GNOMISH: all gnomes read and speak this language.

DWARVISH: all dwarves read and speak this language, but are reluctant to share it with outsiders.

3--INHUMAN LANGUAGES:

NASH: the language of the Old Ones (Nasenna). It is used by some human sorcerers as well, who have sought out ancient Chaotic magic. Since Orcs were first created/summoned by the Old Ones, most orcs speak a simplified version of Nash.

TROLLISH: this language (with no written form) is spoken by Ogres, Trolls, Gnolls and most sorts of Giants.

SHISHARN: the ancient language of the Serpent-Men of antiquity. Some sorcerers learn it to research and cast spells and rituals. The modern languages of Lizardmen, Troglodytes and Kobolds are all just simplified, spoken forms of Shisharn.

4--INITIAL AND BONUS LANGUAGES FOR CHARACTERS:

HUMANS, NOBRIAN and HALFLINGS:

Humans, Nobirans and Halflings will speak Common, and if their background indicates, allow them to speak one of the other human languages. For example, if the character is from the Caturiges tribe, allow him to speak Westerling too.

DWARVES:

Dwarves will speak Common, Dwarvish, Gnomish, Shisharn and Easterling (goblin dialect)

ELVES:

Elves will speak Common, Elvish, Trollish, Shisharn, Easterling (hobgoblin dialect) and Nash

GNOMES:

Gnomes will speak Common, Dwarf, Elf, Shisharn and Easterling (goblin dialect).

THRASSIANS:

Thrassians will speak Common and Shisharn.

ORKIN:

Orkin will speak Common and Nash.

ZAHARAN:

Zaharans speak Common, Southron, Nash, and Easterling

BONUS LANGUAGES:

In addition to the base languages, add 1 additional language of character's choice for each

point of Intelligence Bonus. Any character with INT of 9+ can read and write, but any character with INT of 8 or less cannot.

CHAPTER FOUR: RELIGION AND COSMOLOGY

1--Cosmology

At the intersection of the four elemental planes lies the Physical World that we all see and know. Inter-laced with that Physical World is the Spirit World, inhabited by the spirits of the departed, the various neutral gods, and a host of other lesser spirits. While it is relatively easy to summon creatures from the Elemental Planes using spells and magic items, travel to those planes is only accomplished by entering fixed portals on the earth where that element is strong (e.g. there might be a portal to the Plane of Water at the lowest point of a sea or deep lake).

Travel to and from the Spirit World is more common. Spiritual Undead exist in both planes at once. Light Elves can travel to and from the Spirit World at the hours of Sunset and Sunrise. On Halloween, after sunset, various magic spells can accidentally open portals to the Spirit Realm, and various Spirits have easy access to the Physical World. The gods who live in the Spirit Realm can pass freely between the two worlds at will, and can cause others in their presence to do likewise. Finally, there do exist many ancient magic portals that permit the crossing into the Spirit World at will.

Above these 6 planes lies a single plane of pure Mind, known as the Transcendent Plane, or The Heavens, which is inhabited by the single Transcendent god, known in the common speech as Bor. He is surrounded by his angels, archangels and the souls of the saved. The Transcendent Plane is reachable by travel through the Astral (or Starry) Path, which is incredibly easy with Bor's permission, and impossible without it.

Beneath the Physical Planes are an infinite number of maddening planes, known collectively as the Abyss. The Abyss is inhabited by an infinite variety of demons, devils and hellish monsters. The Abyss is reached by travel through the Black Path, which is incredibly difficult and requires ritual and sorcery to accomplish, and this fact alone keeps the Physical World from being swamped by hordes of demons. While the bodies of demons rarely enter the world, their spirits are more easily called. Many of the monstrous creatures of the earth (Orcs, Trolls, Ogres, Goblins, even some Undead) are actually animated by minor demonic spirits called forth originally by sorcery.

2—THE CHURCH OF BOR (THE LAWFUL CHURCH)

In centuries past, there were several different religions that worshipped the transcendent divinity. However, when the Nasenna overthrew the Ardean Empire, and trolls, giants and the walking dead began to stalk the earth, a divine crisis point was reached. High Priests from the Easterling Path of the Chosen of Zumbesh, the Southron Gabalians, the Orthodox Fane of Ardea, and the Agrippan Heretics of the Gauts, all received an angelic vision and were all called to assemble. They met on the island of Junzion in the Middle Sea, where a great archangel revealed to them that they were all to set aside their differences and join in a new, universal church. The angel also revealed the 7 Laws of Bor which would serve as the highest tenets of the faith. The church is centered on the worship of a supreme divinity that exists outside of the physical universe we see. This divinity, driven by compassion,

offers salvation from endless reincarnation to his worshipers, and provides aid and comfort to them on earth. He seeks to protect them from the infinite demons of chaos and all their destructive treachery. The divinity has many names: the Southrons call him El Gabal, the Easterlings call him the High Father, the Ardeans call him the Primus Auctor, and the Northrons call him Bor. The name Bor has also become his name in the common speech of the north and west. Bor is the only god in the religion. According to church doctrine, the so-called pagan gods are considered to be either nothing more than powerful elves, or are just more demons and devils wearing pleasant guises. So, all converse with neutral, pagan religions is to be rejected by the faithful members of the church. The church does honor a large number of angels, archangels, saints and prophets, but care must be taken not to give these figures true divine honors.

Each city has one Bishop in charge of the church within its walls. The senior most bishop in a region is the ruling bishop. If a province is well organized and part of a single kingdom or state, it may have an Archbishop to govern the bishops. All of the bishops and archbishops answer to one of three Patriarchs. The Patriarch of Ardea governs the North and West. The Patriarchs of the East and South govern those segments of the earth respectively.

The clergy is divided into the Ordinary Clergy, who run the village churches, basilicas and cathedrals (a mixture of Clerics and Priests); and the Monastic clergy, who spend their time in cloisters engaged in prayer and labor for the greater good (these are a mixture of Mystics and Priests); the Mendicant Friars, who travel around helping the poor and sick, depending on alms for a living (again a mixture of Mystics and Priests); and there are also the Exorcists (all Clerics) who travel around hunting for demons, undead and warlocks. New to the North are the Blade-Dancers, an ancient order of female warrior-priests of the Easterlings who have opened small chapters in Portchester and Orchester within the last 5 years. Among the halfling rural communities there is a separate order of clergy known as the Pumpkin Queens. They are firmly in camp of Law, but tend to only minister to their fellow halflings.

The Seven Laws of Bor

- 1--Reject all Unclean Spirits
- 2--Keep all Oaths
- 3--Do no violence to the innocent
- 4--Help the Helpless
- 5--Speak Only the Truth
- 6--Take not by theft or fraud
- 7--Be excellent to one another

3—THE DRUIDS (THE WESTERLING NEUTRAL FAITH)

The druids are a caste of priests and wise-men among the Westerlings. They teach a worship of the forces of nature, and powerful spirits that rule over these forces. Unlike the Church of Bor, the Druidic faith is not exclusive, so if you pray at a druid shrine, you may also pray elsewhere and the druids don't care.

The druids believe that the dead spend a period in the Spirit World and then are reborn on earth, and that there is a strong tendency for the dead to be reborn to those of blood relation to themselves. Druid doctrine sees both the god Bor and the Demons and

Devils of Chaos to be invading outsiders to the world and reject both of them. The most commonly worshiped gods of the Druids are 4 of the High Gods representing the elements: Taranis (air), Govannon (fire), Lir (water), and Danu (earth), although all 12 neutral high gods are worshiped (see Appendix 1). Druid characters are part of the shaman class. Druids wear white robes as a sign of office, and use mistletoe as a holy symbol.

4—THE NORTHERN PAGANS (THE NORTHRON NEUTRAL FAITH)

The Northrons trace their own ancestry to a family of gods, who live in a mighty city in the Spirit World, called Osgath. Their king is Woden, a crafty master of battle and magic. The mightiest of them is Thunor, god of Thunder. Their queen is Frea. The god of war and justice is Tiwaz. Additionally, the rest of the 12 neutral high gods are worshiped.

Much like the Druids, the Northrons teach that souls of the dead spend a period in the Spirit World (although they picture it a bit more bleakly than the druids) and then are reborn on earth. However, they teach that great warriors who die on the battle field are swept up to Woden's halls by his battle-maidens to feast and fight forever, free of the drudgery of endless re-birth.

Recently, an extreme version of the Northron pagan faith has arisen, called the Berserker Cult, dedicated exclusively to Woden. Members of this cult are exclusively warriors and can work themselves into a battle-madness. The berserker cult seeks glory, victory and death in battle. They also blame the coming of the Lawful faiths for the weakening of the old pagan magic protections that had kept the demons, giants and trolls off of the earth for centuries. Therefore, berserkers take great pleasure in sacking the monasteries and cathedrals of the Lawful Church. This in turn has caused the Lawful Church to denounce Woden as a demon.

Clergy of the Northron faith are part of the Shaman class, and are called Gothi. Members of the Berserker cult must take the Berserker proficiency, and can exchange one of their previously selected class proficiencies for it upon initiation.

5—THE ARDEAN PAGANS (THE OLD ARDEAN NEUTRAL FAITH)

During its rise to power, the Ardean Empire worshiped a pantheon of great gods: Jupiter, Mars, Venus, Juno, Mercury, Apollo, and others (see Appendix 1 for all 12 greater gods). This religion was

largely replaced by the Orthodox Fane, one of the ancestors of the Lawful Church. However, there are still some worshipers of this neutral religion to be found.

What few clergy there are are part of the cleric class.

6—THE SHAMAN (THE TRIBAL NEUTRAL FAITHS)

Among the Easterling nomads and the jungle tribes far to the south, there are localized shamanistic faiths, run by independent shaman and witchdoctors. These faiths worship a variety of gods, some are the major gods worshiped by neutrals elsewhere, but under different names, others are local gods of lesser influence.

Clergy among these groups might be Shaman or Witches.

7—THE CHAOS CULTS:

the chaotic cults worship a dizzying number of demons, devils and so-called chaotic gods (powerful demons). The claims of these cults are that death leads to the Abyss forever for everyone, but that those who follow demons will be protected by those demons and may rise to be great demons themselves one day. The demons offer power and license in this world and more in the next. Some cults are led by warlocks others by chaotic clerics, others by the more depraved sort of witch, and there are even rumors of cults led by a line of corrupt blade dancers . These cults are uniformly vile, corrupt and depraved. Anyone who joins a chaotic cult must immediately change alignment to chaotic. One particular cult of note is the Cult of the Great Worm, who worship the giant Purple Worms as gods, and preach the overthrow of the social order. This cult is led by members of the Wormpriest class.

8—THE DWARVES:

The dwarven craft-priests originally worshiped the mysterious ancestral dwarven gods. The dwarven names for these gods were always a secret, but, for example, when the dwarves discussed their Smith-God with their Northron neighbors, they would call him Wayland, the name of the Northron smith god. Likewise, they'd call him Vulcan when talking to Ardeans. However, when Saint Jack the Good had finished his missionary work for the Church of Law among the dwarves, a rupture occurred among the craft-priests. About half the dwarven communities converted to the Church of Law, and the craft-priests of those communities became clergy of the Church of Bor. The other half continued to worship the ancestral neutral gods.

9—THE ELVES AND GNOMES:

Elves and Gnomes have no clergy or formal religion at all. Most Elves and Gnomes are neutral and have no religious practice, but have been known to frequent druidic and gothi ceremonies of their human neighbors. Some elves and gnomes do convert to the Church of Bor but never become clergy. Some Lawful clergy are uneasy around elves, since the Light Elves are known to be the companions of the pagan gods. Everyone is uneasy around gnomes, of course.

APPENDIX ONE: THE HIGH GODS

There are 13 gods that are worshiped in one form or another across the world, below is a list of their names in various languages and their functions.

Ardean	Northron	Westerling	Easterling	Southron	Function
Jupiter	Thunor	Taranis	Marduk	Ammon	Thunder (air)
Juno	Frea	Mab	Innanna	Enit	Sovereignty
Apollo	Baldaeg	Lug	Mitra	Ra	Light
Diana	Ostara	Morrigan	Astarte	Bast	Moon
Mars	Tiwaz	Nodens	Nergal	Horus	War
Mercury	Woden	Gwydion	Varuna	Thoth	Wisdom
Venus	Frea	Rigatona	Ishtar	Isis	Love
Saturn	Fricco	Bran	Enki	Osiris	Growth
Neptune	Oegir	Lir	Napat	Geb	Water
Vulcan	Wayland	Govannon	Tubal	Ptah	Smith (fire)
Terra	Nerthuz	Danu	Ki	Hathor	Earth
Minerva	Holda	Sulis	Anath	Neith	Thought
Primus Auctor	Bor	Aesus	High Father	El Gabal	Transcendent

The first twelve are the great pagan gods of Neutral Alignment, who dwell in the Spirit World which interlaces with the Physical World. The last is the Transcendent god of Mind, of the realm far above Earth (or so the Lawful Church says).

APPENDIX TWO: THE DEMONS AND THEIR CULTS

While the number of demons and their cults is theoretically infinite, here is a list of the more commonly encountered greater demons and demon cults worshiped in the North West.

Demogorgon
Jubliex
Yeenoghu
Orcus
Dispater
Asmodeus
Geryon
Baalzebul
The Cult of the 12 Demons
The Cult of the 1000 Devils
The Unholy Feaster
The Great Spider
The Dragon Lord
The Great Worm