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5E COMPATIBLE

ASNAR

THE LAST KINGDOM



A KINGDOM IN DESPERATE NEED OF HEROES

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TABLE OF CONTENTS

Background & History of Asnar.	2
The Peoples of Asnar.	5
Government & Groups of Power and Influence	11
Places	18
Religion in Asnar	30
Enemies and Threats to the Kingdom of Asnar	50
Important NPCs of Asnar	55
Purchasing Land and Structures	63
Maps	71

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Background

Asnar: The Last Kingdom is a campaign setting designed to easily fit into your existing 5th edition games or any other fantasy based role playing game (RPG) system.

Asnar is a land and kingdom in desperate need of heroes. At every corner there are evil forces bent on the destruction of all the good peoples of Asnar that are left in the shadow of the Red Death.

This campaign setting and book is designed to give you as a Gamemaster (GM) a very detailed and structured setting to run your adventures in. For your player characters, the Asnar campaign setting will help them establish an identity and understanding of how they relate and their place in the greater world they live in.

History of Asnar

The ancient scrolls in the Great Library of Asnar tell of a time long ago when the known world was ruled by a civilization called the Dark Lords. It is written they were a cruel and evil people that enslaved all the races. The Dark Lords built many great and wondrous cities, structures, and infrastructure all on the backs of slave labor. For how long the Dark Lords reigned is unknown, but most scholars of history think it must have been a thousand years or more. Eventually, the Dark Lords turned their attention to the frozen far north to expand their decadent empire's need for resources. This move would start what would be their downfall and begin a new age in the history



King Asnar with his one his bears

of the known world.

The frozen far north was ruled by a loose confederation of clans of human barbarians. Within just a few weeks their settlements and armies were enslaved or destroyed. A very young man who was the son of a chief of one of the lesser clans went into hiding along with others in the snowy peaks at the edge of the world. The name of the young barbarian was Asnar.

Asnar and his men began to conduct raids and

strikes upon the Dark Lord's forces and installations in the far north. As his legend grew so did his strength. As Asnar and his men raided installations and settlements he set the slaves free and his small band soon grew into an army. Asnar and his army continued to harass and attack the Dark Lords until they were driven from the far north.

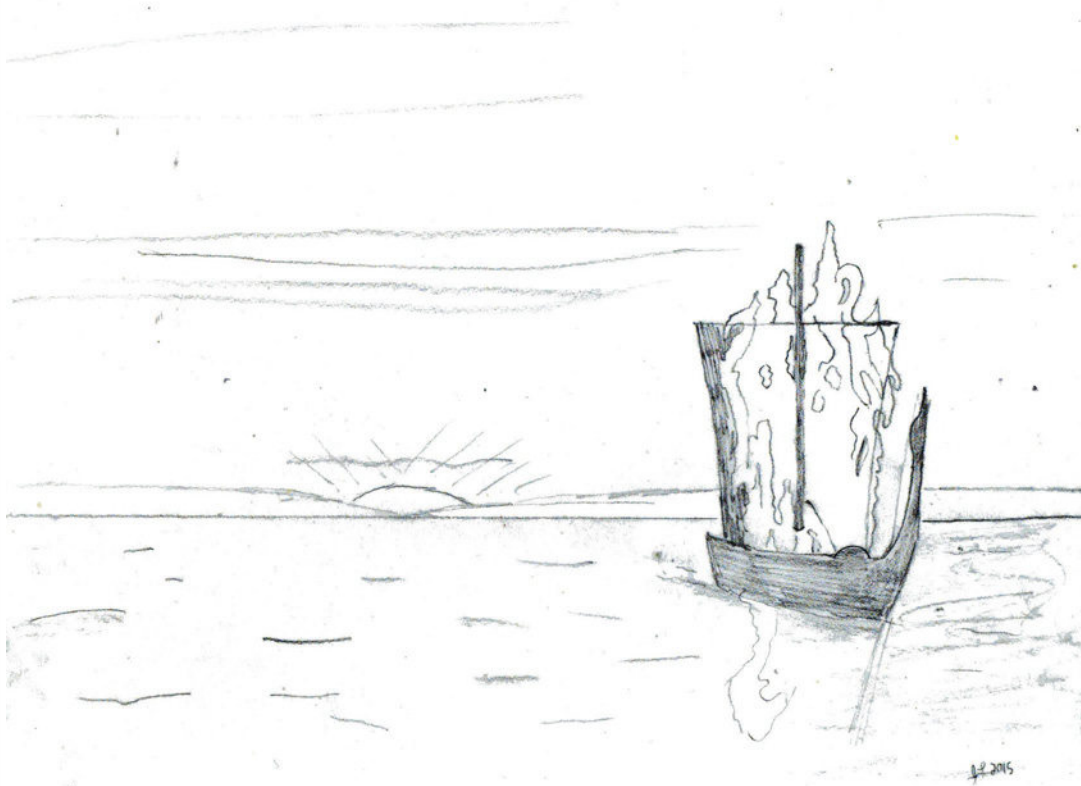
The tale and revolt of Asnar and his band grew and spread throughout the known world. Soon the Dark Lords were facing revolt in numerous regions of their empire. Runaway slaves fled to the far north for refuge. Asnar's lands in the far north soon became filled with many poor souls in need besides humans; elves, dwarves, gnomes, halflings, and even orcs fled to him for freedom and safety.

It is said Asnar's heart was very troubled. The ancient texts in the Library of Asnar say that one night when Asnar was stricken with grief and worry for his new people, he had a vision where he visited Asgard and was counseled by Odin, Heonir, Lodur (The Stonefather), Thor, Freya, and the other Aesir and Vanir gods. The next morning he called for a great council to be held at the weeping stone (which is located in the heart of the ancient city of Asnar). With representatives of all the races together they formed and signed in blood the charter of the Kingdom of Asnar. It was this day that the modern Asnar calendar began (AAF means After the kingdom of Asnar Formed). This day was over one thousand years ago. Asnar declared that he and his descendants would not rest until the Dark Lords were completely and utterly destroyed and wiped

out, and all the peoples of this world could live free from oppression, tyranny, and slavery. Asnar declared that this would be the **LAST KINGDOM** because another would never be needed if its beliefs and virtues were upheld in the hearts and minds of all the good peoples of the known world.

For the next twenty one years the scrolls tell of how King Asnar fought many bloody campaigns and battles against the Dark Lords. On the day we celebrate as the Day of Light, the last of the Dark Lords were destroyed and the land finally knew a period of peace, healing, and prosperity.

For the remainder of his life, King Asnar worked tirelessly to establish laws and freedom for his citizens. The lands and regions were broken into protectorates, each with a governor appointed by the king. Despite all the battles and turmoil King Asnar faced in his life, he died an old man in his sleep surrounded by friends and family. In the tradition of the barbarian chieftains of old King Asnar was put afloat on a blazing funerary vessel and set afloat into the Great Sea of Ice. In the City of Asnar this day is remembered once a year during summer by the citizens setting very



small ships afloat ablaze into the Great Sea of Ice.

For over nine hundred years Asnar experienced many periods of great prosperity and trouble. Around 400 AAF Asnar was invaded by foreign invaders named the Cassini from the west and was nearly conquered. After a bloody ten year war they expelled the foreign invaders. From 498 AAF to 601 AAF Asnar would face many challenging uprisings from goblins and southern orc tribes. In 742 AAF Asnar would face a period of time known as the Succession Wars where the descendants of King Asnar would fight for a hundred years which would lead to the Southern Kingdom of Asnar being established in 842 AAF by the Treaty of Skyfall. (The Southern Kingdom of Asnar is only partially shown on the campaign map and included in this book)

Around one hundred fifty years ago (901 AAF) Asnar would face its biggest challenge yet, one that even today it has not recovered from. What happened exactly and how it started is unclear. A horrible plague known as the Red Death swept over all the races but the elves. It is said that nine out of ten peoples died from the plague. Entire families, cities, and regions of Asnar were wiped out and many are still abandoned today. Much of the royal line died, including the king at the time. The king's sons and daughters as well as many advisors fled to the snowy north and barricaded themselves into the ancient city of Asnar in the far north.

There is one obscure text in the Great Library of Asnar that tells that the Red Death was caused by a cult bent of the destruction of all life in the world. It is said in this text a cure was found, but it was too late in coming to save many lives. The text mentions that the last remnants of the Asnar army and navy, as well as a band of heroes launched a desperate campaign to destroy the cult. The text says that the cult was destroyed but only a handful of the Asnarian crusaders and heroes survived.

It would be nine years or more before the Red Death would run it's course. The elves left their homeland in the forest and near the sea and traveled Asnar for many years gathering survivors

and helping them to rebuild civilization. Some say the survivors in the far north survived more than others because of the frozen terrain and isolation. Just as Asnar had began the flame of revolution and freedom in the far north, civilization would also spread out again from this region with help from its survivors and its elven allies.

Today Asnar can be at times a sad and lonely place. You can go for hundreds of miles in places and not see another living (friendly) soul. It is a land begging to be explored and full of adventure. It is also a land in peril and in need of heroes.

Year AAF	Significant Event
0	Charter of Asnar the Last Kingdom
21	Defeat of the Dark Lords
305	Fall of Crimsongate
320	The Adventurer and Explorer's Society is chartered
400	Invasion from the Cassini Empire
410	Cassini Invaders Defeated
498to601	The Goblin & Southern Orc Uprisings
583	Fall of Bher Tharim
702	Second College established in Firethorne by the College and Council of Wizardry and the Arcane Arts
742	Beginning of the Succession Wars
842	End of the Succession Wars and the founding of the Southern Kingdom of Asnar
901	The Red Death Begins
910	The Red Death runs its course and the Reconstruction of Asnar Begins
1063	Current Year in Asnar

The Peoples of Asnar

One of the greatest legacies of King Asnar was his ability to unify all the civilized races under one government and for it to last for over one thousand years. The races of Asnar have many different cultural beliefs and ways, but they all believe in the tenants of the Kingdom of Asnar.

Dwarves

The dwarves of Asnar have suffered more than any other race in the Kingdom of Asnar. After recovering their ancestral halls from the cruel Dark Lords they would all fall in time but one, Brightgold. The tale of the dwarves is a sad tale indeed that has led to the dwarven people being scattered to all corners and areas of Asnar.

Though Brightgold never fell, they are very xenophobic and only allow what they consider to be the pure blood families of Brightgold to live there. They look down upon the other dwarves of Asnar as low life beggars.

There are two types of dwarves found today in Asnar:

1. **Brightgold Dwarves:** The Brightgold dwarves consider themselves to be the true blooded noble descendants of the dwarves of old. It is by their hand and determination that their ancestral hall still exists.

Brightgold dwarves are typically well equipped with the finest armor and weapons gold can buy. Brightgold dwarves are typically very wealthy and they like for others to know it. They do not like to rely on others and as a generality are typically arrogant toward others.

Suggested home cities/areas: Faern Auraglor, Brightgold.

2. **The Fallen Dwarves:** The dwarves who have lost their ancestral homes are known as the fallen dwarves. They are a hardy and humble people, humbled by century after century of hard work and toil just trying to survive and provide for their family's well being.

Fallen Dwarves will not typically be armed

with armor and weapons lined with gold, silver, or glittering jewels. They will be armed with armor or weapons they or an ancestor toiled to craft and they wear it with pride just as if it was an expensive suit of armor a dwarf of Brightgold would wear.

Fallen dwarves have learned to live, cooperate, and trust the other races unlike the Brightgold dwarves. Fallen dwarves are the ones you want guarding your back in a fight and in general someone you would call a loyal friend. They are found scattered in small enclaves all over the Kingdom of Asnar. Many are nomadic and go from place to place in search of work.

Suggested home cities/areas: Blackhelm, Bleakmire, Dragontail, The Fertile Plains, Firethorne, Hammerdawn, Redwater, Rivers End, Seashield, Skyfall, Springwater, The



Dwarves of Asnar

Vadrid Plains. ALMOST anywhere in Asnar.

Elves

1. Elves are not rare but typically uncommon to be seen outside of the Great Wood and Allfanas. During the reign of the Dark Lords many went into hiding, but many were also enslaved and forced to serve them. The elves were one of the major catalysts that helped form the Kingdom of Asnar and they have worked hard over the past thousand years to preserve it. The King of Asnar always has had an elven advisor in his high council. Since the Red Death elves have been entrusted and promoted to even more positions of power and influence.

There are two main types of elves that you will encounter in Asnar:

1. High Elves: Unlike their cousins who live in the woods, the High Elves typically live in the great elven cities of Allfanas and Aerialimnda. Some may live and serve amongst the other races as advisors or in positions of power amongst the many guilds and organizations within the Asnar government. Most high elves in Asnar have some mastery in magic and many are amongst some of the most powerful wizards in all of Asnar.

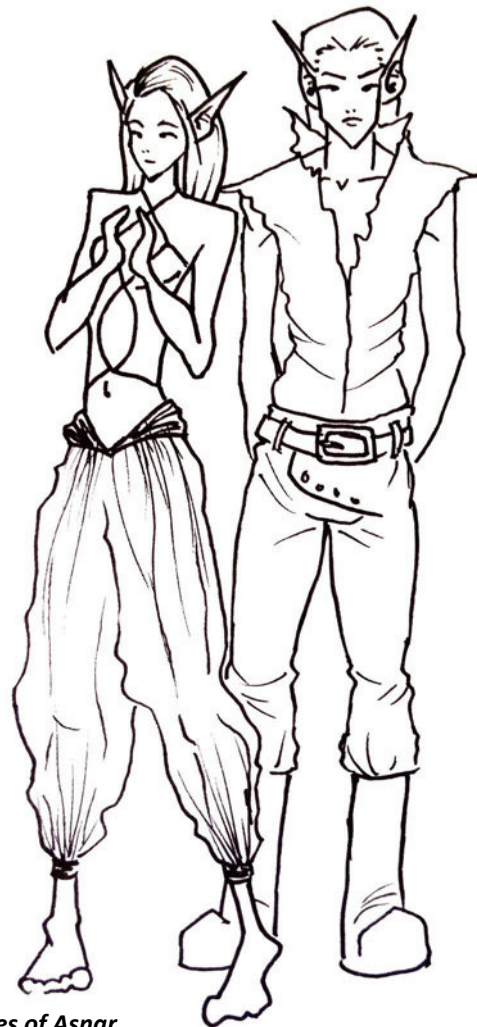
Suggested home cities/areas: Allfanas and Aerialimnda.

2. **The Elves of the Great Wood:** The elves of the great wood tend to live in many small villages often high up in the great forest itself. They are masters of the sword and bow and are attune with nature. They tend to be much less sociable than their high elven cousins but often wonder away in search of adventure. Many have even often accepted military positions within the Asnar army over the many centuries.

Suggested home cities/areas: The Great Wood.

Gnomes

Outside of the island and Town of Yellowfish Gnomes are an uncommon site in the Kingdom of Asnar. Most large cities will have a small



The Elves of Asnar

area of town inhabited by gnome artisans or tinkerers. The Gnomes of the Kingdom of Asnar tend to be cliquish and prefer to live amongst one another whenever possible.

There are several type of gnomes in Asnar:

1. **The Gnomes of Yellowfish:** The Gnomes of Yellowfish and have become the most numerous type of gnomes in Asnar. The Kingdom of Asnar recognizes them as an independent protectorate and enjoys the benefits of trade and commerce with them and their various artisans and tinkerers.

The gnomes of Yellowfish live for creating and crafting. Because they are long lived they have many years to master their art. Gnomes of Yellowfish will often venture onto the mainland in search of lost knowledge or artifacts. Though they have no hatred, gnomes have a fierce rivalry with dwarven

craftsman and artisans. Most gnomes living abroad in the Kingdom of Asnar would relate and be similar to their brethren in Yellowfish.

Suggested home cities/areas: *Yellowfish, Blackhelm, Asnar, Firethorne.*

- 2. Gnomes of the Forests** Though rarely seen there is said to be a wild race of gnomes that live amongst the many forests of Asnar, even in the desolate and unsettled lands and regions. They shun the outside world and usually commune with nature and only other gnomes.



Gnomes of Asnar

Halflings

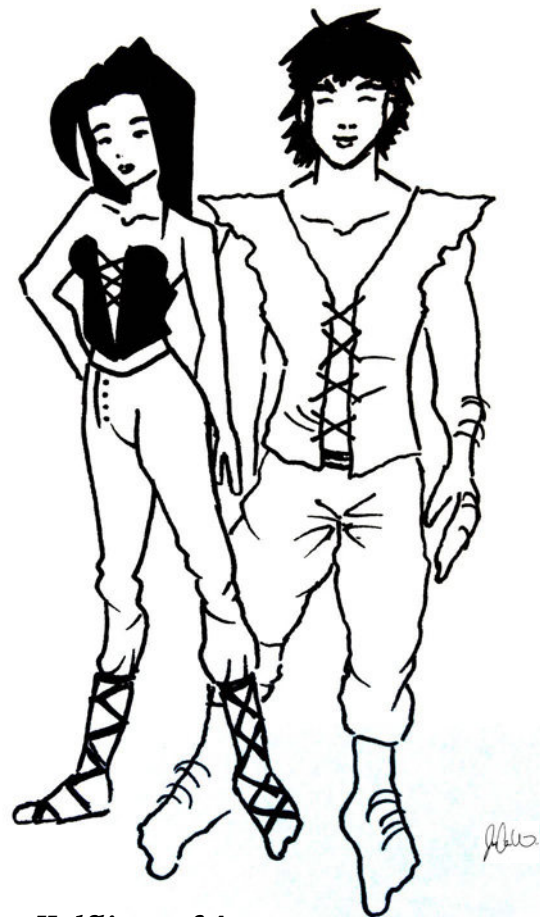
Halflings have recovered greatly in numbers since the days of the Red Death. They are resilient and often have large families to work their ancestral farms and businesses.

The Bramblebriar Dale is the largest concentration of halflings in the Kingdom of Asnar. (For more information on the Bramblebriar Dale see the Bramblebriar Dale entry in the Places chap-

ter.) Halflings also may be found in any other large agricultural area of farms. A large contingent of halflings for example farm and work in the area around the Town of Chamblee.

Though some halflings tend to be stockier and more stout than others, there is generally just one known type of halfling in the Kingdom of Asnar.

Suggested home cities/areas: *The Bramblebriar Dale: Bramblebriar, Coldspring, Fat Bottom, or Windfair. Chamblee.*



Halflings of Asnar

Humans

Humans are by far the most populous race in the Kingdom of Asnar. Their ability to adapt to all conditions have cemented their place in the known world. Despite the horrible loss of life during the Red Death, the humans are doing their best to repopulate and resettle the Kingdom of Asnar.

There are four types of humans typically

seen in Asnar:

1. **Barbarians of the far north:** The barbarians of the far north are a hardy breed of humans adapted for the harshness of the weather and conditions of the far north. The average grown male and many females are usually 6 feet to 7 feet tall. They usually have a very fair complexion and many are known for brilliant blonde and red hair not seen in other parts of Asnar.

The barbarians of the north are known for their strength and fierceness in battle. Many of the elite of the Asnar Army are barbarians from the north.

Suggested home cities/areas: Asnar, Bleivik, Horvik, Northpass, Stua, Vollen, Tiny Axe.

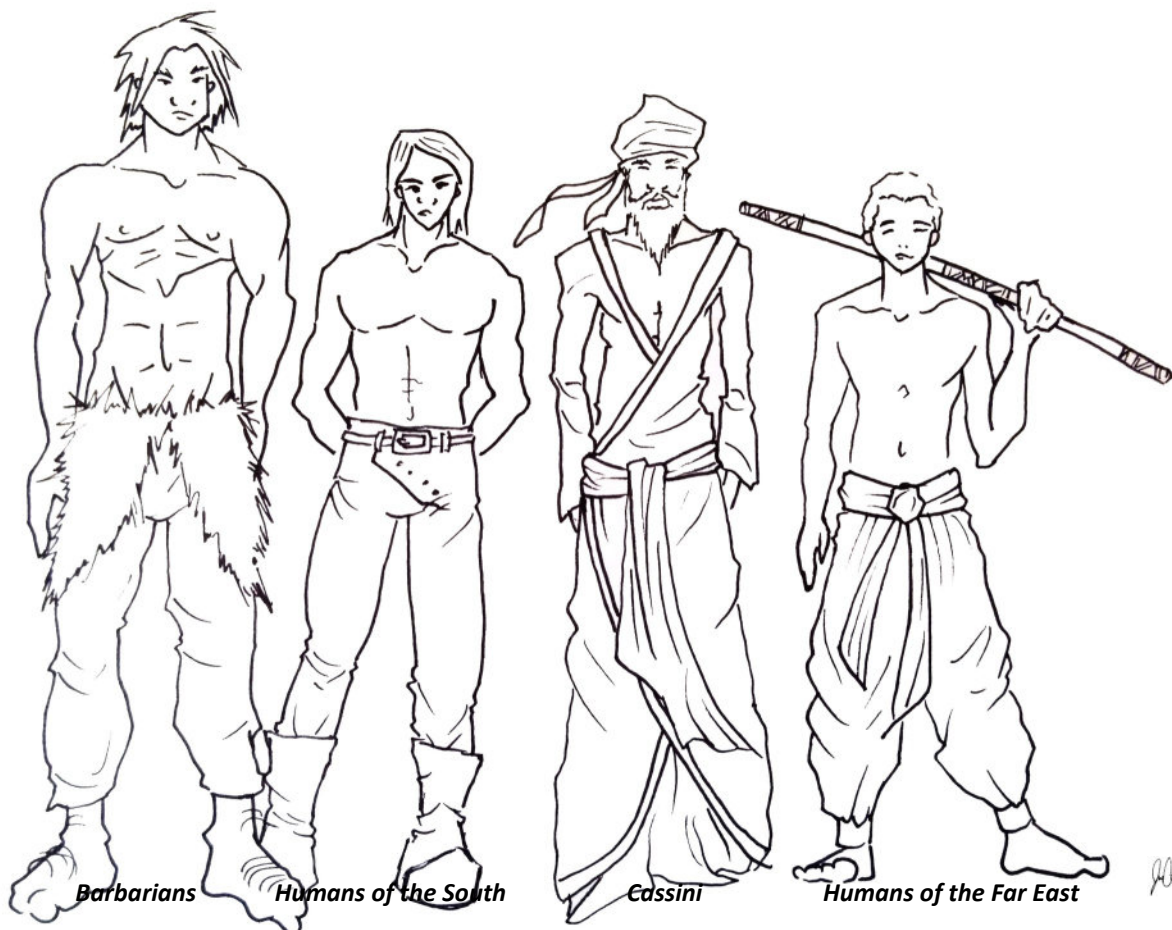
2. **Humans of the plains and south:** The humans of the many plains of the south are not typically as large or strong as the barbarians of the north. However, what many scholars of history would say, is that what they do not have in strength they make up for in their in-

genuity, craftiness, and sheer numbers. The humans of the plains and south have especially seen their numbers increase since the reconstruction days of the Red Death. Human families are encouraged to have very large families and many children.

The humans of the plains and south have variable complexions depending on the climate of where they live. In some of the port cities it is not unusual to see darker complexions where the humans have intermarried with Cassini from the west.

Suggested home cities/areas: Blackhelm, Bleakmire, Chamblee, Dragontail, The Fertile Plains, Firethorne, Redwater, Rivers End, Seashield, Skyfall, Springwater, The Vadrid Plains

3. **The Cassini:** The Cassini are both a race of humans and an empire nation who live in a continent far to the west of Asnar. The Cassini invaded Asnar around 400 AAF to plunder and take slaves. A full blooded Cassini is rare in Asnar outside of the port cities.



Fleeing the despotism and cruelty of the Cassini empire there have been some Cassini refugees who have fled over the centuries to Asnar for asylum. Those who were willing to swear allegiance to the King of Asnar have been allowed to stay and typically will be found in the port cities of Asnar.

Cassini humans are of average build and height but usually have a very extremely darkish brown complexion and black hair. Most Cassini have dark colored eyes as well. Cassini humans are known to be shrew merchants and many have found their way into high positions in the Merchant's Guild.

Suggested home cities/areas: *Blackhelm, Jade Cove, Seashield, Redwater, Yellowfish*

4. **The Humans of the Far East:** The humans of the far east are the rarest of all the human races to be found in the Kingdom of Asnar. The few that are ever seen are typically monks and pilgrims on a quest of knowledge or vision. They will often travel the Kingdom of Asnar to visit many holy sites, shrines, and sometimes ruins.

Compared to the other humans they are typically smaller in stature but very lean and athletic. Their dress is often very different and their complexion is a golden to light brown color. Their hair is typically black, though most of the monks seen wondering Asnar often shave most of their hair.

Suggested home cities/areas: *None are known to live or settle in the Kingdom of Asnar.*

Orcs

In the days of the reign of the Dark Lords, the orc and goblin races were the backbone of their large armies and a good portion of their labor pool. Most orc and goblins thrived on the violence and chaos of a life of pillaging and fighting. After the revolt of the far north word spread throughout the known world of the free far north and many of the orc tribes began to rebel and flee to the far north for sanctuary.

A small and noble faction of the orcs grew tired of

the oppression forced upon them by their overlords and rebelled. With their families, they defected and fled to the far north. Against the advice of many of his people, Asnar took pity upon these orcs and assimilated them into his unincorporated kingdom at the time and allowed those willing to fight into his army. Over the many centuries these orcs have assimilated and blended into the culture of the far north, making it their own. These orcs are known as Northern Orcs.

There are two main races of orcs in the known world today:

1. **The Northern Orcs:** The northern orcs are just as fierce and loyal to the Kingdom of Asnar as their human barbarian brethren. The northern orcs are now and forever a part of the culture of the far north. They have adopted their religious beliefs and live amongst the barbarians of the north. It is not uncommon for northern orcs and hu-



Northern Orcs

man barbarians to intermarry. A small contingent of northern orcs have also settled and taken up residence in Hammerdawn.

Suggested home cities/areas: Asnar, Bleivik, Horvik, Stua, Vollen, Tiny Axe and Hammerdawn.

2. **The Southern Orcs:** The southern orcs are so far removed and distant now from the northern orcs it is hard to imagine them as descendants from the same origin race. The southern orcs are vile vicious creatures, many deformed from years of interbreeding.

GM TIP: It is not suggested that players are allowed to play a southern orc.

They typically live in tribal units and often align with other forces of orcs, goblins, and other evil vicious creatures.

Dragonborn and Tieflings

It will be very difficult but not impossible for a player character to play a Dragonborn or Tiefling in Asnar the Last Kingdom. Both races are shunned by the other races and Asnar and would have to exist in hiding or the outskirts of Asnar civilization.

1. **Dragonborn:** The majority of the dragons in the known world of Asnar are evil dragons. Vulthinex has carefully bred over his lifetime a small but hardy clan of dragonborn that serve him and his family and acts as leaders of his armies and forces. More than likely a dragonborn would be of his descent but as gamemaster it would be up to you to make that determination and decide if you would allow a dragonborn in your game. Just because a drag-

onborn may be from evil descent does not make that individual evil but it does make it likely.

2. **Tieflings:** Tieflings are an extremely rare site in Asnar and certainly would not be accepted or allowed in any civilized portions of Asnar. It is said that tieflings have the blood of Hel herself in their veins and are the result of infernal evil deals with the ancient goddess of suffering and death. Though they may be cursed from an ancient deal done with Hel by their ancestors not every tiefling in Asnar will be evil, but it is likely the circumstances of their life would drive them in that path.



A Dragonborn Descendant of Vulthinex

Government and Groups of Power and Influence

The Political Structure of Asnar: The Kingdom of Asnar is ruled by a high king of the descent of the original bloodline of Asnar. The King of Asnar has a high council with a representative of all of the races, protectorates, major guilds, societies, and religious factions. All of the civilized races feel they have a voice and are represented to the King of Asnar. The King of Asnar also has a much larger advisory council that represents all of the other peoples and factions that do not have a presence on the high council. Except in times of war the high and advisory councils travel with the King of Asnar which is usually between the City of Asnar and the City of Blackhelm seasonally.

Adventurer and Explorer's Society: The Adventurer and Explorer's Society was formed several centuries after the Kingdom of Asnar was formed. The King of Asnar saw a need for a non military organization that could be used to explore, scout, and accomplish light military and covert activities both within the borders of Asnar and abroad. The Adventurer and Explorer's Society is chartered directly through the Kingdom of Asnar and has a seat on the advisory council of the King. The symbol of the Adventurer and Explorer's Society is a worn pair of boots.

Not all adventurers in Asnar join the Adventurer and Explorer's Society, but many find it worth their time. Members of the Adventurer and Explorer's Society will receive commissioned work that is well paying and typically advances their status in the Adventurer and Explorer's Society. Members are expected to pay yearly dues but more often than not they pay them through taking slightly less commissions. Besides profitable commissioned work, members of the Adventurer and Explorer's Society in good standing can receive free board and stay at Adventurer and Explorer's Society halls in the larger towns and cities for free. Adventurer and Explorer's Society members also receive discounts with members of the merchants guild while on official Adventurer and Explorer's Society business. All military forts and outposts will also give Adventurer and Explorer's Society member's shelter while traveling.



A Worn Set of Boots is the Symbol for the Adventurer and Explorer's Society

GM NOTE: When one joins the Adventurer and Explorer's Society they undergo a special ritual and initiation rite. They are branded with an invisible symbol on both hands. The brand is of their symbol which is a pair of worn boots. They are also given a magical silver coin with the worn boots symbol on it that will glow bright blue when held in either hand and it will also make the invisible brands on each hand glow blue. This special silver coin is attuned to the life force of the individual and will not work for any other living being or after the individual dies. To verify identity or valid membership members of the Adventurer and Explorer's Society may often be asked to show their coin and brands, especially by merchant's who do not give discounts lightly or by military commanders to verify their trustworthiness.

Asnar Army: Like in any kingdom or empire, the army is the primary enforcement arm for the king. The Asnar Army has the problem of defending its borders both internally and externally using a series of large forts and many minor outposts. (See the campaign map)

GM NOTE: In A Brother Lost the father of the player character is gone off to war. The father was part of the militia for his protectorate and was sent to bolster the army fighting at the Lake Skyfall region.

With so many desolate areas within the

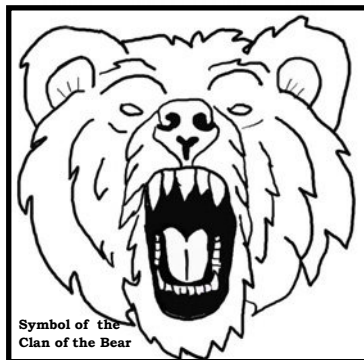
kingdom unoccupied, they are always stretched thin trying to guard and protect Asnar. Over the past few years fighting along the Lake Skyfall area and Blackmount with the Southern Kingdom of Asnar has drained many of its resources and the lives of many good soldiers away.

The Asnar Army for the most part is a volunteer army. In times of war and need each protectorate may be asked to activate the militias for help.

The regular army is comprised of soldiers of all races. Those who serve are paid well and at the end of their service are also rewarded with land and title to their choice of raw land, abandoned settlements, and even sometimes abandoned keeps in the unsettled desolate regions. The Office of Land Reclamation works closely with veterans willing to settle in unclaimed lands in and out of the desolate regions in an effort to reestablish control over many areas in Asnar.

The Asnar Army is divided into many different divisions, each associated with different regions or protectorates. Each division is commanded by a general who under him has lieutenants (or Legates). Lieutenants have under their command captains who oversee the other ranks who are non officers. The King of Asnar, however is the true head of the Asnar Army.

Because of their ferocious abilities in battle and fierce loyalty to the kingdom, the barbarians of the far north, and the northern tribes of orcs tend to dominate the leadership of the Asnar Army.



Symbol of the
Clan of the Bear

Bard's Society, The: The Bard's Society is both a religious and academic order dedicated to music, poetry, and the fine arts (including theater) throughout Asnar and the known world. The patron deity of the Bard's Society is Bragi, the god of the bards. There are three temples / academies where bard's train and worship in the cities of Asnar, Blackhelm, and River's End. The Bard's Society provides much needed culture and entertainment throughout what is sometimes a desolate and sad kingdom.

In addition to the three temples, the Bard's Society also maintains many theaters scattered throughout Asnar and put on huge shows

and performances during the largest festivals throughout the kingdom and other holy days. Though the life of a bard involves much traveling bard's often live a very happy and profitable life as they spread happiness and cheer throughout the kingdom.

Circle, The: The Circle may well be the oldest organization in Asnar and the known world. The circle is a highly secretive order of druids that answer to no king, government, or deity except for one.

The Circle worship and follow Yggdrasil, the World Tree. The Circle basically worships nature and creation itself. The Circle usually stays out of the affairs and politics of the known world and rarely do they become involved in the affairs of our world, unless it is in their best interest.

It is said by scholars that the Circle is neither good nor evil. They strive for a balance in the world which is very frustrating when the world is filled with evil and chaos and you are trying to stop it.

Members of the Circle usually stay within sacred groves and holy sites and rarely adventure out into the world. Their name comes from the fact that many of their sites contain circles of massive stones and cairns. If a player in your campaign chooses to play a druid you will need to have a reason and mission for them as to why they have left.

PLOT HOOK: A very important artifact from a sacred grove was stolen long ago by an army of marauding orcs. A member of your order has gathered information as to the location of the artifact. It is deep within a ruin the player will need to explore. The player joins with a group of adventurers to recover the artifact.

Clan of the Bear: Thought to be totally extinguished by the Red Death, members of the Clan of the Bear have began showing up again in the past few years. Members have a symbol of a bear branded on their face. They are fierce warriors loyal to the Kingdom of Asnar. Asnar officials were very leery of them at first, but they have proven to be defenders of those in need and helpful to the Asnar Army and local offi-

cial.

Scholars say that the Clan of the Bear was an order dedicated to the destruction of evil and injustices to the weak and oppressed. Their mission was that of King Asnar himself when he stated that, “all the peoples of this world could live free from oppression, tyranny, and slavery”. King Asnar was known to take huge fierce bears into battle when he fought against the Dark Lord. To this day the family banner of the King of Asnar is a bear. It is said they adopted the symbol of the bear to honor King Asnar and his accomplishments in life and to continue the struggle.

PLOT HOOK: The Clan of the Bear is far from a group of power or influence but their name is on the rise across the Kingdom of Asnar. The resurrection of the Clan of the Bear is established in the A Brother Lost adventure published in May 2015 by A Hole in the Ground Terrain and Games. The Church of the New Dawn knows what the Clan of the Bear is about and secretly plots to destroy them before they unravel their dark and sinister plots against the Kingdom of Asnar and the world as a whole. If one of your player characters belong to the Clan of the Bear, the party may start encountering strange assassins trying to kill them.

GM TIP: It is highly irregular and against the law of the Kingdom of Asnar for one to practice the arcane arts of magic without being a student of one of the two colleges. If you have a player character who is a magic user in your party, work with them to develop a background and story that involves which college they attended of the College and Council of Wizardry and the Arcane Arts.

views and attitudes toward the use of magic changed. His forces included many users of magic from amongst all the races. He also saw the power and destruction that the magic of the Dark Lords was capable of.

After the war against the Dark Lords, with the

help of the elves and his many new friends who were users of magic he formed the College and Council of Wizardry and the Arcane Arts. A college to train those with the gift, and serve as a repository of knowledge of the arcane arts was built in the ancient City of Asnar. The college in the City of Asnar also holds the council chambers for the highest of its order.

Seeing a need for a second college to serve the eastern side of the kingdom the College and Council of Wizardry and the Arcane Arts established a second smaller college several miles outside of Firethorne in 702 AAF. During the time of the Red Death many of the members succumbed to the plague, but fortunately many of the higher members of the College and Council of Wizardry and the Arcane Arts were elven and the College and Council of Wizardry and the Arcane Arts managed to keep from falling into ruin during these dark years.

Today, both colleges and the membership as a whole are much smaller than before the Red Death, but the two colleges are flourishing none the less. There is an intense rivalry between the two colleges amongst the students. There is always one scholarly competition held each year between the two rival colleges. It rotates between the City of Asnar and Firethorne on a yearly basis. To compete and win is a major milestone in the life of a student.

Depending on the skill and accomplishments of the individual member there are several different levels of membership in the College and Council of Wizardry and the Arcane Arts. Membership levels are represented by the color of ones robes. Students in the College and Council of Wizardry and the Arcane Arts are required to wear black robes and clothing. Graduates and low level members wear green robes and clothing (Level 1 to 3). Those who have established themselves further wear blue robes and clothing (Levels 4 to 8). The highest members of the College and Council of Wizardry and the Arcane Arts wear light gray robes and clothing (Levels 9+). The head and only the head of the College and Council of Wizardry and the Arcane Arts wears a pure white robe and clothing. Members will be summoned by the council to the college in the City of Asnar when it is time for

them to be tested and tried to become members of the next level.

A member appointed by the head of the College and Council of Wizardry and the Arcane Arts holds a position on the King's high council to this day.

PLOT HOOK: If one of your player characters is a member and graduate of the College and Council of Wizardry and the Arcane Arts they are asked to look for an ancient and lost magical book within one of the desolate and unsettled regions.

A second interesting adventure may be that if one of your player characters is a member of the College and Council of Wizardry and the Arcane Arts they are invited to attend the annual competition between the two colleges. During the event some odd things happen. The players uncover a plot by an unsavory group of rogues and thieves to break into the college they are at and steal valuable artifacts and books while the competitions are going on.

Merchants Guild and Treasury/Mint: One cannot mention the Merchant's Guild or Treasury/Mint without the other because they are so intricately connected. Since the rebuilding in the aftermath of the Red Death, the two organizations rely on one another for their well being and livelihood.

The Treasury/Mint was started during the reign of King Asnar. From the start Brightgold was chosen to mint the currency because of its abundant supplies of gold, silver, copper, and platinum. Brightgold also holds the reserves and wealth of the Kingdom of Asnar. The chief treasurer is always a dwarf of Brightgold but usually stays at Brightgold. The head of the Merchant's Guild is also on the high council and travels with the king.

Understanding the need for goods and supplies, King Asnar, with help from his dwarven and elven advisors chartered what is known today as the Merchant's Guild. The job of the Merchant Guild is to:

1. Establish safe trade routes between populated areas in Asnar and abroad
2. Provide or obtain security for members or trade routes in need

3. Establish and recommend fair prices for commodities and livestock
4. Provide resolution and arbitration for disputes amongst members and other organizations

Members of the merchant's guild pay a yearly fee for membership. The merchant's guild has guild halls at all the major cities in Asnar and agreements in place with the smaller cities and the Asnar Army and Navy. Members of the merchants guild are given a magical ring attuned to their life source. If a member goes missing, a wizard with the proper spell can track where the merchant guild member is and if they are alive if they are still wearing the ring.

After the Red Death was over and the Kingdom of Asnar began to rebuild, the economy and currency of Asnar was not balanced properly. Simply put, there was way too much currency for the amount of people still alive. After a meeting called the Council of Brightgold, the Merchant's Guild and the Treasury/Mint agreed to work directly together to control the amount of currency available, thus controlling the value of the currency. Any currency that is not the current mint style is collected annually by the Treasury/Mint at Brightgold. The merchant's hold onto the old currency and turn it in when the treasury caravan comes through the area. Merchants are given very lucrative treasury scripts in exchange for the old currency.

GM NOTE: The routes and schedule of the currency caravans are never the same or published. They carry a small army from Brightgold and are armed to the teeth.

PLOT HOOK: While travelling the player characters come across a currency caravan under attack and besieged by a large contingent of bandits, goblins, or southern orcs. The players must help defend off wave after wave of attackers.

Asnar Navy: The Asnar Navy lost most of its fleet, and almost all of its sailors during the Red Death. It was only around 75 years ago that it was formally reestablished.

The Asnar Navy consists of less than forty vessels. Most of the vessels are stationed in the Jade Ocean, with less than ten stationed in the

Calen Ocean. The fleet still consists of many older style longships, but as funding allows they are slowly moving over to newer style ships which rely more on sail instead of oars and are equipped with basic siege artillery such as catapults and ballista.

The fleet is commanded by a Grand Admiral at the largest and home naval base at Seashield. Under the Grand Admiral there is an admiral commanding the Jade Ocean fleet, and one commanding the Calen Ocean fleet.

Office of Land Reclamation: The Office of Land Reclamation is the newest chartered organization within the Asnar Kingdom. The Office of Land Reclamation was formed a little over 100 years ago as the result of a year long meeting of the King's High and Advisory Councils who were charged with coming up with a solution to repopulate and settle all of the Asnar Kingdom. The High and Advisory Councils found that no single chartered organization had the ability or authority to accomplish this task. The Office of Land Reclamation was given the task and authority it needed to resettle the desolate and unsettled regions of the kingdom.

The Office of Land Reclamation has its main office in the City of Asnar due to its proximity to the Great Library of Asnar and its vast land records. The Office of Land Reclamation has numerous small offices scattered all through out Asnar, especially on the edges of the desolate and unsettled regions. Each office has a chief clerk who has the authority to grant title and deed to any un-owned or abandoned property in their jurisdiction. Clerks also have the authority to commission adventurers to clear abandoned property or complete various tasks such as escorting workers or new settlers to dangerous areas. The Office of Land Reclamation clerks pay outright gold for some tasks but often also can give credit to use for future purchases of property. Many adventurers will often turn in gold to the Office of Land Reclamation as a form of retirement. The Office of Land Reclamation has been very successful since it was chartered. The Office of Land Reclamation's slow and consistent deliberate methodology has greatly expanded the civilized boundaries of Asnar.

PLOT HOOK: Almost every Office of Land Reclamation office in Asnar will have work for brave and industrious adventurers. Some sample PLOT HOOKs may be:

- Farms recently settled near one of the desolate regions have been recently destroyed and the settlers have gone missing. The players are hired to investigate what is going on.
- An ancient keep within one of the desolate regions is being eyed for resettlement. The keep is needed to resecure an area for the Office of Land Reclamation so resettlement can start in this region. Every scout that they have sent has not returned.

Road Builder's Guild: The Asnar Road Builder's Guild charter dates back to King Asnar himself. King Asnar understood the importance of well maintained roads, and saw their value moving both soldiers, commerce, and military supplies. Roads were one of the ways the Dark Lords were able to expand and control their evil empire. King Asnar used the roads to conquer the Dark Lord's empire and establish supply routes.

In his later years King Asnar established the guild and set forth the charter of the Asnar Road Builder's Guild it still uses today. However, only a portion of the roads used before the Red Death are still in use today. The guild is only a fraction of its size and power from before the Red Death as well. The Asnar Road Builder's Guild struggles to maintain the roads still in use and rebuild old roads under the guidance of the Office of Land Reclamation.

The work of the Asnar Road Builder's Guild is still deemed very important despite its diminished strength and size. Most road crews have at least a small detachment from the Asnar Army or paid guards assigned to them at all times.

Surveying and Cartography Guild: The oldest known maps in Asnar are said to be in the ancient elven library in Arielimnda. The Dark Lords used these maps to conquer the known world and records in the Great Library of Asnar tell of how King Asnar used them to defeat the Dark Lords.

The lore of King Asnar tells that a group of

elves escaped to the far north after hearing of young Asnar's success in driving the Dark Lords out of the far north. The elves brought with them detailed maps of the known world and the strongholds of power of the Dark Lords. Scholars believe the information in these maps helped Asnar to make the decision to form the charter and Kingdom of Asnar and begin his war to invade and destroy the Dark Lords.

Just like the roads the Dark Lords built, King Asnar saw the value in accurate and useful maps. After the war he drafted the charter of the Asnar Surveying and Cartography Guild. Because all maps and surveys were required to be filed in the Great Library of Asnar, the records were not destroyed or lost by the Red Death. Today the need to remap the desolate and unsettled areas is so great, the guild has risen in power and prominence. The Office of Land Reclamation relies on their services and records tremendously and could not function without them.

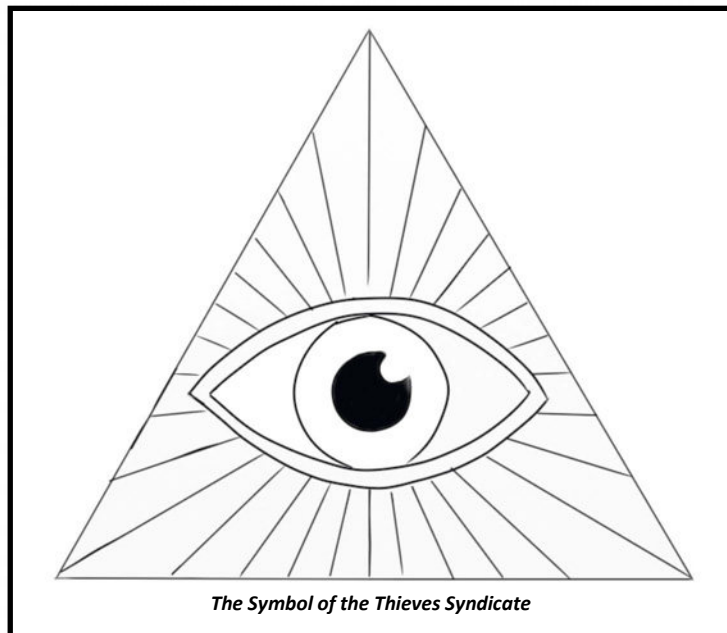
PLOT HOOK: A very important and affluent surveyor has went missing in one of the desolate and unsettled regions. The players must rescue him from a dangerous location such as an ancient keep or dungeon. Perhaps he may even be held for ransom by a notorious group of bandits or goblins.

GM NOTE: The Thieves Syndicate is intentionally left as a very mysterious and shadowy organization. Even its own members know very little of the hierarchy of the organization.

Thieves Syndicate: The Thieves Syndicate is an ancient and secret organization that dates back as early as the reign of the Dark Lords if not older.

Very few know of their existence and those that do are either members or people or organizations wealthy enough to pay for their services.

The Thieves Syndicate has many members all over the Kingdom of Asnar in various groups and in all races. The Thieves Syndicate exists all over the known world, not just in the Kingdom of Asnar. The thieves syndicate can be hired by those in wealth and power to gather information, acquire certain properties, or even assassinate. The thieves syndicate only does what is best for its interest and may not take on every job they are given. It may choose to eliminate the



group or person hiring it if it thinks that is in its best interest.

All members of the Thieves Syndicate undergo a special ritual when inducted into the organization. There are various levels of membership depending on the importance and accomplishments of the members. If a member of the Thieves Syndicate approaches closely to another member they will each see the symbol of the Thieves Syndicate on the forehead of one another in a pale red glowing light. This goes away after several minutes. No one but another member can see this, and no magic can see it, though it may be detectable as magic by a powerful wizard or cleric.

PLOT HOOK: You may choose to let a player character be a member of the Thieves Syndicate. This should be a secret and not revealed to the other players. The player character will be called upon from time to time to provide information or perform certain acts at the request of the syndicate. This player can also take advantage of the membership to barter or learn special knowledge or information.

Their symbol is a single all knowing eye within a triangle.

Watch, The: The Watch is an ancient order of rangers formed long ago by the elves to at first keep an eye on the movements of the Dark Lords. After the destruction of the Dark Lords,

The Watch kept an eye on the wild and remote areas of Asnar and warned the Kingdom of impending threats from these wild areas. The symbol of The Watch is a young man blowing a horn of warning.

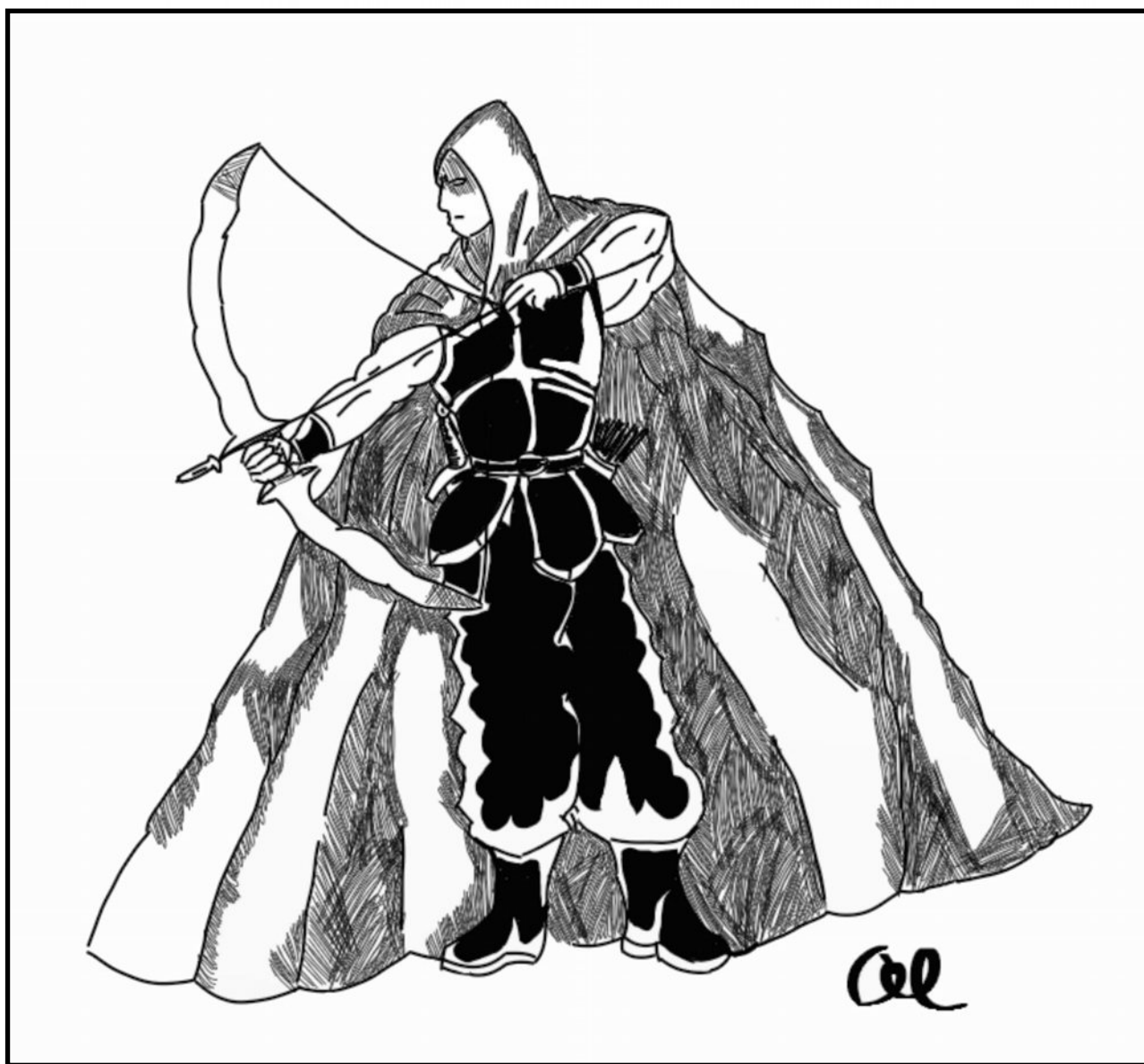
Though initially formed by the elves, most of the members after the fall of the Dark Lords were humans, with some dwarves and halflings as members. During the Goblin and Southern Orc Uprisings The Watch is credited with saving the lives of many citizens of all races in Asnar.

Members of the watch go through an ancient series of secret rituals to join. They speak a silent language using secret motions of the hands and fingers. At different levels of the order they gain access to secret and ancient knowledge of the

wilds of Asnar.

After the Red Death, the numbers of The Watch have dwindled so low that many do not even remember or know of The Watch anymore. The elves of the Great Wood still have some elven members amongst The Watch, and try to maintain good relations with The Watch.

PLOT HOOK: The watch is an excellent organization for any of your characters who are rangers to be a member of. One possible adventure for a member of The Watch is knowledge of an uprising or impending attack from goblins or southern orcs. The adventurers may have the task of going with the ranger to investigate the claim or remove the threat.



A Ranger of the Watch

Places

Populated Settlements

Allfanas (Pop. 6,000 Region—The Calen

Ocean): The City of Allfanas is said to be the second oldest and longest continually occupied city in the known world second only to Aerialimnda in age. Allfanas is an ancient and beautiful city. It is home to many wondrous architectural structures and art. It is a port city that is home to an elven fleet of sailing ships. Allfanas is safely tucked into a natural small valley surrounded by steep hills and has a small outlet to the sea just big enough for an elven ship to sail through.

During the reign of the Dark Lords, Allfanas was used as a naval base of operations to move both supplies, soldiers, and captured slaves and prisoners through. Like the Great Wood, the elves only allow invited guests or those on important business into the City of Allfanas.

Asnar (Pop. 15,000 Region—Far North): The City of Asnar was built upon an ancient settlement where the barbarian chieftains of old would meet to settle their differences. The City of Asnar is built upon sloping ground above the Great Sea of Ice. When the last of the Dark Lords had fallen over one thousand years ago King Asnar returned here to rebuild the settlement and establish his capital city.

King Asnar also established the Great Library of Asnar here as well as many other functions of his new kingdom. Because of the library the Office of Land Reclamation and the Asnar Surveying and Cartography guild have their main offices here as well. The city has grown much since King Asnar's time and now has several layers of walls and keeps within the ancient city. The ocean usually stays frozen at least four out of the twelve months of the year, making the other months very important for trade and fishing.

The High King of Asnar spends the summer and fall months here and the winter and spring in Blackhelm.

Arielimnda: See the entry for the Great Wood

Blackhelm (Pop. 65,000 Blackhelm Region):

Blackhelm was one of the largest capital cit-

ies of the Dark Lords in ancient times. It's previous name has been lost to time. At the core of the large city is a large fortress built of black obsidian stone. At the center of the fortress is a large tower with a top that resembles a large black helmet. When Asnar liberated the city long ago the newly freed populace wished to erase all vestiges of the Dark Lords. Asnar decreed that the fortress should remain as reminder of the evil and oppression of the Dark Lords. Asnar declared, "The large black helm will stand as a reminder to all free souls of the evil we are capable of." From this statement by King Asnar the city would be forever known as Blackhelm. The fortress today has been converted and remodeled much and serves as the winter and spring home to the High King of Asnar. In the center of Blackhelm stands a fifty foot tall statue of King Asnar cutting the chains of an imprisoned slave.

Blackhelm today is a bustling sprawling urban city. It is the largest populated settlement in the Kingdom of Asnar. It serves as the capital city of Asnar for half of the year. Blackhelm also serves as the headquarters for the merchants guild, the Adventurers and Explorer's society, and the Thieves Syndicate (which is not publicly known) .

PLOT HOOK: Blackhelm is a perfect setting for anyone looking to play a large urban adventure or campaign. Though the local guard tries to cover it up, for several decades Blackhelm has been plagued by a series of brutal murders. Bodies are often found strewn to pieces or untouched but devoid of any blood.

Bleakmire (Pop. 6,000 Reg. Calen Ocean):

Bleakmire is a fortified coastal city on the Calen Ocean. Bleakmire's primary purpose it to protect the coastline area from foreign invaders and keep the Silent Wilds region in check.

Bleakmire has a large office of the Land Reclamation Office and the Asnarian Surveying & Cartography guild. Many adventurers come through Bleakmire on their way to adventure in the Silent Wilds.

Bleivik (Pop. 7000 Region—Far North): Bleivik is the farthest northern port of the west coast on the Jade Ocean that is not part of the Great Sea

of Ice. Bleivik profits from commerce on its way to the City of Asnar and Horvik. In the frozen months a lot of goods are stored in its many warehouses. Except for adjacent farming villages the area east of Bleivik is very desolated and uninhabited containing many ruins. Bleivik has become a popular base of operation for adventurers seeking fortune and glory in the ruins to the east.

Bramblebriar: See the Bramblebriar Dale entry.

Bramblebriar Dale (Pop. 29,000): The Bramblebriar Dale region is the ancestral home and protectorate of the halflings of Asnar. The Bramblebriar Dale is a large fertile valley with rich loamy soils perfect for farming and raising livestock. Agriculture is the primary activity for most of the inhabitants of the Bramblebriar Dale. The majority of the inhabitants are halflings.

Halflings tend to live in area farms along with their blood families on ancestral lands. The Bramblebriar Dale has four town centers. Unlike towns in the rest of Asnar, the four town centers are primarily for administrative and commerce functions and not densely populated.



The Valkyrie of Coldspring

- A. ***Bramblebriar*** is the largest of the four town centers. In Bramblebriar there is a keep where the governor of the protectorate lives. The protectorate is always traditionally a member of the Bramblebriar family and appointed by the King of Asnar.

Bramblebriar is home to a unique office called the Bramblebriar Hall of Records. All of the land and deed records are stored here for the Bramblebriar Dale. It is interesting to note that the Office of Land Reclamation has no office or authority in Bramblebriar Dale. The Asnar Surveying and Cartography Guild has a small office here staffed completely by halflings. The halflings have a unique land ownership system that revolves around their cultural beliefs. For example, every ten years the halflings hold a festival called the Day of Restoration. On this day a halfling can buy back ancestral lands sold or lost to a non family member.

Not far from the Bramblebriar town center is the training grounds for the Bramblebriar Dale militia. When every able bodied halfling male turns sixteen they are required to train and spend a year in the militia. Once a year every able bodied male halfling reports to one of the four town centers for a week of training. (The training tends to be relaxed and the event is more of a holiday for catching up with old friends and neighbors.)

Bramblebriar and the other town centers also serve as a place for farmers to buy and sell crops as well as livestock. The agricultural bounty of the Bramblebriar Dale feeds not only the Bramblebriar Dale, but also Firethorne and River's End.

- B. ***Coldspring***: Coldspring is known throughout the Kingdom of Asnar as an important religious and holy site. During the great campaign against the Dark Lords, King Asnar and his army camped in this area weary and battered from constant fighting. It is said late at night a Valkyrie with a flaming sword appeared to Asnar and his forces. The Valkyrie led King Asnar and his army to a large rock behind their camp. The Val-

kyrie struck the rock with a flaming sword breaking the rock in half. Water began to gush from the ground as the Valkyrie proclaimed, *"Mother Freya has sent me here to proclaim to you that those who are pure of heart who drink from this spring will have their wounds healed and their spirit renewed."*

King Asnar and his army drank from the spring and were healed of their wounds and renewed in body and spirit. At dawn it is said King Asnar would find himself outnumbered five to one. After a fierce battle Asnar's army routed the Dark Lord's army and achieved a great victory.

GM TIP: Any player or NPC who drinks from the spring is healed of all wounds and has +2 on all rolls for 24 hours if their alignment is neutral, lawful, or chaotic good.

If your campaign follows a different religious pantheon change the Valkyrie to an archangel and the deity from Freya to one that matches your pantheon.

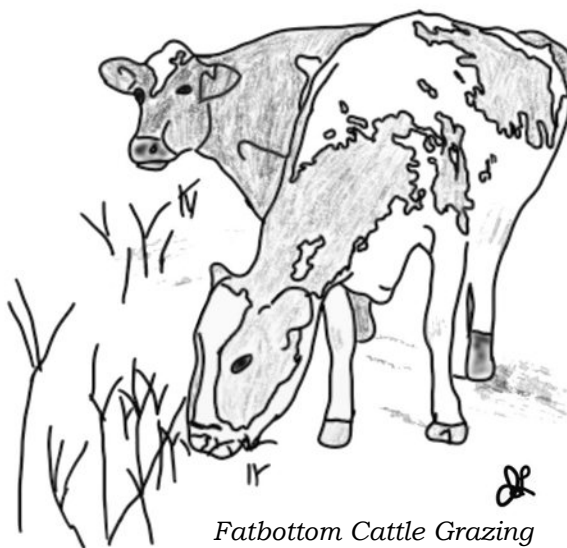
On the spot of the spring today is a large temple. To have access to the spring one must go through a temple priest and usually pay a donation to the temple.

Coldspring is the only area you will see many non halflings in the Bramblebriar Dale. A

steady stream of pilgrims visit the temple year round. Coldspring has several inns for travelers and a large marketplace that sells many religious trinkets related to the temple. In the center of the town is a large ancient statue of a Valkyrie holding a flaming sword.

C. Fat Bottom: Fatbottom is well known as one of the largest producers of cattle in all of Asnar. People come from all over the kingdom to buy cattle from Fatbottom. Large cattle drives are not an uncommon sight at different times of the year.

D. Windfair: Windfair is famous for its annual fall harvest festival and other events held throughout the year. Windfair has a large permanent fairground that is well maintained. With its large fairground many livestock auctions are held here as well. Windfair is also known for a breed of miniatures horses unique to this area. They are highly sought after by dwarven and halfling



Fatbottom Cattle Grazing

adventures as well as wealthy nobles for their young children.

Brightgold (Pop.25,000 Region-Thundering Mountains): The great hall of Brightgold is the last dwarven ancestral hall still occupied. Brightgold lost over half of its inhabitants during the Red Death. Local lore states that the elves helped save the remaining inhabitants of Brightgold, though few dwarves would admit it. Brightgold's halls and passages span for miles and miles underground. Brightgold is said to contain many ancient and active mines. It is whispered that the treasury within Brightgold contains more wealth than all of Asnar combined.

Brightgold is a very xenophobic city. Only those on official business are allowed inside, and then only in the upper entrance hall. A small village exists about a mile outside of Brightgold where travelers and foreigners may stay and request an audience.

Brightgold controls the coastal city of Faern Au-raglor to the east and prefers to do business with outsiders there. Brightgold has a large local office of the merchant's guild in the village area outside of Brightgold's gate. Deep within Brightgold is the mint for Asnar where new coins are made from reclaimed monies and treasure, as well as newly mined ore.

Chamblee (Pop. 5000 Region—Fertile Plains):

The town and greater area of Chamblee is the single largest agricultural center of the Asnar kingdom. The region is blessed with fertile loamy soils and large lush pastures used for livestock. The food produced in this area feeds Blackhelm and areas beyond as distant as the far north.

Downtown Chamblee is a bustling center of commerce and contains many warehouses, a large farmers market, and holding pens for livestock. The Office of Land Reclamation and the Asnar Surveyor's guild both have a large joint office here. Many newly married couples come here to apply for a plot of land to farm and raise a family. If the couple passes the application process they are given a deed and basic farming supplies for free but must sign a covenant with the Office of Land Reclamation. This has created a constant frontier like atmosphere for Chamblee and has been a boon to the local economy.

Every fall Chamblee has a very large week long harvest festival. The festival draws in people from all over the region and from as far away as Blackhelm.

Coldspring: See entry for Bramblebriar Dale.

Dragontail (Pop. 1400 Region Vadrid Plains):

Dragontail is a small fishing village and local center of commerce for many local farmers in the area. Occasionally adventures will come through on their way to explore the ruins to the south.

Dragontail gets its name from local tradition and lore that says King Asnar and his army fought the Dark Lords and a great evil dragon the Dark Lords had allied with on the shores of this lake. At the climax of the battle King Asnar himself cut off the tail of the dragon as he and his men slew the dragon and won the battle.

In the center of the town is an ancient stone monument marking the spot King Asnar cut off the dragon's tail.

Faern Auragler (Pop. 12,000): Faern Auragler is a coastal stronghold built by Brightgold to protect its commercial interests and establish a consistent and reliable source for food, livestock, and other goods that Brightgold needs. Faern Auragler consists of a large warehouse district and many docks that serve as a home for a large fleet

of merchant ships as well as several war ships built and controlled by Brightgold.

Fatbottom: See entry for Bramblebriar Dale.

Firethorne (Pop. 5000 Region—Bramblebriar):

Firethorne is a very diverse community of humans, halflings, and dwarves. Firethorne is a bustling town located on lake Firethorne. The town of Firethorne prospers from trade with all the local villages of the Bramblebriar Dale and freight going down the Bramblebriar River to River's End.

Several miles outside of Firethorne is the second mage's college. The college brings in a steady amount of travel to Firethorne and commerce. This has created an unusual amount of merchants selling magical components, scrolls, and magical items in Firethorne.

However, Firethorne is most widely known for the large brewery it has where Firethorne ale is made. Firethorne ale has a reddish fire color that comes from a local plant called Firethorne. Lake Firethorne and the town of Firethorne both get their name from the strange plant that only grows in this region.

Great Wood, The (Pop. 9000): The Great Wood is a large forest of old ancient growth trees. Few besides the elves have ever witnessed it's beauty and awe except from afar since the time of the Dark Lords.

Though several thousand elves live in the ancient City of Aerialimnda, many more live scattered throughout the Great Wood in many smaller settlements, of which many are built into the trees themselves. Except by invitation the elves do not allow others into the Great Wood. The Great Wood is regularly patrolled by elven warriors who protect it against outsiders. Some whisper of the mighty Ents who also guard many areas of the wood as well.

A. ***Aerialimnda*** is the oldest city in the known world. The first elves from Alfheim settled here ages ago. It is home to many elven artisans, craftsmen, and the leaders and elders of the elves. Aerialimnda also has a library that rivals the Great Library of Asnar though many of its texts were destroyed, lost, or stolen during the reign of the Dark Lords.

During the reign of the Dark Lords, Aerialimnda was occupied by the Dark Lords and used as one of their capital cities to rule the known world. It is rumored in some ancient texts that one of the great leaders of the Dark Lords was an elf and used the powers and knowledge of the elves to conquer and enslave the known world. During one of the last great campaigns of the war against the Dark Lords, King Asnar and his army lay siege to Aerialimnda and freed it from the Dark Lords.

PLOT HOOK: Much of the library at Aerialimnda was looted and stolen during the reign of the Dark Lords. If one of your players is elven, they are given an important task of recovering an important book the library wants back. One of the librarians believes the book is at a location within an ancient ruin deep within one of the ruined and desolate regions.

B. Varnor is the holiest site in the religious beliefs of the elves. Varnor is an unusual rocky mountain that leaps from the ancient Great Wood towards heavenly heights. It is very much out of place with the geography of the area. On top of Mount Varnor is a small city and very large tower and temple complex dedicated to Hoenir. The elves believe it is from the top of Mount Varnor that the first of them entered this world from Alfheim and that from this holy site they may once again gain passage to Alfheim. The temple is looked after by a group of elven priests who live and guard the complex.

During the time of the Dark Lords it is said the temple complex was desecrated and used for sinister purposes of great evil. After the defeat of the Dark Lords the temple was rededicated and consecrated.

PLOT HOOK: The Dark Lords stole an important artifact that is sacred to the elves from the temple at Varnor long ago during their evil reign. You are sent to look for the artifact in an ancient location within one of the unsettled and desolate regions.

Gunnison (Pop. 1500): Gunnison is a struggling

town along the only road to Ft. Allen and Skyfall. Gunnison is named after a brave general who fought and won a great battle against foreign invaders in 410 AAF.

PLOT HOOK: The roads and regions around Gunnison are plagued by very organized groups of bandits and goblins.

Hammerdawn (Pop. 3000 Reg. Jade Ocean):

Hammerdawn is a remote but well organized city of mainly dwarves, hardy frontier humans, and some families of northern orcs. Hammerdawn has a strong fortified wall and has witnessed many sieges and invasions. Hammerdawn was founded by displaced dwarven families and refugees in the early 300's AAF. Hammerdawn is known for some of the finest armor and arms in all the known world outside of the dwarves at Brightgold. Hammerdawn has several active mines accessible from within the city and nearby in the mountains.

Hammerdawn's name comes from a time during a long ago siege where the dwarven commander told his troops as long as the dwarven hammers were heard ringing the anvils at dawn then they will know the city has not fallen. Local tradition also tells that a small army of Asnarian crusaders came through Hammerdawn during the time of the Red Death and saved the last survivors of Hammerdawn by giving them a cure. They hold a festival yearly to mark the day calling it the Day of Hope. The Day of Hope is the only day you will ever not see most of Hammerdawn's citizenry hard at work mining or crafting.

Horvik (Pop. 6000 Reg. Far North): Horvik was founded as a homeland for the northern orcs who fought for Asnar during the great war against the Dark Lords. Horvik today is majority northern orcs but still has many northern human barbarian families. When the sea is not frozen, Horvik's citizens rely on fishing for much of their food and ships bringing in supplies on their way to the capital city of Asnar. Horvik is also home to the Asnar War Academy where some of the finest and fiercest of the Asnar Army are trained.

Hwen (Pop. 1000 Reg. Jade Ocean): Hwen is a small isolated community on the west coast. It was resettled as a colony around 75 years ago.

The city has a wooden palisade surrounding the downtown area. The settlement supports Ft. Gudmund to the south with food and supplies. Hwen is only accessible by the sea. The area east of Hwen is so desolate and in ruin that none of the roads or infrastructure have been rebuilt to connect it with the rest of the kingdom. The Land Reclamation Office has a very small office here but has a hard time getting many new people to settle in this area.

Jade Cove (Pop.3000 Reg.Jade Ocean): Jade Cove is a seedy port city popular with smugglers and sailors. If there is a sinful vice to be sought out, it can be found in Jade Cove. Jade Cove has been sacked and razed by foreign invaders several times since Asnar was founded. It's name comes from the many jade mines found on this island.

Last Stop (pop. 1000 Reg. Bleak Fields): Last Stop is built on the ruins of a town decimated by the Red Death over 150 years ago. The Asnar Land Reclamation Office ordered the Asnar road builders to stop rebuilding the road here at Last Stop around forty years ago after many disasters occurred involving adventurers and surveyors in the larger region.

Over the past few decades Last Stop has become a small but prosperous community as many farms have been built and settled in the nearby region. The Office of Land Reclamation and the Asnar Surveying & Cartography Guild both have small offices here. For adventurer's and explorers there is plenty of work to be found here.

Northpass (Pop.2000 Reg.Far North): Northpass is a vital trade port allowing for the passing of goods between the far north and Brightgold and the east coast. Northpass has many warehouses and docks from the flow of goods. When the sea is frozen most of the trade stops for the season and Northpass is a quiet place. Many of the inhabitants have learned the art of crafting and spend the winter months producing goods for trade.

Redstone Island (Pop. 1500 Reg. Jade Ocean): Redstone Island is an independent island affiliated with neither the Kingdom of Asnar or Southern Asnar. It is a haven to many pirates and is controlled by a mysterious figure called 'The

Wrecker'.

GM NOTE: A future adventure is planned for Redstone Island that exposes the Church of the New Dawn and continues the Clan of the Bear story arc.

Redwater (Pop.19,000 Reg. Jade Ocean):

Redwater is a fortified city protecting Blackhelm and all of the traffic coming up and down the river. Redwater has a large dock and warehouse district as well as a large merchant's guild office. It is said Redwater was completely wiped out during the Red Death. Because of it's strategic importance Redwater was resettled by the Asnar government not long after the reconstruction efforts began after the Red Death.

Redwater gets its name from a large battle fought against foreign invaders when it is said so many died, the river and ocean was red with blood for days.

Seashield (Pop. 8,000 Reg. Jade Ocean): Seashield is a fortified city protecting the upper western coast from invaders and pirates. Seashield serves as a large naval base for the Asnar Navy. Seashield is also home to a large fishing fleet and has many farms to the east along the river.

Stua (Pop. 800 Reg. Far North): Stua is an ancient village located deep within the Great Sea of Ice. It is said the Dark Lords nor the Red Death ever reached Stua. Life in Stua is harsh. Only the hardy barbarians of the north can handle life here.

Stua is home to several families known for fur trading and trapping. A coat made from Stua trapped furs is a valuable item.

Tiny Axe (Pop 1200 Reg. Far North): The town of Tiny Axe dates back to long before the Kingdom of Asnar. The town and region survives off of limited farming and fishing in the months when the weather allows it. There are several very productive coal and copper mines near Tiny Axe that keep many of its citizens busy year round.

Tiny Axe is famous for it's smiths that produce some of the finest mining and farming tools in all of Asnar. A tool from Tiny Axe is a very prized possession often handed down from gener-

ation to generation.

Tiny Axe gets its name from when Asnar and his forces liberated the town from the Dark Lords. During the battle the populace joined in the battle. A young beautiful maiden picked up a very small hand axe used for cutting the heads and tails off of fish. She sunk the axe in the head of an enemy soldier and joined the battle. Asnar was smitten with the young beautiful maiden and said if they could put a tiny axe in the hand of every maiden in the far north, then the far north would be free in a matter of days. The young maiden would become Asnar's wife and the first queen of the new Kingdom of Asnar.

Vollen (Pop. 800 Reg. Far North): Vollen is a remote village that is the second of two remote villages in the Great Sea of Ice. Vollen is a mixture of human barbarians and northern orcs.

Vollen competes with Stua for some of the finest furs and pelts in all of Asnar. Like Stua, life is harsh in Vollen. Not far from Vollen is a small settlement of ice giants. Tradition states that the ice giants helped free the far north of the Dark Lords and were granted this area close to Vollen as a permanent home by King Asnar.

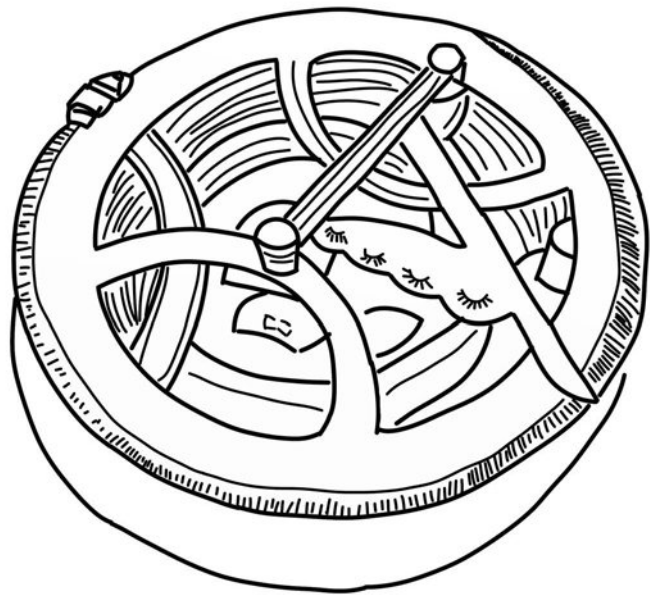
Windfair: See entry for Bramblebriar Dale.

Yellowfish (Pop. 7000 Reg. Jade Ocean): Yellowfish is a thriving coastal community and island that has become a homeland for the gnomes of Asnar. Yellowfish exports all manner of useful gadgets and tools made by the thriving community of gnome artisans. Yellowfish Island also contains a large carefully managed forest called the Misty Thicket with many active lumber mills and houses a modest fishing fleet.

The island, bay, and town of Yellowfish all get their name from a beautifully colored yellow fish that is only found in the surrounding waters.

Even before the Red Death, the town and island of Yellowfish had become a homeland to the gnomes of Asnar. In the aftermath of the Red Death most of the survivors on the island were gnomes. Since this time it has flourished and has become recognized as an independent protectorate of the Kingdom of Asnar and has a gnome governor and council.

they are summoned to come home and help with a family matter. One of the gnome's family members is having problems with a logging operation in the Misty Thicket and is need of help.



A Gnomish Compass From Yellowfish is a highly prized treasure amongst those that travel the seas of Asnar

The Dwarven Ruins

Brief History of the Halls: The ancient halls of the dwarves existed long before the Kingdom of Asnar was established. They were all conquered and occupied by the Dark Lords during their reign.

The Dark Lords were hungry for the riches and resources of the dwarves. The dwarven race was cruelly and harshly treated as slave labor working for the many great projects and wonders the Dark Lords wanted to build.

After they were all liberated by Asnar during the great campaign against the Dark Lords they were quickly reoccupied by the native dwarves but were sadly laid to ruin over time, plagued (or cursed some would say) by constant threats and attacks from evil forces of the outside world.

Bher Tharim (Ruin Region—Sharptooth Mountains): Bher Tharim is an ancient city of the dwarves that has laid in ruin since the early 600's AAF during the first goblin uprisings. Bher Tharim is located in what is now called the Sharptooth Mountains. Bher Tharim was said to have some of the richest veins of platinum in all of the known world as well as several lesser veins of gold. There have been several attempts by dwarves to reclaim Bher Tharim but they have all ended in disaster.

Bher Tharim has now become the capital city of the Sharptooth Goblin tribe which is the strongest and most powerful of all the goblins in the known world. The great goblin kings of the Sharptooth tribe have reigned from deep within Bher Tharim for several centuries now.

Silverhold (Ruin Region The Colossal Mountains): Silverhold is an ancient dwarven city devastated by the Red Death over a 150 years ago. It was well known for having one of the richest veins of silver in all of the known world.

PLOT HOOK: Brightgold has tried several times to establish a colony at Silverhold. They currently hold the upper halls but are facing steep resistance from very organized tribes of goblins and kobolds working together in an unusual alliance. One of the players could either be a member of the Brightgold Clan or perhaps a dishonored and

homeless Silverhold Clan dwarf with secret knowledge of the now ruined hold.

Runehammer (Ruin Region Runehammer Mountains): The Great Halls of the Runehammer clan was a dwarven stronghold that was devastated by the Red Death over a hundred fifty years ago. No adventurer who has ever explored Runehammer has ever returned. Runehammer was rumored to have a legendary hall of treasure and a magical forge called the Citadel of Thunder. The weapons forged in the Citadel of Thunder are rare and prized. They were imbued with electrical energy that would strike an opponent in battle and create a large boom of thunder driving fear into the hearts of enemies.

GM NOTE: Runehammer will be released as an adventure module in the near future.

Crimsongate: (Ruin Region Silent Wilds): Crimsongate was the first of the major dwarven strongholds to fall into ruin. It had only been reoccupied from the Dark Lords for three hundred years when it fell to a family of red dragons and a huge army of kobolds around 305 AAF. After several failed attempts to retake it the Asnar Army and the dwarves of Asnar gave up on the halls.

Crimsongate is now home to a large contingent of kobold and goblin tribes. Though they have not been spotted in centuries it is believed the region is still ruled by a family of red dragons who use the kobolds and goblins to do their bidding.

The Unsettled & Desolate Regions

Black Hallows: The Black Hallows region and mountains have not been settled since the reign of the Dark Lords. King Asnar fought a vicious battle against the Dark Lords here during the great war of freedom.

On the coast of the Black Hallows region is the ruins of a large ancient city that was a large port city of the Dark Lords empire. There is one text in the Great Library of Asnar that tells of a great necromancer who ruled this large city and area. When he knew he would be defeated by King Asnar he cast a powerful dark spell cursing the land and region. It is said that any that die in battle or by other cause in the Black Hallows will not pass to the afterlife and their body will reanimate as the undead within 3 days unless taken away from the Black Hallows and buried and consecrated on holy ground or burned.

At the center of the Black Hallows mountain range is a large dark tower and fortress still standing. None that have ever adventured here have ever returned. The locals in Rivers End say that a great necromancer lives in the great fortress and is biding his time to take revenge against his defeat at the hand of King Asnar. They tell their children this tale to keep them from adventuring and exploring the Black Hallows region.

PLOT HOOK: While visiting Rivers End a young local group of adventurers have went missing exploring near the Black Hallows. The local families put together a reward and ask the party to find them.

Bleak Fields, The: The Bleak Fields is an extremely large area of the Kingdom of Asnar that has now become fallow and overgrown. This area once had many large cities and villages. The Asnary Army does its best to patrol the periphery of the Bleak Fields and keep the area in check.

The Office of Land Reclamation slowly keeps extending into the area with new settlements, but it is still a very dangerous area. The Bleak Fields are known to be the home of several large and fierce tribes of Southern Orcs who moved into

the area after the Red Death. There have also been many that have reported ogres, giants, and many wild animals such as wolves and lions in the region.

For adventurers the Bleak Fields contain many ruins of cities towns to explore. Many brave souls also come to the Bleak Fields (As well as the Sharptooth Fields and Silent Wilds) to capture wild horses that the region has become known for. After the Red Death many large herds of horses made the Bleak Fields their home where despite the many dangers they thrive.

The Colossal Mountains: The Colossal Mountains have not change much since the dawn of time. They are home to some of the tallest peaks in the known world. It is said that some of the peaks extend into other worlds if one could survive the climb to the top.

The Colossal Mountains contain very few settlements, though one may occasionally find a small homestead of a northern human barbarian clan. Besides thin air to breathe, few can survive the harsh conditions and temperatures of the Colossal Mountains. Only well prepared and equipped adventures will survive here long.

The Colossal Mountains are home to many tribes of ice giants, hill giants, ogres, and many ancient dragons. In addition to the aforementioned many ferocious animals such as bears, wolves, and lions live here as well.

Fertile Plains, The: The Office of Land Reclamation has had a good deal of success in the Fertile Plains region. The Office of Land Reclamation has used Chamblee as a base of operations to push further and further into the region and resettle and rehabilitate many older farms the regions is known for. Only the eastern side of the region and the area that borders the Colossal Mountains to the north is still very desolate but that is slowly changing in time.

Adventurers will often come thru Chamblee to explore the ruins in the eastern side of the region.

PLOT HOOK: There is at least one or more tribes of goblins that still plague the eastern portion of the Fertile Plains. They were relatively quiet un-

til recently and have started attacking and raiding the most remote farms. The Office of Land Reclamation has offered a considerable sized reward for their destruction.

The Iron Heights: The Iron Heights mountain range was home to many rich iron mines before the Red Death. The barbarians of the north had a very large city west of the mountain range that was the base of operations for the many mines in this area. Every attempt to resettle this area and open the mines up have ended in failure.

PLOT HOOK: A family member has been rewarded with a large claim for a mine in this region. After many workers of the mine have went missing the player character gets a desperate message begging them to come help the family member at the mine.

Sharptooth Fields: The Sharptooth Fields has been both a curse and a blessing to the Kingdom of Asnar. This large area of ruin has become settled in the aftermath of the Red Death by the Sharptooth Clan of goblins. Their numbers have become many as they have largely been left alone except for incursions along the borders.

The Asnar Army has two forts, one along the southern coast and on the eastern edge that they use to keep this area in check. The Asnar Army also keeps a small contingent at Hwen to protect the town and its vital resources which are needed by the Asnar Army in this desolate region.

The only thing the Sharptooth Fields (and Sharptooth Mountains) has done to benefit the Kingdom of Asnar is to keep the really long border with the Southern Kingdom of Asnar safe from invasion.

Few adventurers ever delve deeply into the Sharptooth Fields. Besides countless numbers of fierce goblins, the Sharptooth Fields are also home to many ogres, giants, and allied tribes of Southern Orcs. Asnar Army scouts have also reported seeing large numbers of wolves, bears, and many ferocious prides of lions who have thrived in the absence of civilization.

Sharptooth Mountains: Dating back as far as the time of the Dark Lords, the Sharptooth Mountains have always been home to many tribes of goblins and orcs. The Dark Lords were

smart enough to tap into this resource which bolstered the strength of their armies tremendously and became their large armies.

The only thing that has ever really kept the Sharptooth Mountains in check was the dwarven stronghold of Bher Tharim which fell long before the Red Death.

Silent Wilds: The Silent Wilds region is ringed by many large cities that have helped the Asnar Army keep this large desolate area in check. Bleakmire, Gunnison, Rivers End, and the Bramblebriar Dale all send out regular patrols to monitor the region.

The Office of Land Reclamation has had some success resettling this area from the Skyfall area of the region, but not much luck anywhere else. The proximity to the Black Hallows in the northeast part of this region has kept it very remote.

Besides many ruins of cities and towns, the Silent Wilds contain many sacred ruins, groves, and sites that are important to the Circle. Most who adventure to see these sites are never heard from again. Many whisper it is not evil forces that keep this area from being resettled, but the druids of the Circle.

Vadrid Plains: The Vadrid Plains region is dominated by the huge ruined city of Vadrid in the center of the region. It is said that during the Red Death the city of Vadrid was destroyed by riots and civil unrest by the local citizens and fighting with the local guard and elements of the Asnar army.

Since the time of the Red Death several attempts to recolonize Vadrid have failed. It is whispered that Vadrid is haunted by undead who refuse to see it repopulated by the living.

Whispering Grasslands: The Whispering Grasslands is an ancient and lonely area north of the Bramblebriar Dale and South of the Great Wood area controlled by the elves.

Between the Bramblebriar Dale, Firethorne, River's End, and the elves this area is routinely patrolled and checked for danger. The Office of Land Reclamation has had some success resettling the areas north of Rivers End and east of Firethorne but little luck elsewhere. The

soils are very poor in the interior of this region making it very hard to farm.

Adventurers will occasionally wander into the area to explore the ruins of several cities and towns, but they stay clear of the areas close to the Great Wood for fear of entanglement with the elves who are known to be harsh toward trespassers.

The main threat to travelers in the Whispering Grasslands is from wildlife. Many locals also whisper that there are ancient barrow sites in the Whispering Grassland region that contain angry spirits who will devour the living.

Encounters in The Unsettled & Desolate Regions

Because of the isolation and removal from civilization the unsettled and desolate regions are very dangerous for exploring. To add some excitement to your adventures the below table may be used while exploring these areas.

GM NOTE: This table is completely optional and you may choose to not let the players see your roll or what you rolled. If the outcome does not match your current environment feel free to modify or change the outcome in anyway.

Also, remember you will want to have the players roll to see if they are aware of or spot the encounter ahead of time so they can choose to avoid the encounter altogether.

Unsettled & Desolate Region Daily Encounter Table

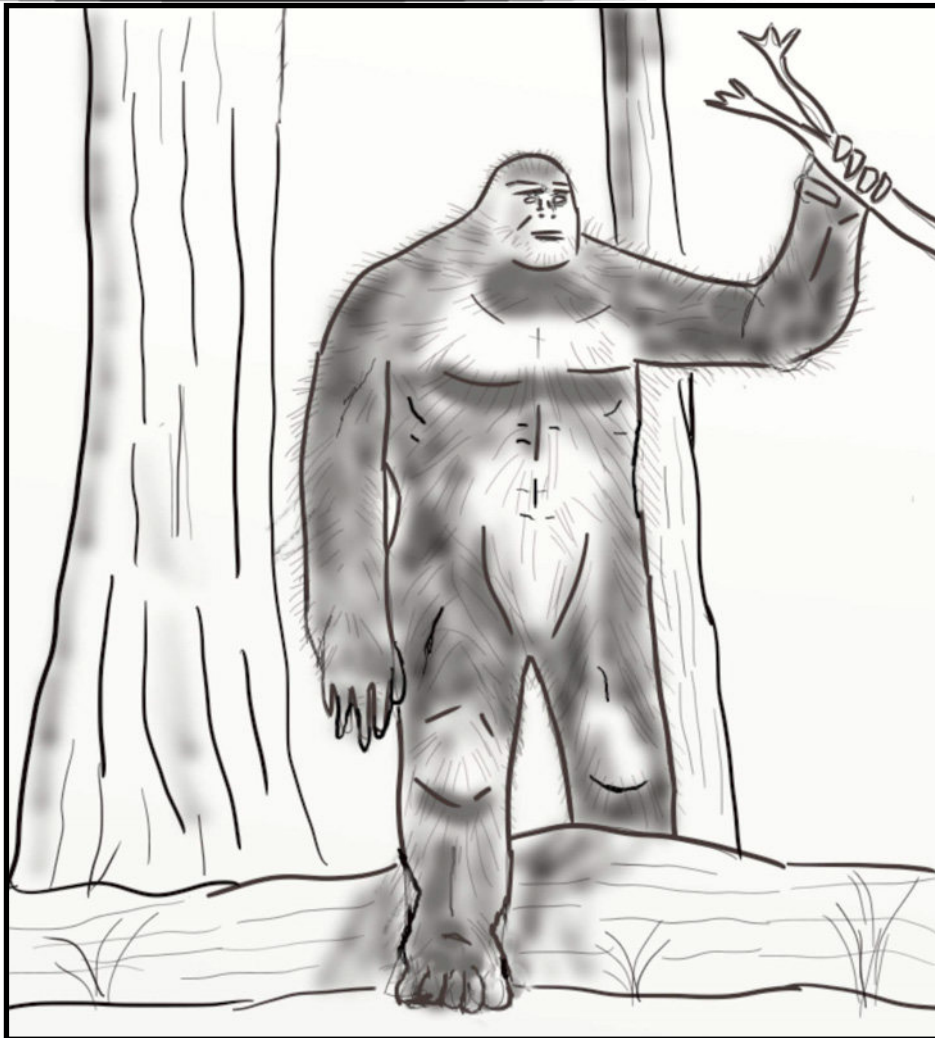
Roll %	Name
01-19	Pack of Wolves (d4 per player character)
20-28	Group of Sharptooth or other faction of Goblins (d4 per player character)
29-30	Kobold Warband(d4 per player character)
31-35	Recon group of goblins mounted on worgs (d4 per player character)
36-54	Quiet. No Encounter.
55-59	Orc war band. (D6 orcs per player character)
60-64	Lone Grassman watching silently in the distance
65-69	Herd of Untamed Horses
70-73	Ambushed by hungry lions. (d6 lions)
74-77	Large Herd of Deer Grazing
78-79	A Manticore Scouting and Hunting for Goblin Masters
80-81	Wyvern hunting prey
82-84	Small warband of armored skeletons (d4 per player character)
85-86	A Ranger of the Watch patrolling the wilds
87-89	A Shambling Mound
90-92	A Wandering Giant (<i>GM should pick type based on terrain</i>)
93	A Satyr who may offer the players food and shelter if they are friendly
94-96	Quiet. No Encounter
97	A pair of Perytons Hunting
98-99	An Adult Red Dragon Looking For Prey
100+	Ruin containing treasure (<i>GM's pick of gold and possibly one minor magic item</i>)

The Grassman

The Grassman: Since the time of the Red Death a creature the locals call the Grassman has become seen more and more with encounters becoming a lot more common. Adventurers may have encounters especially while traveling in the Bleak Fields, the Sharptooth Fields, the Silent Wilds, and many of the other unsettled and desolate regions. The Grassman gets his name from being seen in the distant towering over tall grasslands and often hiding in them to observe people from a distance.

Though called the Grassman, the creature is often seen and believed to live in the many remote forests of Asnar and the many mountain ranges, too. Encounters with the Grassman are often as peaceful as a sighting in the distance but often end in violence with entire groups going missing. Sometimes only one may be spotted, but they are also seen in family groups as well, with females and young ones being spotted.

GM ONLY: The Grassman is a very curious creature and often likes to observe adventurers and other peoples from a distance. If adventurers wander into their hunting grounds or close to where their lairs or dens are they will find themselves in danger. Encounters will start with screams in the distance, and rocks and logs being thrown at them. If adventurers don't leave the area, a group of the Grassman will attack the adventurers at night while they are asleep camping in an attempt to kill them or force them to leave.



The Grassman

THE GRASSMAN

Huge Beast, Unaligned

Armor Class 16

Hit Points 157 (15d12+60)

STR	DEX	CON	INT	WIS	CHA
23 (+6)	14 (+2)	18 (+4)	10 (+0)	12 (+1)	7 (-2)

Speed 40ft., climb 40ft

Skills Athletics +9, Perception +4

Senses darkvision 60ft, passive Perception 14

Languages The Grassman speaks a very guttural language only they understand

Challenge 7 (2,900 XP)

ACTIONS

Multiattack. The Grassman makes two fist attacks.

Fist. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 22 (3d10 +6) bludgeoning damage.

Rock. *Ranged Weapon Attack:* +9 to hit, range 50/100 ft., one target. *Hit:* 30 (7d6+6) bludgeoning damage.

Religion in Asnar

The pantheon of deities and religions in your personal campaign world is determined more by the set of rules that you choose to play your role playing game with than any other single factor. The pantheons of many rulesets are trademarked and copyrighted and cannot be referenced in this book. With that being stated, the intention of this chapter is to present you with two different ideas and approaches for choosing the pantheon and religions of your personal campaign world. One of the premises of Asnar: The Last Kingdom is that King Asnar established religious freedoms for all of its citizens to worship as they wish as long as they don't infringe upon the rights of others or harm the citizens of Asnar.

OPTION ONE: Use the default or favorite pantheon of your ruleset:

If you are using a ruleset such as *Pathfinder* (© Paizo, Inc), *Dungeons and Dragons* (© 1995-2016 Wizards of the Coast LLC, a subsidiary of Hasbro, Inc. All Rights Reserved), or any other rule systems then simply translate the pantheon of your choice to the various peoples and cities of Asnar.

OPTION TWO: The Canon and Suggested Pantheon and Religions of Asnar:

The Creation

Long ago before the worlds as we know them today existed, our world we live in did not exist and there was no sun, no moon, and no stars. There was only Muspelheim, a place of terrible flames and Niflheim, a place of frozen mist and fogs. In between the two was a large void, Ginungagap.

For untold eons the fiery embers from Muspelheim and the wispy cold ice from Niflheim whirled around the void and mixed together forming Ymir, the first of the jotuns. At his side a hornless ice cow was formed. Together they lived on the edges of the void of Ginungagap. Ymir drank from the frothy milk of the huge ice

cow and grew to be quite tall.

Ymir fell into a deep slumber and in time more jotuns and even trolls sprang forth from him, and they also grew and had offspring as well. They were big but Ymir was bigger.

The ice cow also brought about life as well. As she licked for food her warm tongue sprouted from the salty brine of Ginungagap a creature that was not like the jotuns and trolls. He was handsome, beautiful, and walked straight. This first beautiful creature married a lovely jotun maiden (every once and a while an ugly jotun would have a beautiful daughter).

The jotun maiden bore the handsome creature three sons who were so beautiful that light shone from them and lit up the darkness of Ginungagap. These three sons were the first of the Aesir gods; Odin, Hoenir, and Lodur—Spirit, Will, and Warmth. They were powerful and had the ability to create worlds.

Before the Aesir gods could create worlds they had to first destroy the ancient jotun Ymir. In a desperate battle the three brothers killed Ymir and dumped his body into the void of Ginungagap. Ymir's body was so large and filled with brine it overflowed Ginungagap with the brine from his wounds and drown the huge ice cow and all the jotuns but two who fled to the new wilderness of Jotunheim which would soon be teeming with their offspring. From this day forward the jotuns and trolls of Jotunheim would forever hate the Aesir for what they done to their kinsmen and the new world they made for themselves.

The Aesir raised Ymir's body out of the new sea where Ginungagap once was and made Midgard, the world as we know it today. Ymir's bones became the mountains, his teeth large boulders and stones, and his flesh the soil. Niflheim was put far under Midgard so it would not freeze the new world. To protect Midgard from the fires of Muspelheim they took Ymir's skull and used it as a dome over the sky.

GM TIP: The canon pantheon of Asnar is adapted from the ancient NORSE pantheon with some minor changes and additions to fit it into a new fantasy campaign setting with non human races.

The Aesir next took sparks from Muspelheim and created the sun, moon, and stars. However, the sun and moon were fixed in place and did not move. The Aesir gods took carts and placed the sun and moon each into one and attached teams of horses to pull them across the sky. Thus day and night were created. It is said the jotuns hated the light so they set forth wolves which constantly chase the carts through the sky in a never ending chase.

After creating Midgard the next world the Aesir gods made was Alfheim, which would come to be the celestial home of the elves. With his brothers help, Hoenir breathed life into the first elves and would become the father and patron of the elven race.

After Alfheim became a world of wonder and beauty the three brothers created from Ymir's veins which were deep under the ground a new world called Darkalf Heim. Lodur breathed his life force into the stone and mud and created the first dwarves and gnomes in this new rich world. This would forever earn him the title of "The Stonefather".

The Aesir gods would next make all the animals and fish which would inhabit Midgard, and spirits and sprites to care for them. But they seemed to be missing one last component for Midgard. Using his power to create life Odin breathed life into two trees, an ash and alder tree creating the first man and woman that would walk on Midgard. They were quite rough at first but over time Odin walked among them and taught them. Over time they became quite beautiful and wise from Odin's teachings.

After the first men were created some of the elves, gnomes, and dwarves would find their way to Midgard to settle and worship the early Aesir gods that created them. It is said some of the jotun races, (orcs, goblins, trolls, ogres, kobolds, and giants) would find their way here too. And thus the world as we know it was created and exists today.

The three original Aesir gods would have many offspring in their heavenly world they built above Midgard called Asgard, and created many more gods which some of which will be detailed in the following pages.

The Afterlife

All of the races of Asnar and the known world believe they will travel to one of the other eight worlds when their souls depart our world.

Dwarves & Gnomes: The dwarves of Asnar strive to live a life that will gain them entrance into Darkalf Heim to live with the great Stonefather (Lodur). They rejoice in a day where they craft all of their days or mine endless veins of precious metals and gems.

Elves: Most elves (and some halflings) believe their soul will pass to be with Hoenir in Alfheim the ancestral home of the elves. Elves believe that Yanor is a portal to Alfheim where they will one day pass to Alfheim.

Humans, Northern Orcs: The believers of the gods of old believe that if they die of old age or sickness they will go to the realm of the goddess Hel in Niflheim. They also believe that the wicked and treacherous of all races will go to a terrible place in Niflheim to be constantly assailed and tortured by Nidhogg the great dragon, the Keeper of the Wicked.

The best a human (and other races, too) can strive for is to be taken away to the great hall of Valhalla in Asgard. During battle Odin's Maidens, the Valkyries choose the bravest warriors to be taken away to Valhalla once slain to spend their days.

It is said on the battlefield, a warrior will feel a tap on his shoulder and see the Valkyrie when no other can. After seeing the Valkyrie the warrior will know it is his or her time and fight valiantly until being taken away to Valhalla. The bravest taken to Valhalla are said to be given a welcoming drink by Odin himself.

The followers of the god of Plenty believe they will go to Gimlé if they live a pious life and a world similar to the realm of Niflheim if they are wicked.

The Wicked Jotun Races: The wicked jotun races (goblins, kobolds, southern orcs, ogres, trolls, ect.) strive to enter into the worlds of Niflheim, Jotunheim, and Muspelheim to be with the savage and forlorn deities they worship and serve.

Ragnarok, The End of Days

Most of the followers of both the good and evil deities of Asnar believe in Ragnarok, the end of days. It is believed in the end times brother will no longer be able to trust brother both in the worlds of Asgard and the mortal world of Midgard. The races will lust for gold and other resources they do not have and bloody wars will rage all over the known world.

In these bloody end times Odin and the Valkyries will travel from battlefield to battlefield to gather as many heroes as they can filling Valhalla to the brink. It is in these dark days that the world tree Yggdrasil will also tremble and fall.

When the world tree Yggdrasil has lost its final struggle of life all of the evil forces will ascend upon Asgard and Midgard. The evil forces of Jotunheim, the undead forces of Hel (including her hound Garm, the great wolf Fenrir, the great sea serpent Jormungand, and the fire demons of Muspelhiem) will attack Asgard and the known world as well. The great dragon Nidhogg will chew through the final roots of the great tree as the battle rages and destroy it for once and all and will emerge from the great void of Niflheim.

At this critical time, the doors of Valhalla will open and the heroes will help the Aesir gods fight their final battle. Depending on which side tells the tale, all the worlds will be destroyed and a new one of light or darkness will be formed for the victors.

The Deities of Asnar (A to Z)

Except for the followers of the god of Plenty, most races and individuals of the known world revere and worship many different deities though they may consider one deity to be their patron and more important than the others. They will turn to different deities based on what the deity is associated with and what is going on in their lives at the moment. The following pages will contain deities of the goodly and evil (Jotun) races in alphabetical order. For players who choose to play a cleric or paladin, some information about the deity's orders are included as well.

Aegir, evil god of the Sea

Aegir is an evil Jotun giant who lives amongst the seas of the material worlds. He is often angered by the mortals who travel the seas and brings about great storms to drown them and also brings terrible storms to those who live near the sea. Aegir is married to an evil goddess named Rán who tries to capture and imprison sailors and travelers upon the sea. Together they have nine daughters known as the Nine Tempests.

Aegir's domain is the ocean but he is also known for throwing raucous parties amongst the gods and serving a powerful elixir of ale made by him and his nine daughters.

Associated With: Debauchery, Sea, Storms, Tempest

Temples: Aegir has one known public temple at Jade Cove. Secret shrines are said to exist along coast lines hidden in caves and on remote islands.

Orders: Aegir has a small order of clerics based out of Jade Cove and many abroad. Pirates will often hire on a cleric of Aegir to be part of their crew or fleet for protection from the angry evil god and his family.

Worshipped By: Pirates of the Sea, Sahuagin and other evil denizens of the seas, some goblins, southern orcs, frost giants, and ogres.

Symbol: Large Ocean Waves

Angrboda, Queen of the Jotuns

Angrboda is revered and worshiped as the mother goddess of the evil Jotun races. In appearance she is a large and powerful giant ogress. Angrboda's physical strength is legend in Jotunheim. She is one of the most powerful of all the Jotun that live in Jotunheim or any other world. In one of his most evil deeds, Loki wed Angrboda secretly in Jotunheim and had three monstrous offspring with her; Fenrir, Hel, and Jormungand.

Angrboda's three offspring with Loki are said to be part of Ragnarok and will one day bring about the end of the world. When Odin learned

of the monstrous brood he banished them all to different worlds. Though Angrboda lives in Jotunheim she will occasionally check on her imprisoned children in the other worlds and bring them her wisdom.

Associated With: Fertility, Jotun Mothers, Protection for Jotun children, Ragnarok, and Strength.

Temples: Angrboda has no public temples in Asnar. Amongst the goblins, southern orcs, giants, and other evil races she has many shrines.

Orders: Angrboda has many shamans that worship her throughout the evil races of Asnar. With the exception of some of the more advanced giants and ogres she has few clerics that follow her.

Worshipped By: Giants, Goblins, Ogres, Southern Orcs, Trolls, and most other evil Jotun races.

Symbol: A crude giant woman with long hair emblazoned with fire behind her

Baldur, the god of Light

Baldur is the son of Odin and Frigg. He is said to be the kindest and gentlest of all the Aesir gods. In appearance, he is said to be the most beautiful of all the male Aesir gods. It is said flowers spring up from the ground wherever he walks. Baldur is said to be loved by all of the Aesir.

Baldur is married to his loving wife Nanna. Together they are the mother and father of Forseti

Associated With: Beauty, Good, Kindness, Life, Light, Love (Brotherly), Peace, and Poetry.

Temples: Baldur has at least a small temple or shrine in most of the cities in Asnar. His largest temple is in Firethorne.

Orders: Clerics of Baldur are both male and female. They take a strict vow of non violence and seek to settle disputes in a non violent manner. Unless their life or an innocent life is threatened they will not use violence. Clerics of Baldur are usually dressed in bright beautiful robes and never wear armor. There are no known paladin orders of Baldur.

Worshipped By: Humans, Northern Orcs, Some Halflings and Elves. Dwarves and Gnomes usually do not follow Baldur.

Symbol: Silver chalice encrusted with gems

Bragi, god of the Bards

Bragi became an adopted son of Odin after Odin felt guilt for tricking Bragi's beautiful mother Gunnlod and stealing three kettles of mead containing divine knowledge and wisdom. Odin taught Bragi the power of the runes, and also gave him some of the divine mead from the kettles. Thus Bragi, became the god of the Bards.

So he would have eternal youth to sing, Odin gave him Idunn, the keeper of the apples of youth for a wife. In appearance Bragi is said to have sparkling eyes and rosy cheeks, although his face has the long white beard of a wise sage.

Associated With: Bards, Music, Poetry, Storytelling, Theater, and the Fine Arts.

Temples: Bragi has small temples / centers of learning in Asnar, Blackhelm, and River's End.

Orders: Bragi does not have the traditional clerics like other deities, but bards that oversee his temples and centers of learning. His followers are known as some the finest bards in all of the known world.

Worshipped By: Bards of all the goodly races of Asnar.

Symbol: A flute overlaid a frothing cup of ale

Brokk and Sindri, Dwarven Patrons of Crafting

Brokk and his brother Sindri are two of the first dwarves created by Hoenir in Darkalf Heim. Jealous of the gnomish sons of Ivaldi, they made some of the greatest artifacts of power for the Aesir gods. The brothers created Odin's priceless arm ring, the Draupnir and Thor's magical hammer, Mjolnir the thunderbolt.

Though they do not worship the brothers Brokk and Sindri like they would The Stonefather, small shrines to Brokk and Sindri are often found in areas where dwarves live, craft, and smith.

Associated With: Crafting, Dwarven Craftsmanship, Smithing

Temples: Brightgold and Hammerdawn both contain small temples to Brokk and Sindri.

Orders: Clerical orders of Brokk and Sindri are very small in number. No paladin orders are known to exist.

Worshipped By: Dwarven craftsmen and artisans

Symbol: An anvil and hammer

Eir, goddess of Healing

Eir is said to be one of Frigg's closest friends and spends much of her time in Frigg's court when not upon her home in Asgard known as Lyfjaberg (The Hill of Healing). Eir is revered as the goddess of Healing. Those who are sick and suffering turn to her for help. Many women will also pray to Eir before and during childbirth for the safety and health of their new born as well as themselves. Eir is known by many as the lifegiver.

Associated With: Childbirth, Healing, Life, Sick, Suffering

Temples: Eir will often have shrines within Frigg's temples when no shrine or temple to Eir is nearby. The largest of Eir's temples is in Asnar, Chamblee, and Blackhelm. Many small temples and shrines exist all throughout Asnar.

Orders: Clerics of Eir are mostly human men and women. Cleric's of Eir are highly sought after in the larger cities where there are many who are sick or suffering. Eir's Mercy is a small order of paladins of Eir that carry out the will of Eir and travel throughout the far reaches of Asnar to fulfill her will.

Worshipped By: Halflings, Humans, Northern Orcs, and some Dwarves, Gnomes, and Elves.

Symbol: A small hill with a stream running down it

Fenrir, the Wolf god of Power

Fenrir is one the three evil monstrous children bore to Angrboda and Loki. When Odin learned of Fenrir the Aesir gods tried to raise him to

keep him from destroying the worlds. However, his size and power grew too quickly for the Aesir gods to handle. He was banished to an island in the middle of a lake surrounded by a forest of iron trees. Odin tricked Fenrir and chained him with magical chains so he could not escape. Tyr lost his hand to Fenrir during the chaining. It is said Fenrir will be released in the time of Ragnarok.

Fenrir grows and grows with age. His mother Angrboda is said to visit him and feed him from time to time.

Associated With: Destruction, Evil, Fear, Ragnarok, Strength, Wolves

Temples: Fenrir has only small shrines amongst the evil Jotun races of Asnar.

Orders: Fenrir's followers are many shamans of the tribes of goblins, southern orcs, and other evil jotun races of Asnar.

Worshipped By: Giants, Goblins, Ogres, Southern Orcs, and other evil races.

Symbol: A wolf head

Forseti, god of Justice and Law

Forseti is the son of Baldur and Nanna. It is said Forseti inherited the best of the many good and kind traits of his parents.

Forseti grew up and studied the laws of the world and was tasked by Odin to be the chief judge of the laws of the world and the chief judge of Aesir to settle disputes.

Forseti lives in his home called Glitnir which has a silver ceiling and golden pillars.

Associated With: Justice, Law, Reconciliation

Temples: Forseti's temples serve as both places of worship and justice. Many disputes and trials are settled within the temples of Forseti. All of the major human cities of Asnar have at least a small temple to Forseti which serves also as a court. The largest temples/courts are in Asnar and Blackhelm. Except for mercantile disagreements which are settled by the Merchant's Guild, most disagreements are taken to the temples/courts of Forseti.

Orders: Most clerics of Forseti are male humans. They also serve as judges who hold court within the temples as needed.

'The Reconcilers' is a fairly large order of paladins of Forseti who are tasked to seek justice for the innocent and wronged. They work within the confines of the laws of the Kingdom of Asnar and are often sent on missions to hunt down fugitives and criminals.

Worshipped By: Humans, Northern Orcs, Halflings, some Dwarves, Gnomes, few Elves.

Frey, the god of the Bountiful Harvest

Frey son of Njord, is a Vanir god and brother of Freya who was sent to live in Asgard after a treaty between the Aesir and Vanir gods. Frey is a god of Fertility who is said to send life giving rain and sunshine to the material worlds for bountiful harvest. Frey is married happily to the goddess Gerd.

Frey in appearance is a handsome young man who has a sword that is said to gleam as brightly as the sun and has a horse which can dash through flames. He is often seen flying over the land and sea in the summer skies bringing magical rays of sunlight to the darkest valleys increasing the yield of crops.

Frey also has a palace given to him by Hoenir in Alfheim, where the elves honor and wait upon him.

Associated With: Agriculture, Farming, Fertility, Rain, Sunshine

Temples: Frey has a large temple in Chamblee and Skyfall. There are usually many small shrines to him especially in agricultural areas. A small temple to Frey also exists in Arielimnda. Smaller shrines to Gerd will also exist in most places Frey is honored.

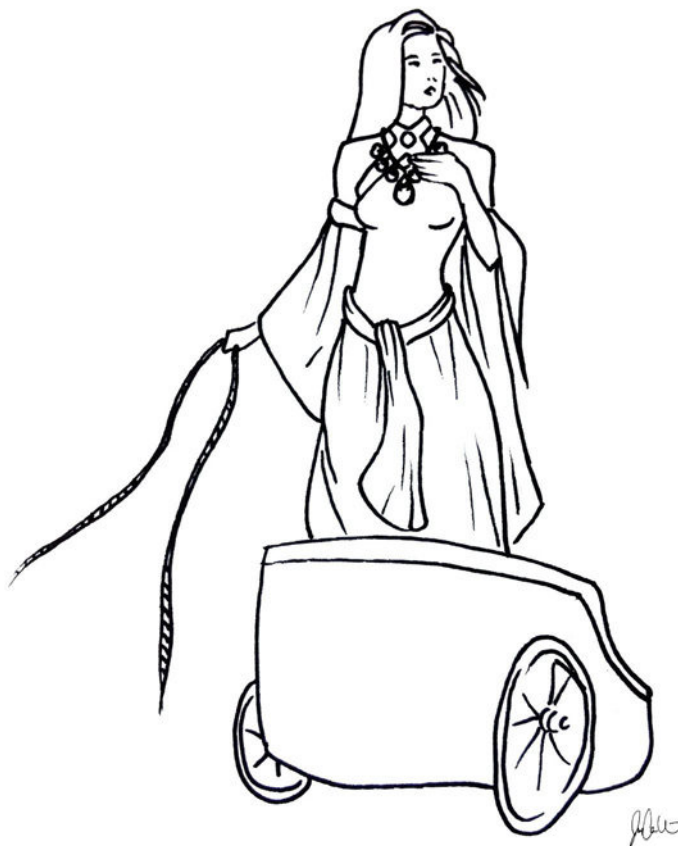
Orders: Frey's clerics are usually human or elven males. Frey's clerics are highly revered in agricultural areas and farmers seek out his blessing. A small order of paladins exist who carry out Frey's will and protect those who worship him.

Worshipped By: Humans, few Northern Orcs, Halflings, few Dwarves and Gnomes, and Many Elves

PLOT HOOK: A cleric or paladin of Frey sends the party to an agricultural area to stop a group of goblins or bandits from raiding and harassing a local group of farmers.

The adventure would lead the players to a lair where they stumble upon a plot that is much more devious than the destruction of some local farms.

Symbol: A flaming sword



Freya, the goddess of Love

Freya is one of the most worshipped gods of old, only behind Odin and Thor. It is said in Asgard her hall is almost as big as Odin's because of all the company she always has. She is the daughter of Njord, sister of Frey, and was sent to live in Asgard after a treaty between the Aesir and Vanir gods.

Freya is said to be the most beautiful of all the goddesses of both the Aesir and Vanir. In appearance she is said to have beautiful long

golden hair and wears a very beautiful ornate necklace that has gems that glow like fire.

Freya is also often quite sad though. She is married to a god named Od and has a little daughter named Noss. Her husband Od is said to be a dreamer and wanderer and is lost travelling world to world. Freya is said to often go looking for Od. She will often travel as herself or as a swift falcon. Sometimes she will travel the worlds in a carriage drawn by cats. When Freya cries she cries streams of gold. Some have claimed to find her golden tears where she has travelled searching for Od.

Freya is often worshiped and prayed to by young maidens and men searching for romantic love or for another to fall in love with them. Wives of missing husbands will often pray to Freya for safe return of their husbands. Overall, Freya is worshiped as a symbol of love and hope.

Associated With: Beauty, Fertility, Lost Loved Ones, Love (Romantic), Romance

Temples: Most major settlements will have at least a small temple or outdoor Shrine to Freya. The largest temples to Freya are in Asnar, Blackhelm, and Coldspring.

Orders: Only women are allowed to serve as priests of Freya. A small order of female paladins are said to exist called Freya's Searchers who go into the world to exact Freya's will and justice for her followers.

Worshipped By: Humans, Northern Orcs. Halflings, few Elves, Dwarves, and Gnomes.

Symbol: A falcon

Frigg, First of the goddesses

Frigg is said to be Odin's favorite wife and the first of all the goddesses in Asgard. Frigg is the only other god or goddess that Odin trusts to sit on Lidskalf and know the secrets of the worlds and the destiny of its inhabitants. Frigg lives in a beautiful but modest hall in Asgard. It is said she spends much of her days spinning a magical weave and watching the households of the material worlds. The majority of the goddesses look to Frigg as a motherly figure and spend much of their time in court at Frigg's hall with her.

Frigg is waited upon by three young goddesses, Fulla, Gna, and Lin. Fulla carries Frigg's personal chest of belongings and is her close friend and confidant. Gna runs Frigg's many errands down to the material worlds on her magical fast steed. Lin's duty is to watch out for men and women who Frigg choose to protect from harm.

Associated With: Birth, Destiny, Fertility, Homes, Mothers, Protection, Safety, Weaving

Temples: Frigg's largest temples are in Asnar and Blackhelm. She has many smaller temples and shrines all throughout Asnar. She will often have a shrine wherever Odin does as well. Fulla, Gna, and Lin are also honored at most temples and shrines to Frigg.

Orders: Clerics of Frigg are mostly female but some males are allowed into their order. Before the Red Death a small order of paladins existed for Frigg, but the order was disbanded in the aftermath of the plague. The clerics of Frigg have talked about trying to restore their order of paladins.

Worshipped By: Humans (especially females), Northern Orcs, and many female Dwarves, Elves, and Gnomes.

Symbol: A weaving loom

Gefjon, the goddess of the Plough

Gefjon is a goddess often associated with farming and agriculture. It is said that she once so desired to have her own island she bore four strong Jotun sons and turned them into bulls. After ploughing a beautiful piece of land she turned it into an island. It is said the island Jade Cove is on was created by her mighty plough long ago in a far off age.

Associated With: Agriculture, Farming, Plough, Virginity

Temples: Gefjon has a moderate sized temple in Jade Cove. She will usually have at least a small shrine in most agricultural areas. She also has a small temple in Chamblee and some scattered about in the Bramblebriar Dale.

Orders: Clerics of Gefjon are usually male and female humans. There are no known orders of paladins for Gefjon.

Worshipped By: Humans, few Northern Orcs, Halflings, some Dwarves, Gnomes, and Elves.

Symbol: A plough

Gerd, goddess of Fertile Soil

It is said that one day Frey snuck into Odin's throne room and sat on Lidskjalf out of curiosity. He peered deep into Jotunheim and saw a beautiful maiden walking across a courtyard. Frey instantly fell in love with the beautiful Jotun maiden Gerd. It is said when Frey and Gerd united for the first time in love, that Gerd's icy Jotun heart was melted, and every icy seed in the world burst into life. She then became his beautiful loving wife. Like many of the other goddesses, Gerd spends much of her time in the court of Frigg.

Associated With: Agriculture, Fertile Soil, Planting, Seeds, Thawing and Melting Ice

Temples: Gerd's temples and shrines are always located alongside or within places of worship to her husband Frey.

Orders: Because worship of Gerd is associated with Frey, there are no individual orders dedicated to Gerd.

Worshipped By:

Humans, few Northern Orcs, Halflings, few Dwarves and Gnome, Many Elves

Symbol: Seeds in a tilled row of soil

The god of Plenty

In the past few centuries many humans and members of the other races have begun to worship a single deity they call **The god of Plenty, god Almighty**, or just **god**.

The deity they refer to is very complex and they believe is the creator of all life. They look to him for healing, agricultural blessings, peace, fertility, and for divine judgement against their enemies. He is often depicted as a fatherly figure bathed in the light of sun and fire. A blazing sun motif is often used as a symbol of his worshipers.

The followers of the god of plenty also believe in a pantheon of archangels that walk amongst the surface world in an endless battle with the demonic forces of darkness and evil. Followers of the god of plenty do not deny the existence of the gods worshiped by the elves, dwarves, or barbarians. However, they choose to interpret them differently. For instance, they believe that the god of plenty takes on different forms when appearing to the elves and dwarves. They believe that many of the gods worshiped or despised in the known world are archangels or demons.

The followers of the god of plenty believe one day in a coming apocalypse similar to Ragnarok where the forces of darkness will fight a final battle against the forces of good in which all evil will be vanquished from the world bringing in an endless age of peace and prosperity. They believe that the saints of old will be resurrected for this coming world to live in eternity in love and peace in a new world called Gimlé. Many believe that the Red Death heralded this coming time and it draws near.

Associated With: Agricultural Blessings, Divine Judgement, Fertility, Goodness, Healing, Prosperity, Light, Peace

Temples: The largest temple is in Chamblee. There are also many smaller temples in most of the cities in Asnar and South Asnar.

Orders: Clerics of the god of Plenty simply refer to themselves as priests. They have no formal name for their order.

A growing and powerful order of paladins carry out the will of their church for the god of Plenty. They are usually mounted and wear heavy armor and have been known to assist the Asnar army on many occasions. They refer to themselves as the Riders of Truth.

Worshipped By: Mostly humans but a growing number of halflings and occasionally some elves.

Symbol: A blazing sun often confused with Odur's symbol.

Heimdall, the Watchman

Heimdall is another of Odin's sons. His

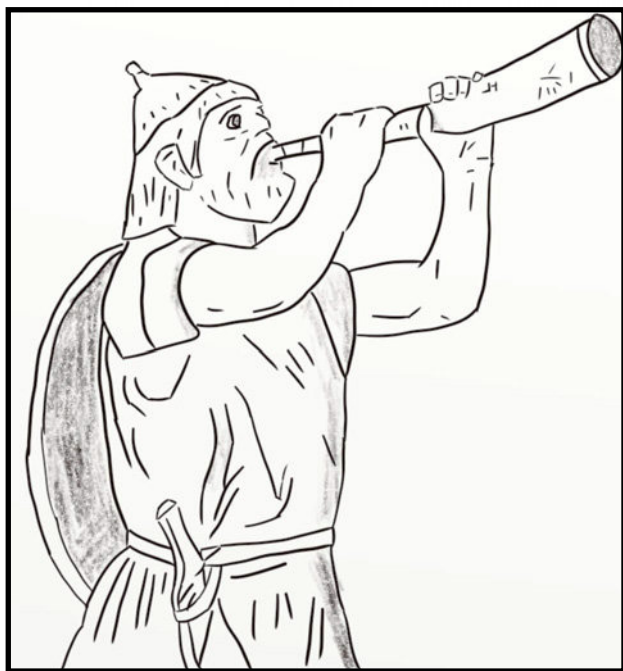
life's duty and purpose is to guard the bridge into Asgard. He lives amongst Himinbjörg (The Sky Cliffs) of Asgard and constantly watches the rainbow bridge into Asgard. It is said that Heimdall needs little sleep and has the ability to see for hundreds of miles and hear the faintest of sounds. Whenever intruders approach Heimdall, he blows Gjallarhorn (The Resounding Horn) and warns the others in Asgard.

Associated With: Guards, Loyalty, Watchfulness

Temples: Heimdall will usually have small shrines within the temples of both Odin and Thor. He has larger dedicated temples to just him in both Bleakmire and Seashield. Most Asnary Army outposts, bases, and forts will have a shrine dedicated to Heimdall.

Orders: Besides watching the shrines and temples of Heimdall, many clerics of Heimdall will join and serve within the Asnary Army and Navy for small tours as part of their training.

The Rangers of The Watch revere and worship Heimdall as their patron deity, and look to him for help and protection.



Heimdall is also the symbol for The Watch

Worshipped By: Humans, Rangers, Soldiers and Sailors of Asnar, some halflings and elves

Symbol: A curved horn of warning

Hel, keeper of Niflheim

Hel is one of the three children of Angrboda and Loki. She was banished underground by Odin to guard and live on the doorstep of Niflheim. Hel's realm in Niflheim was named after her. Those who die of sickness or old age are sent to her. The more wicked who die are sent to Nidhogg for torment.

The realm of Hel, is far from a pleasant place. It is said to have walls of weaving serpents, and she does nothing to please or help her guests. On her roof is a soot black crow who never crows. Hel lives in a lair named sickbed, her knife is said to be called hunger, and her platter starvation. A high fence surrounds the realm of Hel and she has a howling hound named Garm, chained to the gate. It is said once in a while for amusement she will leave the gate open and let some of the undead back into the material world to cause havoc.

In appearance Hel is said to be a giant hag goddess. On one side she is as pale as death and on the other black as soot.

Associated With: Death, Suffering, Underworld

Temples: Hel has no open temples in the Kingdom of Asnar, but in the larger cities and sometimes in the wilderness there are small shrines to Hel where citizens are allowed to leave offerings for their loved ones who passed to Hel from old age or sickness.

Orders: Hel has a small order of clerics in Asgard that oversee the burial rights of the dead. They are tolerated but also closely watched by the Kingdom of Asnar and the clerics of the other Aesir gods.

Worshipped By: All the races that believe their dead go to the realm of Hel. Dwarves, Gnomes, and Elves strive to go to Alfheim or Darkalf Heim, but those found unworthy go to Hel or Nidhogg.

Symbol: A woman's face rotting on one side

Hermod, Messenger of the gods

Hermod, son of Odin is known as the messenger of the gods. He is said to be brave and willing to travel where many other will not. Hermod appears as a brave young handsome armored solid-er on a powerful steed. It is said sometimes Odin will allow Hermod to travel on his steed Sleipnr.

Associated With: Couriers, Messengers, News, Safe Travel

Temples: Hermod's temples serve as places of worship but also as a place where one can donate to have a message taken to a far off land.

Orders: Clerics of Hermod refer to themselves as Hermod's Riders. The older clerics will usually take care of the temples while the younger ones live a life of travel and adventure on the road. No order of paladins are known to exist for Hermod. Clerics may often find themselves assisting the Asnar army in times of need.

Worshipped By: Anyone who serves as a courier or messenger, Humans, Northern Orcs, some Dwarves, Halflings, and Elves.

Symbol: Winged scroll

Hodr, god of Winter & Darkness

Hodr is another one of Odin's sons. Hodr was born blind and given dominion and power over Winter. Hodr decides when the long winter will begin each year and when it ends.

Associated With: Darkness, Winter

Temples: Hodr's largest temple is in the city of Asnar. Small shrines to Hodr can be found in almost every settlement in the far north where the winters are the most brutal.

Orders: Cleric's who take a vow to serve Hodr must agree to be blinded in a complex ritual which initiates them into his service. It is said their other senses become magically heightened and you would often not know they can not see.

Worshipped By: Barbarians of the Far North, Northern Orcs, Many Humans, few Dwarves, Elves, and Halflings.

Symbol: Snowflake

Hoenir, Father of the Elves

Hoenir is the brother of Odin and Lodur (The Stonefather). With help from his brothers Hoenir created Alfheim, the sacred world of the elves and breathed life into the first elves there many ages ago.

Hoenir lives both in Alfheim and Vanaheim.

Long ago Asgard had a great war with the Vanir gods of Vanaheim. As part of a peace treaty Hoenir was sent to the Vanir in Vanaheim. The Vanir gods were so impressed with Hoenir they made him their leader. Hoenir oversees both Vanaheim and Alfheim and often goes between the two worlds.

Because of his duality the elves see Hoenir as both the father of the elves and Alfheim and the master of the many minor deities of Vanaheim which oversee nature, fertility, wisdom, and the mystical knowledge to know the future of the world.

Associated With: Father of Elven Kind and Alfheim, Fertility, Knowledge of the Future, Nature, Weather, Wisdom

Temples: The principle temple of Hoenir and the elves is a temple complex at Yanor. Smaller temples also exist at Arielimnda and Allfanas. Other holy places tend to be simple gardens, sites, and shrines that commune and are part of nature scattered all over the known world and in secret sites. In the Bramblebriar Dale several shrines exist that have been erected and kept by the halflings.

Orders: Clerics of Hoenir rarely leave Yanor or the Great Wood unless they are on an important quest or business for Hoenir. Clerics of Hoenir usually wear dark green robes gilded with intricate golden symbols when not adventuring in the world. On the battlefield or adventuring they wear a lightweight armor said to be as strong as any metal in the known world.

A small group of elven paladins known as the Riders of Yanor also exist to serve Hoenir and the greater good of the elves of Asnar. It is said they played an important role in many battles during the goblin and southern orc uprisings.

Worshipped By: Elves, Many Halflings, Some Humans, Many Rangers of the Wilds.

Symbol: A symbol resembling a cursive 'V' with a simple tree over the top of the script

Idunn, goddess of Spring & Eternal Youth

The goddess Idunn was granted power over the coming of Spring each year and given the important task of guarding her precious apples which grant eternal youth.

It is said that because the Aesir gods are not truly immortal they rely on Idunn's apples to keep them young and vibrant. It is said that once Loki allowed Idunn and her apples to be kidnapped causing a great crisis in Asgard. Without Idunn's apples they grew old and weak. After realizing Loki's treachery, they forced Loki to find her and return her to Asgard.

Idunn is happily married to her husband Bragi. In appearance she is a beautiful but simply dressed maiden. She always has a basket with her that contains her precious apples. Once a year she will usually meet with Hodr and they will decide when Winter ends and Spring begins.

Associated With: Apples, Eternal Youth, Spring

Temples: Idunn's largest temple now lay in ruins in the Vadrid Plains. She has several smaller temples today still at Asnar, Blackhelm, Chamblee, and River's End.

Orders: Clerics of Idunn are women only. It is rumored the head of the order is a female human actually several centuries old who has been blessed from a bite of one of Idunn's apples.

A small order of female paladins do exist dedicated to Idunn. They go by the name of Idunn's Mercy.

Worshipped By: Mostly Humans and Barbarians of the Far North. Some Northern Orcs and Halflings. Few Dwarves, Elves, or Gnomes. Many farmers will offer and pray to her for start of an early Spring each year.

Symbol: A large apple overlaid several flow-

ers sprouting from the ground.

Jormungand, the Great Serpent

Jormungand, the Great Serpent was one of the three offspring produced between Loki and Angerboda in Jotunheim. It is said though Odin could not kill the offspring of Loki he flung Jormungand into the ocean of the material world where he wrapped himself in a circle around the world with his fangs biting his own tail.

It is said that Jormungand will be set loose to wreck havoc upon Asgard and all the worlds when the final time of Ragnarok comes close. Earthquakes are often attributed to Jormungand moving and stretching beneath the ground.

Associated With: Destruction, Earthquakes, Poison, Ragnarok, Sea Serpents, Snakes

Temples: Jormungand has only secret evil temples in dark places dedicated to him. His temples are usually located far underground.

Orders: Jormungand has a strong cult following that is hidden throughout Asnar. Jormungand has a vicious evil order of clerics that follows out his will in the material world. They often use poison to subdue victims that they are said to sacrifice to him.

Worshipped By: His worshipers are few but are made up of almost every race.

Symbol: A circular shaped snake devouring its own tail.

Loki, the god of Lies and Trickery

There is no deity more complex than the jotun god Loki. Loki has the ability to shapeshift into any that form that pleases him, including females. Loki is known for being the king of lies, deceit, and trickery.

Loki's tale begins long before Odin gave his eye to Mimir and became the wise being he is now. When Odin first met Loki he was in awe and very impressed with him. They became blood brothers at once and intermingled their Aesir and Jotun blood. Odin invited and allowed Loki

to move into Asgard with the Aesir gods. Loki has a very complex history of being in and out of favor with the Aesir of Asgard because of his lies, trickery, and deceit. Only because of his shared blood with Odin would Loki be allowed to live in Asgard after many of his evil and hurtful deeds.

One of the worst of Loki's deeds would be to have three monstrous children with Angerboda in Jotunheim, which are said to be unleashed in the upcoming time of Ragnarok.

Associated With: Deceit, Lies, Thievery, Treachery, Trickery

Temples: Though Loki has no public temples in Asnar he is widely worshiped by all the races of the known world and Jotunheim. Many thieves and assassins consider him their patron deity. Secret and often underground temples do exist throughout Asnar and often in large populated areas. The wicked races do not fear openly worshipping Loki.

Orders: Cleric of Loki tend to his small hidden shrines and temples throughout Asnar. They may venture forth to carry out Loki's will for a sinister or diabolic plot. A cleric of Loki may actually do a good deed as well. Such is the twisted nature of Loki.

Worshipped By: Loki is worshiped by all races by those with evil or deceit in their hearts. Loki is also the patron deity of career professional thieves and assassins.

Symbol: Flame

Mimir, god of Wisdom

Mimir was born a Jotun god, but unlike his brethren was not wild and uncouth. When Odin was very young he peered into Jotunheim from Lidskjalf and saw Mimir who owned a magical well of wisdom. Odin visited Mimir to drink from the well, and Mimir obliged if Odin would share his all seeing vision with him. Odin gave his left eye to Mimir in exchange for a drink from the well. Mimir hid Odin's eye deep in the well of wisdom and from then on Mimir also knew of everything in the worlds. Mimir would then become Odin's greatest advisor.

Associated With: Knowledge, Wisdom

Temples: Mimir has a shrine within the Great Library of Asnar and within the Library at Ari-elimnda.

Orders: Instead of referring to themselves as priests or clerics, followers of Mimir like to be called scribes or oracles. Their order lives within the two libraries of Asnar as well as at each college of Wizardry and Arcane Arts.

Worshipped By: Mainly humans and elves. Few members come from other races.

Symbol: A Well

Nanna, goddess of Light

Nanna is the loving wife of Baldur and mother of Forseti. Wherever Baldur is found she will typically be. She will sometimes visit the court of Frigg with the other Asgard Goddesses. She is typically seen as a beautiful maiden always surrounded by a glowing light and basking in gentle love and care for others.

Associated With: Light, Love

Temples: Nanna is worshiped jointly at the temples of her husband Balder.

Orders: The orders of Baldur are Nanna's as well

Worshipped By: Humans, Northern Orcs, Some Halflings and Elves. Dwarves and Gnomes usually do not follow Baldur.

Symbol: The sun behind a flaming sword

Nidhogg, the Dragon god

Nidhogg is an ancient great black dragon worshiped by all the dragons of Asnar. Nidhogg lies trapped in the darkest depths of Niflheim, chewing at the world tree Yggdrasil until the final day of Ragnarok. The many followers of Nidhogg look to a day when the great dragon will bring about the end of the known worlds to reign victoriously in a new world of darkness.

It is also said that the worst and most wicked souls of the dead are sent to Nidhogg in Niflheim for eternal torment.

Associated With: Darkness, Destruction,

Keeper of the Wicked, Ragnarok (The End of Days), Dragons, Sacrifice

Temples: Nidhogg has no public temples in Asnar. Nidhogg has many hidden shrines and temples in dark evil places throughout the known world.

Orders: There are several secretive and opposing dragon cults that worship and honor Nidhogg. Clerics and followers of Nidhogg seek to bring about the release of Nidhogg from Niflheim and bring about the end of the world. These cults often practice sacrifice and kidnap unsuspecting victims for their evil practices.

Worshipped By: Dragons, Kobolds, Goblin and Southern Orc Tribes, and Scattered Hidden Human cults.

Symbol: A solid black dragon



Nidhogg, the Dragon god

Njord, god of Sea and Wind

Njord is a Vanir god who is the father of Frey and Freya. After a peace treaty with Asgard, Njord and his two children Frey and Freya came to live among the Asgard. Njord is said to have a very stately and dignified appearance.

He is most associated with safe travel upon the seas and is said to provide gentle winds for sailors and calm the seas for them for safe passage. Upon the land Njord is prayed to for his ability to put out fires.

Associated With: Putting out Fires, Safe Passage on the Ocean, Sea, Smooth Sailing, Wind

Temples: Njord has small temples in Seashield, Yellowfish, and Bleakmire. Small shrines can be found to him on many small islands, beaches, and coves throughout the known world.

Orders: Clerics of Njord are often clothed in blue robes the color of the sea and are said to be gifted with great powers of the sea and wind.

A small order of paladins known as Njord's Wind is said to exist to carry out his will.

Worshipped By: Njord is widely worshipped by only those who typically travel the seas. Few halflings, gnomes, or dwarves worship him.

Symbol: A gust of wind over water

Odin, The All Father

Odin is one of the three original Aesir gods that created the world as we know it and helped created the worlds of the elves, dwarves and gnomes, and breathed life into the first men of Midgard with his brothers Hoenir and Lodur.

Odin is the most powerful and revered deity of the gods of old. He is known as Odin - the All Father, Odin—the Wise Wanderer, Odin the Raven god, and Ygg—the terrible one, the god of Storm and War.

Odin rules from the tallest point in all of Asgard atop a silver tower. From his throne named Lidskjalf Odin can see everything. For that which is hidden in darkness, Odin sends out his ravens at dawn who return the knowledge later that day. Odin once traded one of his eyes to Mimir, the wisest jotun so he would have the

wisdom of both the Aesir and Jotun races and worlds.

Odin appears differently depending on his task. When travelling the world as a wanderer he appears as an old man in a dark blue cloak with a wide brimmed hat and long hair to cover his missing eye. When traveling to battles whether to observe or give judgment he wears a suit of the finest armor and rides his eight legged steed Sleipnir, the Glider.

Associated With: Creation, War, Battle, Wisdom, Power, and Storm

Temples: The largest temple to Odin is in the ancient city of Asnar. Other significant temples also exist in Blackhelm, Redwater, Bleivik, and River's End. Most human cities in Asnar will at least have a very small temple or shrine to Odin.

Orders: Clerics of Odin are both male and female but must be very strong, fierce, and great warriors on the battlefield. A small order of female paladin knights known as Odin's Maidens does exist but is in very small numbers since the Red Death. Odin's Maidens resemble the revered Valkyries of legend in appearance.

Worshipped By: The Barbarians of the Far North, Northern Orcs, humans of the south, and some dwarves, elves, halflings, and gnomes.

Symbol: A watching blue eye

Saga, goddess of Poetry

Saga is a beautiful Aesir maiden gifted with the arts of poetry and divination. Her home is at Sökkvabekkr (The Sunken Beach), where she lives when not in attendance at Frigg's court.

Odin is said to often visit her in Sökkvabekkr where they drink from golden cups as he admires her poetry and wisdom.

Associated With: Divination, Golden Cups, Poetry, Waterfalls, Wisdom

Temples: Saga's largest temple is now in a ruined city that lay at the headwaters of the river that feeds Lake Firethorne. Small temples to her still exist at Firethorne, Bleakmire, and Skyfall.



Odin, The All Father

Orders: Saga's Cup is a small order of clerics and paladins that serve the goddess Saga. Only women are allowed to join their order.

Worshipped By: Mostly humans and Northern Orcs, some elves and halflings, few dwarves or gnomes worship her.

Symbol: Golden Cup

Odur, god of Summer

Odur is a lesser known Vanir god who is the husband of the beautiful Freya. It is said he has the power and dominion over the season of Summer. Odur is known to be both a wanderer and a dreamer. It is said he is a lost wanderer who roams in a dreamlike state from warmer climate to warmer climate. His beautiful wife Freya often searches for him, but has not seen him in many ages.

Associated With: Dreaming, Summer, Sun, Wandering, Warmth

Temples: Odur has no organized temples but has many small shrines hidden in remote areas all over Asnar.

Orders: Odur's Wanderers is a small clerical order that wanders the world in search of the many shrines to Odur. When found they will often be in a trance like state tending to the shrine they have most recently found and stay at.

Worshipped By: Mostly humans of the warmer southern climates. Few dwarves, elves, gnomes, halflings, or northern orcs worship Odur.

Symbol: An emblazoned sun

Skadi, goddess of the Mountains

The tale of the goddess Skadi is one usually told as a tale of tragedy. Skadi was born a wild beautiful Jotun maiden in Jotunheim who spent most of her time skiing and hunting. It is said that she is one of the finest archers to have ever lived.

One day her father Jasse was killed by an Aesir god and she demanded tribute from Asgard for her father's death. Odin offered Skadi one of the Aesir gods to her as a husband. Skadi agreed, but wanted a husband who could make laugh. The Aesir agree but said she would have to choose one of them by only looking at their legs. Skadi agreed and the Aesir gods began trying to make her laugh. After none could make her laugh, Loki tricked her into laughing and then she set out to choose a husband by making her laugh. Hoping to chose Baldur, Skadi chose Njord and was greatly disappointed.

Skadi and Njord were complete opposites. Skadi loved the cold and mountains, where Njord loved the sea. Skadi and Njord only see each other now at gatherings of the gods.

Associated With: Hunting, Mountains, Skiing, Snow

Temples: Skadi's largest temple is in Northpass

Orders: A small order of clerics dedicated to Skadi known as Skadi's Arrows operates out of the town of Northpass. No known paladin orders

exist for Skadi. The principal weapon for clerics of Skadi is the bow, which is unusual for a cleric.

Worshipped By: Mainly Barbarians of the north and northern orcs. Almost no dwarves, elves, gnomes, or halflings worship her.

Symbols: Bow and skis interlocked

Sif, goddess of Golden Grain

Sif is the beautiful wife of Thor. Together with Thor, she is the mother of Magni and Modi. It is said after Thor's thundershowers she makes the seeds of grain ripen to golden grain. Sif is said to have the most beautiful golden hair of all the goddesses. After Loki shaved her head in a prank, Odin forced Loki to restore her beautiful hair. The great ancient gnomes of antiquity crafted magical golden hair that Loki took back to her. When not with Thor in his hall, she spends much of her time in the court of Frigg.

Associated With: Fertility, Gold, Golden Grain, Kinship, Wedlock

Temples: Sif's shrines are almost always within temples to Thor. In larger agricultural areas individual shrines to Sif are sometimes found.

Orders: The clerical and paladin orders of Thor also carry out the will of the goddess Sif.

Worshipped By: Mainly those who farm (especially grain). Mostly humans and barbarians, few dwarves, elves, gnomes, or northern orcs.

Symbol: A golden stalk of grain

Stonefather, The (Lodur)

The Stonefather (Lodur) is one of the three original Aesir gods who rose against Ymir with his brothers Odin and Hoenir. Lodur created Darkalf Heim and the dwarf and gnome races.

Lodur is revered by both races and more commonly called the Stonefather. Gnomes depict the stonefather as a gnome in immaculate gold and silver armor, while the dwarves depict him as an aged dwarf with a long beard wearing a heavy set of battle armor.

The Stonefather (Lodur) has a grand hall in Asgard but spends most of his time at a large fortress in Darkalf Heim where he receives those worthy to spend the afterlife in Darkalf Heim.

Associated With: Crafting, Creation, Father of Dwarves, Father of Gnomes, Mining

Temples: The largest temples to the Stonefather exist in Brightgold, Yellowfish, Faern Auraglor, and Hammerdawn. Many more exist but they are desecrated and in ruin.

Orders: The clerical orders of the Stonefather are splintered between the Brightgold Dwarves, the Fallen Dwarves, and the Gnomes. They do not participate in joint worship and in general do not get along with one another.

The Stonefather's Hammer is a large group of paladins dedicated to carrying forth the will of the Stonefather and restoring his glory throughout Asnar and the known world. The Stonefather's Hammer is based out of Brightgold, but many of it's members have secretly been working with the Fallen Dwarves to organize expeditions to the fallen halls to look for precious relics of power of the Stonefather.

Worshipped By: Dwarves, Gnomes, some human and elven craftsmen and artisans.

Symbol: A hammer imposed over a large rock

Surtur, god of the Fire Giants

Surtur is the leader and god of the evil fire giants. Surtur is the high king and leader of Muspleheim, the world of fire. He is depicted as a large fire giant who wields a gigantic blazing sword against his enemies. It is said in the time of Ragnarok he will lead an army of fire demons and giants to destroy Asgard and the other worlds with fire.

Associated With: Destruction, Fire, Fire Giants, Ragnarok, Volcanoes, War

Temples: Temples to the evil Surtur are hidden underground in fiery volcanic locations. It is rumored that many evil temples are hidden in the land of the Cassini far to the west.



Stonefather, god of the Dwarves

Orders: Clerics and evil paladins of Surtur are said to wield enormous powers with fire to destroy their enemies. Though their numbers are small, they are a powerful and dangerous order to deal with.

Worshipped By: Evil cultists of all races who wish to bring about the end of the worlds. Rumor has it that a cult dedicate to Surtur has gathered a strong presence in the Cassini Empire. Worshipped by all fire giants.

Symbol: Fiery Sword imposed over a symbol of fire

Thor, god of Thunder

The strongest in battle of the Aesir gods is Thor, son of Odin. Thor is a mighty warrior and a true hero of Asgard. Many say that without Thor Asgard would have fallen long ago. Thor is always at war with the evil jotuns.

Thor carries a magical hammer called the Mjolnir. The Mjolnir is a mighty magical hammer that smashes and destroys all that it hits, and always returns to its owner so it is never lost. The Mjolnir is red hot after being thrown so Thor must wear an iron mit to catch it when it returns. Thor also wears a magical belt that doubles his already enormous strength.

When not battling jotuns, or defending Asgard Thor is at home with his beautiful wife Sif and his sons, Magni and Modi. Thor is said to have big and noisy feasts in his large hall in Asgard where he is known to devour large amounts of food and mead during the celebrations. Thor is usually clad in heavy armor and said to have red fiery hair and beard, which is said to match his temper.

Associated With: Thunder, War, Battle, Bravery

Temples: The largest temple to Thor is in the City of Horvik. Other significant temples also exist in Asnar, Bleivik, and Skyfall. Most human cities in Asnar will at least have a very small shrine to Thor either in the town or nearby.

Orders: Clerics of Thor are typically male humans or northern orcs. An order of paladins exist known as Thor's Thunder. They are typically barbarians of the far north, but northern orcs and humans of the south will also join the ranks of Thor's Thunder.

Worshipped By: The Barbarians of the Far North, Northern Orcs, and the Other Humans. Few elves, halflings, dwarves, or gnomes worship Thor.

Symbol: Lightning Bolt and Hammer

Thrym, god of the Frost Giants

Thrym is the evil Jotunheim god and king of the frost giants. He hates Asgard with all his might and does anything he can to cause them pain or



Thor, god of Thunder

grief. He is depicted as a huge ice giant who wields a terrible icy axe.

Associated With: Cold, Frost Giant, War

Temples: Temples and shrines to Thrym are hidden in the highest reaches of Asnar where Frost Giants are known to live.

Orders: Clerics of Thrym are said to wield the cruel power of ice over their foes and the lands they visit. Clerics of Thrym will rarely be seen away from a frost giant city.

Worshipped By: Frost giants, and evil humans of the north. Unlike Surtur Thrym has no cult following in the material world.

Symbol: Icy double bladed axe

Tyr, god of Courage & Strategy

Though not as powerful as his brother Thor, Tyr is said to be the bravest of Odin's sons. When no other would complete the task, Tyr lost his hand to the powerful monster Fenrir when chaining him up to protect the worlds.

Tyr is depicted as a powerful warrior missing his right hand. He can often be found in Odin's great hall Valhalla, when not protecting Asgard from his many enemies.

Associated With: Battle, Bravery, Courage, Glory, Strategy in Battle, War

Temples: Tyr has modest temples in Asnar, Horvik, Seashield, Bleakmire, and Skyfall.

Orders: Tyr's Hand is the clerical order of Tyr. Many often serve their younger years in and around the Asnar Army. Tyr's Hand also has many paladins within it that go by the same name.

Worshipped By: Mostly the Barbarians of the Far North, Northern Orcs, and the Other Humans. Many soldiers revere and look to Tyr as their patron deity. Most of the Asnar Army forts will at least have a small shrine to him.

Symbol: Crossed swords

Ullr, god of Hunting and Winter

Ullr is the son of Sif who is married to Thor. His father is unknown but he is well loved by Thor who treats him as a son even though he is his stepson.

Ullr, is often depicted as a strong handsome muscular man dressed in warm clothes, furs, and armed with a bow. Ullr often accompanies Thor on dangerous missions and adventures as well as hunting for sport and fun.

It is often noted that Skade and Ullr would have been the perfect pair for marriage because of

their closely related interests and skills.

Associated With: Archery, Dueling, Hunting, Justice, Nature, Winter

Temples: Ullr's largest temple is in the city of Northpass near the mountains. Small temples to him can also be found in Asnar, Horvik, Stua, and Vollen. Small mountain shrines are common to him where it seems winter never ends.

Orders: Clerics of Ullr are usually only found in the northern climates of Asnar though they will sometimes travel when on a quest or mission for their order. They usually carry a sacred bow given to them when they are ordained into the order and are said to wield extraordinary powers in archery and with frost and ice spells.

The Quiver is a small but devout order of paladins that follow Ullr and carry out his will. Like their cleric brothers their skill with a bow is matched by few.

Worshipped By: Ullr is worshiped the most by the barbarians of the far north and northern orcs. Many rangers of the wilds often revere Ullr as a patron deity for his skills in hunting and archery. Few dwarves, elves, or halflings worship Ullr.

Symbol: Bow

Var, goddess of Truth

Var is one of the goddesses closest to Frigg and is often found in her company at Frigg's hall. Often called the true one, Var listens to the vows of men and women made to each other, and punishes those who break them.

Var is depicted as a beautiful but dignified young woman with beautiful golden hair. She is often seen with a rod she uses to issue decrees against those who have broken their vows.

Associated With: Contracts, Justice, Oaths, Truth, Vengeance

Temples: Var has small temples or shrines in most of the larger cities in the Kingdom of Asnar. Var's largest temples are in Asnar and River's End.

Orders: Clerics of Var are both male and female but the leadership of the order tends to be

mainly female. Clerics of Var are very popular and sought after to perform weddings and seal very large contracts between merchants. Those who would break a vow or contract sealed by a priest of Var know they will be doomed and punished in their lives.

Var has a very active order of paladins called simply Var's Disciples. They carry out the will of the goddess Var against those who break their vows, contracts, and agreements.

Worshipped By: Var is widely worshiped by the barbarians of the far north, northern orcs, humans of the south, halflings, and some dwarves, gnomes, and elves. Those scorned by an unfaithful lover who breaks their vow will often pray to Var for vengeance against their scorned lover.

Symbol: An iron rod with the word truth gilded into it.

Vidar, god of Silence and Vengeance

Vidar is one of the war gods who is a son of Odin and a jotun giantess named Grid. He is said to be the next most powerful god below Thor. He is often out and about defending Asgard against the evil Jotuns and other forces who threaten the

known world.

It is foretold that one day he will slay the great wolf Fenris and avenge the Asgard in the time of Ragnarok and be one of the few survivors who will be alive in the new coming world. Vidar is said to have a magical boot made from leather leftover by good men while making their shoes. With this magical boot he will defeat the great and evil wolf Fenris.

Associated With: Ragnarok, Vengeance, War

Temples: Vidar's largest temples are in Horvik and Northpass. Smaller shrines to him are scattered about the far north.

Orders: Clerics of Vidar are often dressed in thick furs and well armed. They are rarely seen outside of the far north.

Since the Red Death none of his paladins have been seen or heard from. It is assumed the order died out.

Worshipped By: Mainly barbarians of the north and northern orcs. Few humans of the south or other races worship him.

Symbol: A Boot

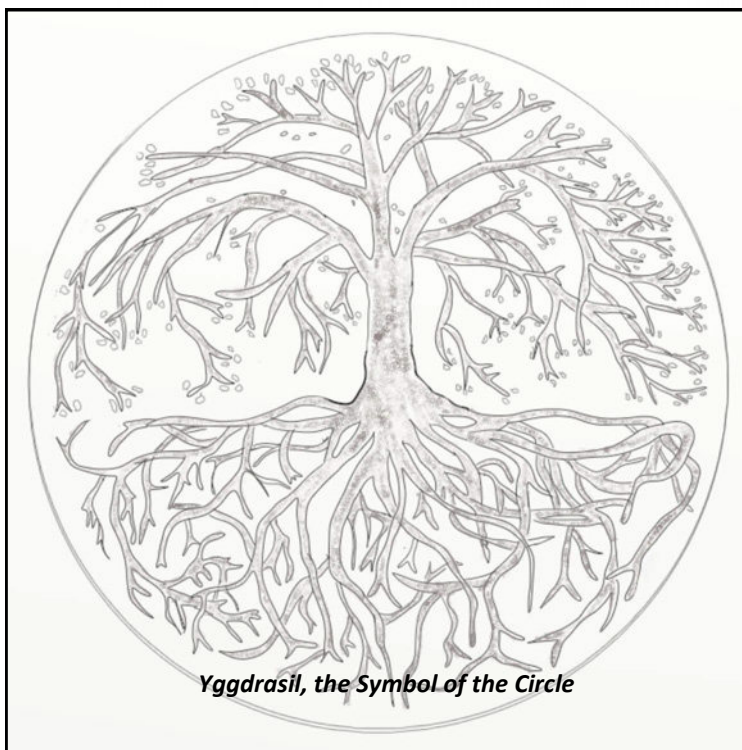
Yggdrasil, the World Tree

Yggdrasil is worshiped by many as a deity or god but in fact it is neither. Yggdrasil is a symbol of nature and life itself. Yggdrasil is known as the tree of life that connects all of the known worlds together. It is said that every morning three norns scoop magical water at the foot of the great tree to heal the tree of all of its wounds.

When Odin was young it is said he hung himself from Yggdrasil for nine days and learned the sacred power of the runes. From then on it was also referred to as Odin's sacred tree.

It is said that as long as Yggdrasil stands the worlds will not fall. In the time of Ragnarok it is said that the roots of Yggdrasil will finally be chewed through by the evil dragon Nidhogg in Niflheim.

Associated With: Life, Nature, Ragnarok, Three Norns



Yggdrasil, the Symbol of the Circle

Temples: Followers of Yggdrasil have many sacred groves and other sites in nature that they regard as holy.

Orders: Many worshipers of Yggdrasil are part of a very secretive and mystical druidical order simply called The Circle.

Worshipped By: Many humans and elves. Some gnomes and halflings. Few barbarians of the north or northern orcs. Most true worshipers would be considered druids. It is said the sacred treants also worship Yggdrasil.

Symbol: A circle containing a large tree with many branches and roots going into the ground

Ymir, the Fallen god

The worlds we live in and are connected to were fashioned from the fallen body of Ymir after he was slain by Odin, Hoenir, and Lodur. *(See the creation section of this book for more information)* Though Ymir is considered a dead god there are many evil beings who worship him and draw power from his essence which is all throughout the worlds.

Associated With: Creation, Darkness, Father of the Jotuns, Rebirth

Temples: Ymir's temples are in the dark deep places of the world and unknown to most. Ymir has a high temple in the realm of Jotunheim where he is revered as a martyr and father of the jotun race.

Orders: A secretive order and ancient order called The Fallen worship Ymir in many dark and deep places throughout the worlds.

Worshipped By: Ymir is widely worshipped by the jotun race including giants, ogres, as well as goblins and southern orcs. It is said the elves that live in the dark and deep worship and revere Ymir as well. Only evil aligned beings of the other races worship Ymir.

Symbol: A skull over a pile of bones

Enemies and Threats To the Kingdom of Asnar

GM ONLY: Much of this chapter is information that is for the gamemaster only. Any of the information below could easily be used to form the basis of an entire campaign. If you are a player character using this book for reference you may want to skip this chapter.

The Black Hallows: The Black Necromancer has been biding his time and strength for over a thousand years since his defeat at the hands of King Asnar himself. Very few outside the Black Hallows believe in his existence and he likes it that way. Every soul that has perished in the Black Hallows in the past thousand years has added to his strength and his army.

Since the Red Death the Black Necromancer has been planning an invasion of the Kingdom of Asnar. He plans to begin his invasion by taking Rivers End first and absorbing all of their souls

BLACK HALLOW WRAITH

Medium undead, neutral evil

Armor Class 13

Hit Points 67 (9d8+27)

Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	16 (+3)	12 (+1)	14 (+2)	15 (+2)

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 12

Languages the languages it knew in life

Challenge 5 (1,800 XP)

Incorporeal Movement. The wraith can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Sunlight Sensitivity. While in sunlight, the wraith has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Life Drain. Melee Weapon Attack: +6 to hit, reach 5 ft., one creature. Hit: 21 (4d8 + 3) necrotic damage. The target must succeed on a DC 14 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. Create Specter. The wraith targets a humanoid within 10 feet of it that has been dead for no longer than 1 minute and died violently. The target's spirit rises as a specter in the space of its corpse or in the nearest unoccupied space. The specter is under the wraith's control. The wraith can have no more than seven specters under its control at one time.

The **Black Hallow Wraiths** are the loyal servants of the Black Necromancer from over a thousand years ago preserved by his power to serve him. They patrol the Black Hollows and harvest any unfortunate souls who cross their paths to serve the Black Necromancer. Once the bodies rise they are led back to the tower of the Black Necromancer where they are conscripted into his secret army.

and bodies into his forces. He is only a short time away from having the power and strength to launch his invasion.

The Cassini Empire: The Cassini live on a continent far across the sea to the west of Asnar. They are an evil society that prey on the weak and helpless. Their empire is built and balanced on the backs of slave labor.

The Cassini Empire commissions fleets of ships and raiders to harvest slaves for their decadent empire and plunder trade ships and coastal communities. The Asnar Navy stays under constant watch for their evil sails and banner.

The Cassini have been secretly building a large fleet and army to invade the western coast of Asnar. They plan to invade Yellowfish Island first to use as a base of operations. Once Yellowfish Island is fully conquered they plan to sack Seashield and Redwater for plunder and slaves to take back to their mainland.

PLOT HOOK: While adventuring in the areas of Seashield or Redwater the players stumble upon a ring of spies sending information back to the Cassini. The players become harassed by a ring of assassins and spies and must either destroy them or flee the region.

CASSINI SOLDIER/SAILOR

Medium humanoid

Armor Class 11 (leather armor)

Hit Points 13 (2d8+4)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	12 (+1)	10(+0)	11(+0)	10(+0)

Senses passive Perception 12

Languages Cassini and Common

Challenge 1/8 (25 XP)

ACTIONS

Spear. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. Or range 20/60ft., one target Hit: 4 (1d6+1) piercing damage.

Scimitar. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) slashing damage.

Cassini Soldiers / Sailors are lightly armed and spend much of their time at sea in between raiding and capturing slaves. They receive no penalties from actions at sea that may check their dexterity or combat skills.

The Church of the New Dawn: The Church of the New Dawn is a idealistic cult that wishes to cleanse the world of its decadency and start life anew by eradicating all sentient life except for their members. On the surface they are a simple religion based on sun and nature worship and

doing good within the community they are in.

Unknown to most, the Church of the New Dawn started the Red Death over one hundred and fifty years ago and almost succeeded totally in their mission if it had not been for the efforts of the elves and the Clan of the Bear.

Small temples have began popping up in recent years all over Asnar and the Southern Kingdom of Asnar. The cult lures unsuspecting worshipers in through the use of beautiful young men and women. When a worshiper reaches a certain level within the church they disappear and are fully indoctrinated into the cult on Redstone Island.

The Church of the New Dawn has its secret headquarters on Redstone Island. (A future module will be written for Redstone Island for adventurers to explore there). The symbol of the cult is a sun coming up over a hill.

Only the high priest at each temple and those at Redstone Island know the truth about their organization. Even under the threat of death and torture members are so fanatical that they will not reveal or give any information or truth about the cult.

CHURCH OF THE NEW DAWN CULTIST

Medium humanoid (any race but elfen), lawful evil

Armor Class 12 (leather armor)

Hit Points 9 (2d8)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	10 (+0)	14 (+2)	12 (+1)	16 (+3)

Skills Deception +2, Persuasion +3, Religion +2

Senses passive Perception 10

Languages Common, Language of Race

Challenge 1/4 (50 XP)

Dark Devotion. The Church of the New Dawn Cultist has advantage on saving throws against being charmed or frightened.

ACTIONS

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit:* 5 (1d6 +2) piercing damage.

Church of the New Dawn Cultists believe whole heartedly in their cause and that they are the only way and future for this forsaken world. Most are so fanatically loyal they are difficult to interrogate or intimidate and will gladly give their life for the church.

are to serve the living dragons Nidhogg has blessed the material world with and work to release Nidhogg into this world and start Ragnarok.

The Dragon Cults believe for Ragnarok to occur a series of ancient prophecies must be completed. They believe the Red Death fulfilled one of the first of the prophecies. Behind the scenes the Dragon Cults are doing all they can to start wars between the kingdoms and different governments in the known world. They believe that when the entire world is at war with one another and on the brink of total destruction, then Ragnarok will finally begin.

In recent years, unknown to either side the Dragon Cults have been ambushing patrols in the Skyfall region of both Asnar and the Southern Kingdom of Asnar and making it look like the other side committed the attacks. Though they were not the single cause, these attacks are what sparked the recent wars between the two kingdoms.

The Dragon Cults also thrive off of sacrifice to Nidhogg. Their favorite tactic is to ambush weary travelers on the roads or attack remote farms.

DRAGON CULT FOOTSOLDIER

Medium humanoid (any race), lawful evil

Armor Class 12 (leather armor)

Hit Points 9 (2d8)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	10 (+0)	10 (+0)	11 (+0)	10 (+0)

Skills Deception +2, Religion +2

Senses passive Perception 10

Languages Draconic, Common, Language of Race

Challenge 1/8 (25 XP)

Dark Devotion. The Dragon Cult Footsoldier has advantage on saving throws against being charmed or frightened.

ACTIONS

Scimitar. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) slashing damage.

Dragon Cult Footsoldiers have sworn their allegiance to the living dragons of Asnar as well as Nidhogg the evil dragon god. Most are so fanatically loyal they are difficult to interrogate or intimidate and will gladly give their life for the cause of their masters.

The Dragon Cults: The followers of Nidhogg have several different ancient cults dedicated to the Dragon God that date back long before the time of the Dark Lords and into antiquity. Though they are split up into different factions their goals

The Elves of Darkness: Far below the surface world lives a cursed and twisted race of elves known as the Elves of Darkness. Very few know of or believe in their existence. Even many High and Wood Elves believe their existence to be

tales told to young elves to scare them.

Since the Red Death the Elves of Darkness have been emboldened to carry out attacks and raids on the surface world. The Elves of Darkness take their plunder and captive slaves far below the surface to never be seen again and cover up their dastardly attacks to look like attacks by goblins or orcs.

Many of the members of the Dark Lords were Elves of Darkness. Far under the City of Blackhelm is a compound and connection to the world of the Dark Elves. In recent years they have been reopening many secret passages and tunnels throughout the city they used during the reign of the dark lords. Recently they have uncovered and began clearing a tunnel and passage way that leads into the fortress used by the King of Asnar and his councils. They plan to strike soon within the fortress when the king is holding court and plunder the fortress and take as many slaves as possible. It is their hope to disrupt the government of the Kingdom of Asnar and throw it into chaos and confusion and allow it to fall.

ELVES OF DARKNESS RAIDER

Medium Humanoid (Elf), neutral evil

Armor Class 15 (chain shirt)

Hit Points 13 (3d8)

Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	10 (+0)	11 (+0)	11 (+0)	12 (+1)

Senses darkvision 120 ft., passive Perception 12

Languages Elvish, Undercommon

Challenge 1/4 (50 XP)

Fey Ancestry. The drow has advantage on saving throws against being charmed, and magic can't put the drow to sleep. Innate Spellcasting. The drow's spellcasting ability is Charisma (spell save DC 11). It can innately cast the following spells, requiring no material components: At will: dancing lights 1/day each: darkness, faerie fire

Sunlight Sensitivity. While in sunlight, the drow has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Hand Crossbow. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, and the target must succeed on a DC 13 Constitution saving throw or be poisoned for 1 hour. If the saving throw fails by 5 or more, the target is also unconscious while poisoned in this way. The target wakes up if it takes damage or if another creature takes an action to shake it awake.

Runehammer: East of Last Stop is one of the fallen dwarven strongholds called Runeham-

mer. Unbeknownst to any still living, when confronted with the Red Death the dwarves made a deal with dark powers to survive. The inhabitants became undead and have secretly been building an undead army to expand their power base and needs.

GM NOTE: The next release after Asnar the Last Kingdom will be an adventure module for Runehammer. This module will expose the evil plot of the Runehammer dwarves.

RUNEHAMMER SKELETON WARRIOR

Medium undead

Armor Class 13 (misc. armor)

Hit Points 13 (2d8+4)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	15 (+2)	6 (-2)	8 (-1)	5 (-3)

Speed 30ft

Vulnerabilities bludgeoning

Immunities poison, exhaustion

Senses darkvision 60ft, passive Perception 9

Languages Dwarven plus it understands all languages it knew in life but can't speak

Challenge 1/4 (50 XP)

ACTIONS

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target.

Hit: 5 (1d6 + 2) piercing damage.

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target.

Hit: 5 (1d6 + 2) piercing damage.

Crimsongate: Since the Red Death the family of red dragons that rule Crimsongate and the surrounding mountain range have had their eyes upon Skyfall, Blackmount, and Bleakmire. They have secretly been setting up forward bases of operations within the Silent Wilds for the past ten years or so.

CRIMSONGATE KOBOLD

Small Humanoid (kobold), lawful evil

Armor Class 12

Hit Points 5 (2d6 - 2)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
7 (-2)	16(+3)	9(-1)	8(-1)	7(-2)	8(-1)

Senses darkvision 60ft, passive Perception 8

Languages Common, Draconic

Challenge 1/8 (25 XP)

Sunlight Sensitivity. While in sunlight, the kobold has disadvantage on attack rolls, as well as wisdom (Perception) checks that rely on sight.

Pack Tactics. The kobold has advantage on the attack roll against a creature if at least one of the kobold's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Dagger. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target.

Hit: 4 (1d4 + 2) piercing damage.

Sting. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit* 4 (1d4 + 2) bludgeoning damage.

Along with help from the Dragon Cults they have been inciting war between Asnar and the Southern Kingdom of Asnar in order to weaken the armies of both sides. The kobolds, goblins, and southern orcs that serve Crimsongate are itching and preparing for invasion of the surrounding region.

The Sharptooth Goblins and Southern Orc

tribes: The Sharptooth Goblins and Southern Orc tribes suffered greatly during the Red Death, but their numbers have greatly rebounded in the time since the plague. They have been amassing their forces in preparation for a new war with the Kingdom of Asnar.

To make matters worse for Asnar, the goblin king and leaders of the southern orc tribes have been having secret meetings at Bher Tharim with agents from the Southern Kingdom of Asnar. Together they are planning an assault on Fort Gudmund and Hwen. Once Fort Gudmund and Hwen fall they have agreed to jointly conquer the Lake Skyfall region together and recognize the Sharptooth tribe and southern orc tribes as an official sovereign kingdom and ally.

SHARPTOOTH GOBLIN WARRIOR

Small Humanoid (goblinoid), neutral evil

Armor Class 15 (leather armor, shield)

Hit Points 7 (2d6)

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	10 (+0)	10 (+0)	8 (-1)	8 (-1)

Speed 30ft

Senses darkvision 60ft, passive Perception 9

Languages Common, Goblin

Challenge 1/4 (50 XP)

Nimble Escape. The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

ACTIONS

Scimitar. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 2) slashing damage.

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

SOUTHERN ORC WARRIOR

Medium humanoid (orc), chaotic evil

Armor Class 13 (hide armor)

Hit Points 15 (2d8+6)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	7 (-2)	11 (+0)	10 (+0)

Skills Intimidation +2

Senses darkvision 60 ft., passive Perception 10

Languages Common, Orc

Challenge 1/2 (100 XP)

Aggressive. As a bonus action, the orc can move up to its speed toward a hostile creature that it can see.

ACTIONS

Greataxe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (1d12 + 3) slashing damage.

Javelin. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.



A Ruin Infested with Sharptooth Goblins

The Southern Kingdom of Asnar: The Southern Kingdom of Asnar has one singular goal, to unify the Kingdoms of Asnar and Southern Asnar and place who they feel is the rightful ruler on the throne.

After recent fighting it has been apparent to the current King of Southern Asnar that they cannot defeat Asnar without help. In a desperate move, he is secretly plotting a joint invasion with the Sharptooth goblins and southern orcs.

SOUTHERN ASNAR SOLDIER

Medium humanoid (human), various alignments

Armor Class 16 (chain shirt, shield)

Hit Points 11 (2d8+2)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	12 (+1)	10 (+0)	11 (+0)	10 (+0)

Skills Perception +2

Senses passive Perception 12

Languages Common

Challenge 1/8 (25 XP)

ACTIONS

Spear. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage, or 5 (1d8 + 1) piercing damage if used with two hands to make a melee attack.

Greataxe. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 9 (1d12 + 1) slashing damage.



A Seasoned Captain in the Army of Southern Asnar

Important NPCs in Asnar (A to Z)

ARODON ENLANA

Medium Humanoid (High Elf) Neutral Good

Armor Class 23 (Robe of Stars, Other Magic Items)

Hit Points 150 (6d15 + 5d8 + 20)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	14 (+2)	20 (+5)	14 (+2)	15(+2)

Saving Throws Int +7, Wis +9, Cha +3

Skills Arcana +10, Hist. +11, Med. +8, Perception +8, Persuasion +8, Religion +11

Senses passive Perception 18

Languages Arodon can speak and read every known language

Challenge 10 (5900 XP)

Elven Abilities: Arodon has the **Fey Ancestry**, **Trance**, **Darkvision** abilities all elves have.

Cleric Abilities: Arodon has the cleric abilities **Channel Divinity: Turn Undead**, **Destroy Undead**, **Disciple of Life**, **Channel Divinity: Preserve Life**

Wizard Abilities: Arodon has the wizard abilities of **Evocation Savant**, **Potent Cantrip**, **Empowered Evocation**, and **Overchannel**.

Spellcasting. Arodon is a 15th(wizard) and 5th(cleric) level spellcaster that uses INT and WIS as his spellcasting ability (spell save DC 19 and 160, +11 and +8 to hit with spell). Arodon has the following spells prepared from the Wizard and Cleric spell list.

Cantrips (at will): *Minor Illusion*, *Dancing Lights*, *Light*, *Guidance*, *Acid Splash*, *Sacred Flame*, *Thaumaturgy*, *Ray of Frost*

1st Level (4/4 slots): *Comprehend Languages*, *Shield of Faith*, *Magic Missile*, *Shield*, *Healing Word*

2nd Level (3/3 slots): *Prayer of Healing*, *Calm Emotions*, *Detect Thoughts*, *Acid Arrow*

3rd Level (3/2 slots): *Fireball*, *Mass Healing Word*, *Lightning Bolt*, *Magic Circle*

4th Level (3 slots): *Ice Storm*, *Dimension Door*, *Private Sanctum*

5th Level (3 slots): *Contact Other Plane*, *Cloudkill*, *Telekinesis*

6th Level (2 slots): *Globe of Invulnerability*, *Chain Lightning*

7th Level (2 slots): *Delayed Blast Fireball*, *Teleport*

8th Level (1 slots): *Control Weather*

ACTIONS

Staff of Thunder & Lightning. *Melee Weapon Attack:* +8 to hit, reach 5ft, one target. *Hit:* 8 (1d6 + 2) bludgeoning damage. *See below for special abilities.*

LEGENDARY ITEMS

Robe of Stars. Wondrous item, very rare (requires attunement) This dark blue robe is embroidered with small white stars. Arodon gains a +1 bonus to saving throws while he wears it. Six stars, located on the robe's upper front portion, are particularly large. While wearing this robe, Arodon can use an action to pull off one of the stars and use it to cast magic missile as a 5th-level spell. Daily at dusk, 1d6 removed stars reappear on the robe. While Arodon wears the robe, he can use an action to enter the Astral Plane along with everything he is wearing and carrying. Arodon can remain there until he uses an action to return to the plane he was on. Arodon reappears in the last space he occupied, or if that space is occupied, the nearest unoccupied space.

Staff of Thunder and Lightning Staff, very rare (requires attunement)

This staff can be wielded as a magic quarterstaff that grants a +2 bonus to attack and damage rolls made with it. It also has the following additional properties. When one of these properties is used, it can't be used again until the next dawn.

Lightning. 2d6 lightning damage when a target takes a melee hit with staff.

Thunder. When you hit with a melee attack using the staff, you can cause the staff to emit a crack of thunder, audible out to 300 feet. The target you hit must succeed on a DC 17 Constitution saving throw or become stunned until the end of your next turn. **Lightning Strike.** You can use an action to cause a bolt of lightning to leap from the staff's tip in a line that is 5 feet wide and 120 feet long. Each creature in that line must make a DC 17 Dexterity saving throw, taking 9d6 lightning damage on a failed save, or half as much damage on a successful one. **Thunderclap.** You can use an action to cause the staff to issue a deafening thunderclap, audible out to 600 feet. Each creature within 60 feet of you (not including you) must make a DC 17 Constitution saving throw. On a failed save, a creature takes 2d6 thunder damage and becomes deafened for 1 minute. On a successful save, a creature takes half damage and isn't deafened. **Thunder and Lightning.** You can use an action to use the Lightning Strike and Thunderclap properties at the same time. Doing so doesn't expend the daily use of those properties, only the use of this one.

In a setting as large as Asnar The Last Kingdom it is not possible to list every NPC the characters will run across in their journeys. The following are a few NPCs that are more widely known and important to Asnar.

Arodon Enlana, Governor and Leader of the

Elves: Arodon is the governor of the elven protectorate and leader of the elves of Asnar. It is through Arodon's leadership that Asnar was able to survive the Red Death and rebuild to where it is today. Arodon was one of the elves who were able to develop the cure for the Red Death and send it across the kingdom.

Arodon rarely leaves The Great Wood and communicates mainly through couriers and occasionally through magical means with others across Asnar. His daughter Taerntym is the leader of the College and Council of Wizardry and the Arcane Arts.

GM ONLY: Arodon's time to pass to Alfheim came long ago and only through magical means is he able to stay in this world. Arodon knows of many of the current threats Asnar faces and is worried if he leaves, the world would fall again into darkness. Arodon has been secretly communicating with King Lars III and many others across Asnar to warn them of impending threats to the Kingdom of Asnar.

Haldor Tarben, Leader of the Adventurer and

Explorer's Society: Haldor is an older charismatic human man in his sixties from the south who rose through the ranks of the Adventurer and Explorer's Society to become its leader. Haldor spends much of the year at in Blackhelm at the headquarters of the Adventurer and Explorer's Society but also travels throughout the year to check on and lead important covert and secretive missions.

Haldor has never married but is quite a charmer when it comes to the ladies. Many of the ladies of Blackhelm have given him the nickname of the *Wolf of Blackhelm*. Though his dark black hair has many streaks of grey he is still very athletic and handsome. Haldor is very likeable and uses this to his advantage to charm and persuade those he needs for critical information.

GM ONLY: Haldor is very close friends with Taerntym Enlana of the College and Coun-

cil of Wizard and Arcane Arts. Haldor wears a magical talisman that allows him to communicate subliminally with Taerntym. Haldor and Taerntym are also romantically involved which makes their relationship much more complex. Together they do their best to investigate and stamp out threats to the Kingdom of Asnar. Though Haldor is not the direct representative for the Adventurer's and Explorers Society on the advisory council to the King, he is often called to secret meetings with King Lars III himself, General Herleif, or other important representatives of King Lars III.

HALDOR TARBEN

Medium Humanoid (Human) Neutral Good

Armor Class 20 (Chainmail)

Hit Points 100 (10d10)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	12 (+1)	12 (+1)	16(+3)

Saving Throws Str +8, Con +7, Cha +3

Skills Animal Handling +6, Athletics +8, Intimidation +8, Survival +6

Senses passive Perception 11

Languages Common, Undercommon, Elvish

Challenge 7 (2900 XP)

Second Wind . Once per encounter Haldor may gain back 25 hit points as a bonus action. Haldor must rest to regain the ability.

Action Surge: Once per an encounter Haldor can take one additional action on top of his regular action and a possible bonus action. Haldor must rest to regain the ability.

Extra Attacks & Imp. Critical: Haldor can attack three times on his turn. His weapon attacks score criticals on a natural roll of both 19 or 20.

ACTIONS

Longsword of Shocking. *Melee Weapon Attack:* +8 to hit, reach 5ft, one target. *Hit:* 11 (1d8 + 3) slashing damage. On a natural roll of 17 or higher the Longsword of Shocking does an additional 1d4 of electrical damage to its foe.

Shortbow. *Ranged Weapon Attack:* +7 to hit, reach 5ft, one target. *Hit:* 8 (1d6 + 2) piercing damage.

Hargour Brightgold, Governor of Brightgold:

Next to King Lars III Hargour Brightgold is the most powerful individual in the Kingdom of Asnar and he likes for everyone to know it, too. Hargour is very arrogant and xenophobic. He looks down on the other races (and the fallen dwarves) as mere consumers of dwarven goods and riches. In the recent wars with the Southern Kingdom of Asnar Hargour refused to send dwarven troops, and instead sent arms and financing for the operation. Hargour not only is the governor of Brightgold and the Thundering Mountains region, but he is also the *true* leader of the Merchant's Guild and Treasury/Mint.

GM ONLY: King Lars III and Hargour greatly dislike each other. Hargour does his best to limit the spending of Kings Lars III's administration

and control all he does. It takes all of King Lars III's patience to deal with Hargour as he slowly learns the ins and outs of politics and dealing with the greedy dwarves of Brightgold.

Though not a master, Hargour has rudimentary skills as both a wizard and a rogue. His training has been self taught and not sanctioned by the College and Council of Wizardry and Arcane Arts whom he has deep disdain and mistrust of.

HARGOUR BRIGHTGOLD

Medium Humanoid (Dwarf) Lawful Neutral

Armor Class 20 (Armor of Brightgold)

Hit Points 216 (10d10 + 3d6 + 3d8 + 80)

Speed 25ft

STR	DEX	CON	INT	WIS	CHA
21 (+5)	15 (+2)	21 (+5)	15 (+2)	10 (+0)	16 (+3)

Saving Throws Str +6, Con +6, Cha +3

Skills History + 7, Intimidation +8, Perception +5, Persuasion +8

Senses passive Perception 15

Languages Common, Undercommon, Dwarven, Elvish, Orcish, Goblin

Challenge 11 (7200 XP)

Dwarven Abilities: Hargour has *Dwarven Resilience*, *Stonecunning*, and *Darkvision*.

Second Wind . Once per encounter Hargour may gain back 25 hit points as a bonus action. Haldor must rest to regain the ability.

Action Surge: Once per an encounter Hargour can take one additional action on top of his regular action and a possible bonus action. Haldor must rest to regain the ability.

Extra Attacks & Imp. Critical: Hargour can attack two times on his turn. His weapon attacks score criticals on a natural roll of both 19 or 20.

Rogue Abilities. Hargour also has the *Sneak Attack*, *Cunning Action*, *Fast Hands*, and *Thieves Cant* abilities.

Spellcasting. Hargour is a 3rd-level spellcaster that uses INT as his spellcasting ability (spell save DC 15, +7 to hit with spell). Hargour has the following spells prepared from the TYPE spell list.

Cantrips (at will): *Mending*, *Ray of Frost*, *Light*

1st Level (4 slots): *Disguise Self*, *Charm Person*, *Silent Image*, *Sleep*

2nd Level (2 slots): *Detect Thoughts*, *Suggestion*

ACTIONS

Warhammer of Brightgold. *Melee or Ranged Weapon Attack:* +14 to hit melee or +11 to hit thrown, reach 5ft, one target. *Hit:* 17 melee (1d8 + 9), 22 ranged (1d10 +1d8 + 4), 30 damage against giants, bludgeoning damage on all hits.

LEGENDARY ITEMS

Armor of Brightgold. Bright Golden Plate Mail. Armor Class 20. The armor will only attune to a true blooded dwarf of Brightgold. The wearer is granted a strength and constitution of 21. The wearer is also granted resistance to cold, fire, and electrical damage. The Armor of Brightgold was forged in antiquity by some of the first dwarven smiths to ever live in Asnar for the ruler of the Brightgold dwarves.

Warhammer of Brightgold: Weapon (warhammer), legendary (requires attunement by a trueblooded Brightgold dwarf) Hargour gains a +4 bonus to attack and damage rolls made with this magic weapon. It has the thrown property with a normal range of 20 feet and a long range of 60 feet. When you hit with a ranged attack using this weapon, it deals an extra 1d8 damage or, if the target is a giant, 2d8 damage. Immediately after the attack, the weapon flies back to Hargour's hand.

Crystal Ball of True Seeing Wondrous item, very rare or legendary (requires attunement) The crystal ball is about 6 inches in diameter. While touching it, Hargour can cast the scrying spell (save DC 17) with it. While scrying with the crystal ball, Hargour has truesight with a radius of 120 feet centered on the spell's sensor.

General Herleif, High General of the Asnar Army: General Herleif was a childhood friend of King Lars III, and is still one of his closest friends today. General Herleif has one of the most stressful jobs in all of Asnar, trying to guard its borders and quash any threats he finds with an army stretched much too thin. He has been the high general for roughly five years now after being appointed by King Lars III shortly after his coronation.

General Herleif is well liked by most of the soldiers but despised by many of his officers. Many of his officers feel he was appointed because of his close friendship with King Lars III and not because he was the best to lead the Asnar army.

GENERAL HERLEIF

Medium Humanoid (Human) Lawful Good

Armor Class 22 (plate mail)

Hit Points 112 (10d10 + 12)

Speed 30ft

Saving Throws Str +9, Con +8

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	16 (+3)	11 (+0)	10 (+0)	14(+2)

Skills Athletics + 9, Intimidation +7, Survival +5

Senses passive Perception 10

Languages Common, Elvish

Challenge 7 (2900 XP)

Action Surge: Once per an encounter Herleif can take one additional action on top of his regular action and a possible bonus action. Herleif must rest to regain the ability.

Second Wind . Once per encounter Herleif may gain back 25 hit points as a bonus action. Haldor must rest to regain the ability.

Extra Attacks & Imp. Critical: Haldor can attack two times on his turn. His weapon attacks score criticals on a natural roll of both 19 or 20.

ACTIONS

Greataxe of Frost Brand. *Melee Weapon Attack:* +9 to hit, reach 5ft, one target. *Hit:* 22 (1d12 + 10) Slashing & Cold damage. In freezing temperatures this axe sheds bright light in a 10 foot radius and dim light for an additional 10 feet. When first drawn in combat the wielder may choose to extinguish all non magical flames within 30 feet. This can be used no more than once an hour.

Longbow. *Ranged Weapon Attack:* +6 to hit, ranged 150 ft. / 600 ft, one target. *Hit:* 9 (1d8 + 1) piercing damage.

King Lars III, High King of Asnar: King Lars III is the current High King of Asnar. King Lars is thirty six years old and married to Queen Olga Gunhilda IV. Together they have three young sons and two daughters. The King and Queen are quite popular with the citizens of Asnar unlike his deceased father, King Thorbjörn who was despised by many.

King Lars III is close to seven feet in height and is very broad and muscular. He has bright blonde hair and blue eyes. Many say he resembles the original King Asnar. He has been very proactive

in military matters throughout the Kingdom of Asnar. Despite the advice of his high council, King Lars III has led several battles along the Lake Skyfall region from the front line and has earned the respect of his generals and the men of the Asnar Army.

GM ONLY: Despite being greatly loved by the populace and a good military leader, many on the high and advisory council fear that King Lars III does not understand the political workings of the many factions and groups within Asnar. They fear he sees everything as black and white issues and does not understand the grey areas of politics. The councils also fear the cost of the recent war with South Asnar in both gold and lives.

KING LARS

Medium Humanoid (Human) Lawful Good

Armor Class 20 (Armor of Asnar)

Hit Points 156 (12d10 + 36)

Speed 30ft

Saving Throws Str +8, Con +7,

Skills Athletics + 8, History +5, Perception +4, Persuasion +5

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	12 (+1)	10 (+0)	12(+1)

Senses passive Perception 14

Languages Common, Dwarvish, Elven

Challenge 4 (1100 XP)

Great Weapon Fighting. When King Lars rolls a 1 or 2 on a damage die for an attack made with a melee weapon that he is wielding with two hands, he can reroll the die and must use the new roll, even if the new roll is a 1 or a 2.

Action Surge: Once per an encounter Herleif can take one additional action on top of his regular action and a possible bonus action. Herleif must rest to regain the ability.

Second Wind . Once per encounter Herleif may gain back 25 hit points as a bonus action. Haldor must rest to regain the ability.

Extra Attacks & Imp. Critical: Haldor can attack two times on his turn. His weapon attacks score criticals on a natural roll of both 19 or 20.

ACTIONS

Greataxe of Asnar. *Melee Attack:* +10 to hit, reach 5ft, one target. *Hit:* 19 (1d12 + 7) slashing damage *Melee Attack:* +15 to hit verses dragons, reach 5ft, one target. *Hit:* 39 (1d12 + 7 + 2d10) slashing damage. The Greataxe of Asnar may only be wielded by his blood descendants. Any other than a true blood descendant will take 10 damage a turn when touching it and trying to wield it.

LEGENDARY ITEMS

Armor of Asnar. Splint Mail. Armor Class 20. The wearer is granted resistance to cold, fire, and electrical damage. The Armor of Asnar was forged by the finest dwarven and elven smiths alive during King Asnar's time. They put aside their differences and rivalries to forge the armor. The armor is attuned to King Asnar's blood and only a true blood descendant of King Asnar may wear the armor. (Attunement required)

Greataxe of Asnar. Greataxe. **The Greataxe of Asnar** is a +3 weapon but is +8 verses dragons and 2d12 of extra damage. After his victory at Dragontail a great dwarven smith imbued his weapon with the blood of the dragon King Asnar killed there and King Asnar's blood, too. Only a blood descendant of King Asnar may wield the weapon (Attunement required).

OSBUL BRAMBLEBRIAR

Small Humanoid (Halfling) Lawful Good

Armor Class 18 (Leather and Shield)

Hit Points 84 (6d10 + 4d6)

Speed 25ft

STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	14 (+2)	14 (+2)	10 (+0)	14(+2)

Saving Throws Str +5, Dex +3, Con +6, Int +2, Cha +2

Skills Animal Handling + 4, History +6, Perception +4, Survival +4

Senses passive Perception 14

Languages Common, Halfling, Elvish

Challenge 2 (450 XP)

Lucky. Osbul may roll a 1 on the d20 for an attack roll, ability check, or saving throw, you can reroll the die and must use the new roll.

Brave. Osbul has advantage on saving throws against being frightened.

Halfling Nimbleness. Osbul can move through the space of any creature that is of a size larger than yours.

Stout Resilience. Osbul has advantage on saving throws against poison, and has resistance against poison damage.

Action Surge: Once per an encounter Osbul can take one additional action on top of his regular action and a possible bonus action. Herleif must rest to regain the ability.

Second Wind . Once per encounter Osbul may gain back 25 hit points as a bonus action. Haldor must rest to regain the ability.

Extra Attacks & Imp. Critical: Osbul can attack two times on his turn. His weapon attacks score criticals on a natural roll of both 19 or 20.

Sneak Attack. Once per turn, Osbul can deal an extra 2d6 damage to one creature he hits with an attack if he has advantage on the attack roll. The attack must use a finesse or a ranged weapon. Osbul does not need advantage on the attack roll if another enemy of the target is within 5 feet of it,

Uncanny Dodge. When an attacker that Osbul can see hits him with an attack, Osbul can use his reaction to halve the attack's damage against him.

ACTIONS

Bramblebriar Ancestral Sword (Shortsword). *Melee Weapon Attack:* +7 to hit, reach 5ft, one target. *Hit:* 10 (1d6 + 4) normal but verses goblins *Hit:* 16 (1d6 + 10) DAMAGE TYPE piercing. The **Bramblebriar Ancestral Sword** will glow green whenever goblins are nearby.

Shortbow. *Ranged Weapon Attack:* +7 to hit, ranged 80 ft. / 320 ft, one target. *Hit:* 9 (1d6 + 3) piercing damage.

Osbul Bramblebriar, Governor of the Bramblebriar Dale:

Osbul is an aging but still youthful spirited leader of the halflings of Asnar. Through his guidance the halflings and their farms in the Bramblebriar Dale have greatly prospered and multiplied.

Under Osbul's leadership he has tried to make sure the halfling militias are well armed and take their yearly training serious. He fears it has become more of an annual party than serious training. About ten years ago he formed an elite group called the Bramblebriar Regulars who serve in addition to the volunteer militia. The Bramblebriar Regulars currently stand at around 150 men. In the recently fighting with the Southern Kingdom of Asnar Osbul sent them to the fighting along with conscripted volunteers from the

militia. The halflings from Bramblebriar served with distinction on the battlefield and several members were awarded accommodations from King Lars III himself who witnessed their bravery.

Osbul get's very frustrated with many of the family politics within the Bramblebriar Dale but enjoys what free time he has spending it with his large family. Osbul has over 14 children and over seventy grandchildren.

ADMIRAL SVERIR

Medium Humanoid (Human) Lawful Good

Armor Class 11 (Padded Armor)

Hit Points 45 (5d10 - 5)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
9 (-1)	10 (+0)	9 (-1)	17 (+3)	16 (+3)	17(+3)

Saving Throws Str +3, Con +4

Skills Animal Handling + 7, History +3, Survival +7

Senses passive Perception 13

Languages Common, Cassini

Challenge 1 (200 XP)

Action Surge: Once per an encounter Sverir can take one additional action on top of his regular action and a possible bonus action. Herleif must rest to regain the ability.

Second Wind . Once per encounter Herleif may gain back 25 hit points as a bonus action. Haldor must rest to regain the ability.

Extra Attacks & Imp. Critical: Haldor can attack two times on his turn. His weapon attacks score criticals on a natural roll of both 19 or 20.

ACTIONS

Rapier. *Melee Weapon Attack:* +4 to hit, reach 5ft, one target. *Hit:* 7 (1d8 + -1) piercing damage.

Admiral Sverrir, Grand Admiral of Navy: Admiral Sverrir is an older human male who is around 80 years old. He is well past the age of retirement but stays on out an obligation to serve Asnar and rebuild it's navy. Though King Lars III is much better than his father, he struggles to get the adequate funding he needs to rebuild and grow the Asnar Navy for the Kingdom of Asnar.

GM ONLY: Those who meet Sverrir will find him to be a very sad and pitiful individual. Because he has devoted his life to the Asnar Navy he never married and has no family. Sverrir was an orphan who joined the Asnar Navy around the age of twelve.

Taerntym Enlana

Medium Humanoid (Elven) Neutral Good

Armor Class 22 (Robe of the Archmage, Misc. Magical Items)

Hit Points 160 (20d6 +40)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	14 (+2)	20 (+5)	14 (+2)	14 (+2)

Saving Throws Int +11, Wis +8, Cha +2

Skills Arcana + 11, History +11, Investigation +11, Perception +8, Religion +11

Senses passive Perception 18

Languages Taerntym can speak and write all known languages

Challenge 10 (5900 XP)

Elven Abilities: Taerntym has the **Fey Ancestry**, **Trance**, **Darkvision** abilities.

Wizard Abilities: Taerntym has the wizard abilities of **Spell Mastery**, **Signature Spells**, **Sculpt Spells**, **Evocation Savant**, **Potent Cantrip**, **Empowered Evocation**, and **Overchannel**.

Spellcasting. Taerntym is a 20th level spellcaster that uses INT as her spellcasting ability (spell save DC 21 and +15 to hit with spell). Taerntym has the following spells prepared from her Wizard spell list.

Cantrips (at will): Light, Mage Hand, Prestidigitiation, Ray of Frost, Message
1st Level (4 slots): Charm Person, Comprehend Languages, Detect Magic, Magic Missile

2nd Level (3 slots): Acid Arrow, Detect Thoughts, See Invisibility

3rd Level (3 slots): Clairvoyance, Dispel Magic, Fireball

4th Level (3 slots): Dimension Door, Greater Invisibility, Locate Creature

5th Level (3 slots): Telekinesis, Scrying, Cloudkill

6th Level (2 slots): Chain Lightning, True Seeing

7th Level (2 slots): Delayed Blast Fireball, Teleport

8th Level (1 slots): Mind Blank

9th Level (1 slots): Meteor Swarm

ACTIONS

Staff of the Magi. *Melee Weapon Attack:* +8 to hit, reach 5ft, one target. *Hit:* 8 (1d6 + 2) bludgeoning damage. *See below for special abilities.*

LEGENDARY ITEMS

Staff of the Magi. Staff, legendary (requires attunement by a sorcerer, warlock, or wizard) This staff can be wielded as a magic quarterstaff that grants a +2 bonus to attack and damage rolls made with it and a +2 bonus to spell attack rolls. The staff has 50 charges for the following properties. It regains 4d6 + 2 expended charges daily at dawn. If Taerntym expends the last charge, roll a d20. On a 20, the staff regains 1d12 + 1 charges.

Spell Absorption. While holding the staff, Taerntym has advantage on saving throws against spells. In addition, Taerntym can use her reaction when another creature casts a spell that targets only her. If she does, the staff absorbs the magic of the spell, canceling its effect and gaining a number of charges equal to the absorbed spell's level. However, if doing so brings the staff's total number of charges above 50, the staff explodes as if you activated its retributive strike (see below).

Spells. While holding the staff, Taerntym can use an action to expend some of its charges to cast one of the following spells from it, using your spell save DC and spellcasting ability: conjure elemental (7 charges), dispel magic (3 charges), fireball (7th-level version, 7 charges), flaming sphere (2 charges), ice storm (4 charges), invisibility (2 charges), knock (2 charges), lightning bolt (7th-level version, 7 charges), passwall (5 charges), plane shift (7 charges), telekinesis (5 charges), wall of fire (4 charges), or web (2 charges). Taerntym can also use an action to cast one of the following spells from the staff without using any charges: arcane lock, detect magic, enlarge/reduce, light, mage hand, or protection from evil and good.

Retributive Strike. Taerntym can use an action to break the staff over her knee or against a solid surface, performing a retributive strike. The staff is destroyed and releases its remaining magic in an explosion that expands to fill a 30-foot-radius sphere centered on it. Taerntym has a 50 percent chance to instantly travel to a random plane of existence, avoiding the explosion. If Taerntym fails to avoid the effect, you take force damage equal to 16 × the number of charges in the staff. Every other creature in the area must make a DC 17 Dexterity saving throw. On a failed save, a creature takes an amount of damage based on how far away it is from the point of origin, as shown in the following table. On a successful save, a creature takes half as much damage. Distance from Origin Damage 10 ft. away or closer 8 × the number of charges in the staff 11 to 20 ft. away 6 × the number of charges in the staff 21 to 30 ft. away 4 × the number of charges in the staff

Robe of the Archmagi. Wondrous item, legendary (requires attunement by a sorcerer, warlock, or wizard) The robe is white and adorned with silvery runes. Taerntym has advantage on saving throws against spells and other magical effects. Taerntym's spell save DC and spell attack bonus each increase by 2

Taerntym Enlana, Leader of the College and Council of Wizardry and the Arcane Arts:

Taerntym is one of the most publicly known and seen elves in Asnar. She alone wears the white robe as the leader of the College and Council of Wizardry and Arcane Arts.

GM ONLY: Taerntym is in constant communication with her father Arodon and uses her position to work and try to stop known plots and threats against the Kingdom of Asnar behind the scenes. Taerntym works closely with Haldor Tarben to send out adventurers from the Adventurer's and Explorers society to investigate and stop the known plots and threats. What plots and threats that Taerntym and her father Arodon know about are up to you as a Gamemaster.

KING THORVALD IV

Medium Humanoid (Human) Lawful Neutral

Armor Class 20 (Plate Mail)

Hit Points 144 (12d10 +24)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	14 (+2)	12 (+1)	12 (+1)	16(+3)

Saving Throws Str +9, Con +7

Skills History + 6, Intimidation +8, Perception +6, Persuasion +8

Senses passive Perception 16

Languages Common, Goblin, Orcish

Challenge 2 (450 XP)

Action Surge: Once per an encounter Thorvald can take one additional action on top of his regular action and a possible bonus action. Herleif must rest to regain the ability.

Second Wind . Once per encounter Thorvald may gain back 25 hit points as a bonus action. Thorvald must rest to regain the ability.

Extra Attacks & Imp. Critical: Thorvald can attack two times on his turn. His weapon attacks score criticals on a natural roll of both 19 or 20.

ACTIONS

Longsword +1. *Melee Attack:* +10 to hit, reach 5ft, one target. *Hit:* 13 (1d8 + 5) slashing damage.

Crossbow, Heavy. *Ranged Weapon Attack:* +7 to hit, reach 5ft, one target. *Hit:* 12 (1d10 + 2) piercing damage.

King Thorvald IV, King of South Asnar:

King Thorvald IV is a master statesman and vicious warrior. King Thorvald is current 46 years old and has sit upon the throne of the Southern Kingdom of Asnar for over twenty years now. King Thorvald IV is on his third wife and has over fourteen sons and daughters. His first two wives are said to have died in complications from childbirth, but it is whispered he was not fond of them and had them done away with.

King Thorvald IV is not widely loved by the citizens of the Southern Kingdom of Asnar, but it cannot be argued that he is a strong efficient ruler. Behind the scenes he been rebuilding the army of the Southern Kingdom of Asnar preparing for future wars with Asnar. He despises King Lars III and wishes nothing more than to see his defeat and death.

T'KORDUZ

Small Humanoid (goblinoid) Lawful Evil

Armor Class 20 (Magical Light Armor and shield)

Hit Points 230 (15d10 5d8 + 40)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	14 (+2)	10 (+0)	14 (+2)	14 (+2)

Saving Throws Str +11, Con +2, Wis +2, Cha +2

Skills Animal Handling +8, Athletics +11, Deception +8, Stealth +8

Senses passive Perception 12, Darkvision 60 ft

Languages Common, Undercommon, Goblin, Abyssal

Challenge 11 (7200 XP)

Nimble Escape. T'Korduz can take the Disengage or Hide action as a bonus action on each of his turns.

Action Surge: Once per an encounter T'Korduz can take one additional action on top of his regular action and a possible bonus action. T'Korduz must rest to regain the ability.

Second Wind . Once per encounter T'Korduz may gain back 25 hit points as a bonus action. T'Korduz must rest to regain the ability.

Extra Attacks & Imp. Critical: T'Korduz can attack three times on his turn. His weapon attacks score criticals on a natural roll of both 19 or 20. (4 times including his **scimitar of speed**)

Dark One's Blessing. When T'Korduz reduces a hostile creature to 0 hit points, he gains temporary 7 hit points.

Spellcasting. T'Korduz is a 5th-level spellcaster that uses CHA as his spellcasting ability (spell save DC 16, +8 to hit with spell). Ulgot has the following spells prepared from the Wizard spell list.

Cantrips (at will): Minor Illusion, Prestidigitation, True Strike

1st Level (4 slots): *Comprehend Languages, Unseen Servant, Expeditious Retreat, Illusory Script*

2nd Level (3 slots): Invisibility, Misty Step, Darkness

3rd Level (2 slots): Gaseous Form, Vampiric Touch

ACTIONS

Scimitar of Speed. *Melee Weapon Attack:* +13 to hit, reach 5ft, one target. *Hit:* 13 (1d6 + 7) DAMAGE TYPE damage. very rare (requires attunement). T'Korduz gains a +2 bonus to attack and damage rolls made with this magic weapon. In addition, he can make one attack with it as a bonus action on each of his turns.

Ring of Invisibility. Ring, legendary (requires attunement) While wearing this ring, T'Korduz can turn invisible as an action. Anything T'Korduz is wearing or carrying is invisible with T'Korduz. T'Korduz remains invisible until the ring is removed, or attacks or cast a spell, or until he takes off the ring as a bonus action.

Tkorduz, High Chieftain/King of the Sharp-tooth Goblins:

Tkorduz is one the mightiest and most intelligent goblins to ever rule the Sharp-tooths. Tkorduz is very ambitious and wishes to expand his kingdom and reach and see Asnar fall.

Tkorduz is very revered and feared amongst his people. Those who oppose him quickly become food for his large pack of worgs. Tkorduz is

said to have a harem of several hundred wives, many who are not goblins, but captured slaves.

ULGOT BRIGHTGOLD

Medium Humanoid (Dwarf) Lawful Neutral

Armor Class 18 (Magical Leather Armor)

Hit Points 70 (5d6 + 5d8)

Speed 25ft

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16(+3)	11 (+0)	14 (+2)	14 (+2)	14 (+2)

Saving Throws Int +6, Wis +6

Skills Arcana +2, History +6, Insight +6, Investigation +6, Persuasion +6

Senses passive Perception 12

Languages Common, Dwarvish, Elven, Infernal

Challenge 3 (700 XP)

Sneak Attack. Once per turn, Ulgot can deal an extra 2d6 damage to one creature he hits with an attack if he has advantage on the attack roll. The attack must use a finesse or a ranged weapon. Ulgot does not need advantage on the attack roll if another enemy of the target is within 5 feet of it,

Uncanny Dodge. When an attacker that Ulgot can see hits him with an attack, Ulgot can use his reaction to halve the attack's damage against him.

Darkvision. Ulgot can see in dim light within 60 feet as if it were bright light, and in darkness as if it were dim light.

Spellcasting. Ulgot is a 5th-level spellcaster that uses INT as his spellcasting ability (spell save DC 14, +6 to hit with spell). Ulgot has the following spells prepared from the Wizard spell list.

Cantrips (at will): *Mending, Prestidigitation, Message, Shocking Grasp*

1st Level (4 slots): *Charm Person, Comprehend Languages, Magic Missile, Detect Magic*

2nd Level (3 slots): *Detect Thoughts, Knock, Suggestion*

3rd Level (2 slots): *Lightning Bolt, Dispel Magic*

ACTIONS

Dagger +1. *Melee Attack:* +5 to hit, reach 5ft, one target. *Hit:* 5 (1d4 + 1) piercing damage.

Dwarven Thrower (Warhammer). *Ranged Weapon Attack:* +8 to hit, range 20ft/60ft reach 5ft, one target. *Hit:* 19 (2d8 + 3) bludgeoning damage. If the target is a giant the Dwarven Thrower does *Hit:* 27 (3d8 + 3) bludgeoning damage. After each attack the weapon returns back to Ulgot's hand.

Ulgot Brightgold, Head of the Merchant's

Guild: Ulgot Brightgold is the nephew of Hargour Brightgold and is a mere puppet of his uncle Hargour. Ulgot spends most of his time in Blackhelm at the headquarters of the Merchant's Guild. Ulgot is in constant communication with his uncle and usually makes at least two trips a year to Brightgold to meet with Ulgot. In addition to his position as the head of the Merchant's Guild Ulgot also graduated from the Wizard's College in Asnar when he was a young and is a practicing wizard.

GM ONLY: Ulgot is a very corrupt individual and puts Brightgold's needs above all others. He is very despised by the non Brightgold Dwarven members of the Merchant's Guild but tolerated because of his power. Ulgot is extremely wealthy and lives in one of the most ornate lavish homes

in all of Blackhelm. Ulgot has several mistresses in Blackhelm he frequents and partakes in many vices. His wife is very cruel to him and he escapes from her at every possible chance he gets.

VULTHINEX THE ANCIENT

Gargantuan dragon, chaotic evil

Armor Class 22 (natural armor)

Hit Points 546 (28d20 + 252)

Speed 40 ft. climb 40 ft., fly 80ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	10 (+0)	29 (+9)	18 (+4)	15 (+2)	23(+6)

Saving Throws Dex +7, Con +16, Wis +9, Cha +13

Skills Perception + 16, Stealth +7

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 26

Languages Common, Draconic, Elven, Infernal

Challenge 24 (62,000 XP)

Legendary Resistance (3/day): If Vulthinex fails a saving throw, it can choose to succeed instead.

ACTIONS

Multiattack. Vulthinex can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. Melee Weapon Attack: +17 to hit, reach 15 ft., one target. Hit: 21 (2d10 + 10) piercing damage plus 14 (4d6) fire damage.

Claw. Melee Weapon Attack: +17 to hit, reach 10 ft., one target. Hit: 17 (2d6 + 10) slashing damage. Not for resale. Permission granted to print or photocopy this document for personal use only.

Tail. Melee Weapon Attack: +17 to hit, reach 20 ft., one target. Hit: 19 (2d8 + 10) bludgeoning damage.

Frightful Presence. Each creature of Vulthinex's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 21 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to Vulthinex's Frightful Presence for the next 24 hours.

Fire Breath (Recharge 5–6). The dragon exhales fire in a 90---foot cone. Each creature in that area must make a DC 24 Dexterity saving throw, taking 91 (26d6) fire damage on a failed save, or half as much damage on a successful one.

Legendary Actions

Vulthinex can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. Vulthinex makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). Vulthinex beats its wings. Each creature within 15 feet of Vulthinex must succeed on a DC 25 Dexterity saving throw or take 17 (2d6 + 10) bludgeoning damage and be knocked prone. Vulthinex can then fly up to half its flying speed.

ants that are of Vulthinex live is unknown, but it is a significant amount.

GM ONLY: Since the Red Death Vulthinex has been planning an invasion to expand the territory and riches of his family. Vulthinex secretly had one of his most powerful children take over Silverhold shortly after the Red Death.

Vulthinex has secretly positioned his descendants in lairs in the Colossal Mountains and in the Sharptooth Mountains to keep an eye on the movements of the Sharptooth goblins. Vulthinex has been slowly and patiently building a large army of kobolds, goblins, dragonborn generals, and orcs loyal to him to invade Skyfall, Blackmount, and Bleakmire and collect their wealth and add slaves to his empire.



One of Vulthinex's Many Minions

Vulthinex, Ancient Dragon and Leader of

Crimsongate: Only second to Nidhogg the Dragon god, Vulthinex is the oldest and most powerful dragon in the known world. Vulthinex is an ancient red dragon who is the head of a family of red dragons that live in Crimsongate, the surrounding mountains, and since the time of the Red Death, all over the Kingdom of Asnar and Southern Asnar. How many red dragon descend-

ZILROS KELBEN

Small Humanoid (Gnome) Lawful Good

Armor Class 12 (natural armor)

Hit Points 40 (4d10)

Speed 25ft

STR	DEX	CON	INT	WIS	CHA
8 (+1)	12 (+1)	10 (+0)	18 (+4)	16 (+3)	12(+1)

Saving Throws Dex +5, Int +8, Wis +3, Cha +1

Skills Arcana +8, Hist.+8, Insight +7, Invest.+8, Perception +7, Persuasion +5

Senses passive Perception 0

Languages Common, Gnomish, Cassini

Challenge 2 (450 XP)

Gnome Cunning. Zilros has advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

Master Tinkerer. Zilros has spent his life mastering the art of tinkering. He has a +10 proficiency with artisan tools to create master toys and devices of various cunning uses. Through his trade he has become very skilled at identifying and appraising magical items, precious gems, and artifacts.

Sneak Attack. Once per turn, Zilros can deal an extra 1d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon. Zilros doesn't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

Uncanny Dodge. When an attacker that Zilros can see hits him with an attack, Zilros can use his reaction to halve the attack's damage against him.

ACTIONS

Dagger +1. *Melee Weapon Attack:* +6 to hit, reach 5ft, one target. *Hit:* 7 (1d4 + 3) piercing damage.

which has helped some, but not near enough to his liking.

Zilros has been secretly working with the Asnar Navy and Admiral Sverir to bolster the Jade Ocean fleet with new weapons developed by the tinkerers of the island and has also been able to fund two new modern ships for the fleet. Zilros has also been bolstering the defenses of the island for the past few years and increasing the number of guards and military forces on the island.

Zilros Kelben, Gnome

Governor of Yellowfish

Island: Zilros has ruled Yellowfish Island for over forty years and is beloved by the people of Yellowfish Island. In recent years he has become hard of hearing and his eyesight much worse (but much of this is a guise to those who don't know him well). He wears very thick glasses and will often hold a hearing device to his ear when meeting with others.

GM ONLY: Zilros has become very fearful of the Cassini in recent years after several attacks on merchant ships leaving from Yellowfish Island to the mainland. Zilros has sent several messages to King Lars III to strengthen the Asnar Navy



Zilros Kelben

Purchasing Land & Structures in Asnar

Buying and owning property can be very fun for your player characters and add tremendously to an existing campaign. Often campaigns reach a point where acquiring wealth loses its fun. Buying and maintaining properties gives player characters something to spend their wealth on and look forward to. It is also something player characters can actively work on with the Gamemaster in between game sessions to keep them engaged and active in the game.

If you are using *5th Edition Dungeons and Dragons* pages 126 to 128 of the *Dungeon Master's Guide* covers owning property as well as building and maintenance costs. If a player wants to build something from scratch this is a good resource.

However, what is different about the campaign setting for *Asnar: The Last Kingdom* and this chapter is that it is based on the premise that the players will be taking over properties that were already built but abandoned after the time of the Red Death or before. Because of this premise players will have quicker access to the property

but still have the challenge and fun of repairing and upgrading the property. Entire adventures or campaigns could easily revolve around the properties the player(s) acquire and attempt to upgrade and restore. The rules are also designed where a player may start with an abandoned farm and upgrade it to restoring a town/village which may in turn be upgraded to restoring the abandoned keep or tower for the region. The following rules are completely optional and use is totally up to you as the Gamemaster. With the digital download a form is available for each type of property.

An Abandoned Farm: Many adventurers dream of retiring one day and starting a farm and a family. Asnar is rich in once productive farms that have now become abandoned and desolate. Though the Office of Land Reclamation will not provide a family to become your own, they will find families willing to homestead and work on your property to return it to a working active farm. In exchange for their work a portion of the farm will become theirs when the player character decides to retire or after so many years of service pass by. The Office of Land Reclamation provides standard contracts that are common

for such situations. If the player character has existing family members to send to the farm the Office of Land Reclamation can assist with that as well.

Initial Cost to Start: 1000 gp

Monthly Maintenance Cost: 15 gp

Upgrades to Farm:

- **Crops:** This upgrade adds a large crop in addition to what is needed to survive. The crop is for sale and profit. This upgrade may be taken up to six times. 250 gp to commission. Adds 5 gp to monthly maintenance. Adds 10 unskilled hirelings to farm. Adds +5 to Running A Business rolls (Page 129 of DMG)
- **Farmhouses:** Your workers and their families have to have a place to live. For every three upgrades you will have to build farmhouses. You are assumed to start with a set



A Family Willing To Work Your Farm

for the first two but starting with the third upgrade and every three after will need to purchase farmhouses. 100 gp to commission. Adds 5 gp to monthly maintenance.

- *Forester*: A forester not only not looks after the surrounding forests and wildlife, but patrols for bandits and anything that may harm the farm. 500 gp to commission. Adds 10 gp a month to cost. Adds +10 to Running A Business rolls (Page 129 of DMG)
- *Hydrography, Improved*: Larger farms with lots of crops and livestock have much higher needs for water. With this improvement you add many more much needed wells, divert streams and creeks to additional areas, and create ponds throughout your lands to retain water for use on your crops and live stock. Without this improvement you can NOT have more than three crops, livestock, or orchard upgrades. 500 gp to commission. Adds 5 gp a month to cost. Adds +10 to Running A Business rolls (Page 129 of DMG)
- *Livestock*: This upgrade adds a large herd or supply of livestock in addition to what is needed to survive. This upgrade may be taken up to six times. The livestock is for sale and profit. 250 gp to commission. Adds 5 gp to monthly maintenance cost. Adds 1 trained hireling and 5 unskilled hirelings to farm. Adds +5 to Running A Business rolls (Page 129 of DMG) Examples are cattle, sheep, horses)
- *Orchard*: 250 gp to commission. Adds 5 gp to monthly maintenance cost. This upgrade may be taken three times. Adds 1 trained hireling and 5 unskilled hirelings to farm. Adds +5 to Running A Business rolls (Page 129 of DMG)
- *Saw Mill*: A saw mill provides essential building materials for the farm and an additional source of income to sell excess wood. 1000 gp to commission. Adds 150 gp to monthly maintenance. Adds 1 trained hireling and 5 unskilled hirelings to your farm. Requires Forester upgrade. Reduces the commission price of all buildings by 150 gp. Adds +10 to Running A Business rolls (Page 129 of DMG)
- *Vineyard*: A vineyard is a delicate and ex-

pensive crop for a farm to grow. The fruit is very profitable and can be used to make wine or sold for others to create wine from it, 500 gp to commission. Adds 5 gp a month to cost. Adds 1 trained hireling and 5 unskilled hirelings to farm. Adds 5 gp a month to cost. Adds +10 to Running A Business rolls (Page 129 of DMG)

- *Large Manor House*: The large manor house is a mansion that shows the wealth and status of the owner(s) of the farm. From the manor house the player character will have a proper base of operations to begin looking beyond the farm and to rule and look after the region surrounding the farm. 3000 gp to start construction. Adds 1 trained hireling and 10 unskilled hirelings to farm. Adds 50 gold a month in maintenance.
- *Start a Village/Town*: If a player character has purchased at least one of every upgrade and all six of the crop, livestock, and all three orchard upgrades they can transform the resources of their farm into something greater and begin restoring the ruins of an abandoned nearby Town/Village. The resources of the farm will be assumed enough to pay for the starting cost of a town/village. Players can still make Running A Business rolls for the farm, but at this point it will be maxed out for upgrades.

An Abandoned Town/Village: One of the most ambitious things your player characters may want to buy or invest in is an abandoned town/village. Towns and villages are vital to reintroducing civilization and commercial trade in abandoned and desolate regions but require lots of monthly maintenance and resources to deal with the many complex elements of a town/village. They act as a base of operations and a springboard to resettling an area. Towns/Villages do best in areas that already have established farms to support them. Each quarter you will get to roll for the Town/Village as a whole. Each upgrade may give you a bonus to the Running a Business roll. (Page 129 of DMG)

Initial Cost to Start: 7000 gp

Beginning Monthly Maintenance Cost: 600 gp
Upgrades to Town/Village:

- *Barracks/Town Guard:* This upgrade provides much needed security and order for the Town/Village but comes at a high monthly cost. 2500 gp to commission. Adds 300 gp to monthly maintenance. Adds 5 trained hirelings and 5 unskilled hirelings to town/village. Adds +10 to the Running a Business Roll.
- *Blacksmith:* A blacksmith is an essential part of any town/village. Not only do they support the needs of travelers and those that live within the community, but they are needed for essential tools to support the farmers of the region. 1000 gp to commission. Adds 60 gp to monthly maintenance. Adds 2 trained hirelings and 4 unskilled hirelings to town / village. Adds +5 to the Running a Business Roll.
- *Brewery:* A brewery is an expensive undertaking but one that allows a town/village to make some money to help recover its maintenance costs. Requires Cooper. 3000 gp to commission. Adds 150 gp to monthly maintenance. Adds 2 trained hirelings and 4 unskilled hirelings to town /village. Adds +10 to the Running a Business Roll. On a roll of 81+ on the Running a Business table add 1d6 * 50 to the total profit for the town/village.
- *Cooper:* A cooper is essential for the crafting of many accessories and the storage of food and supplies within a town/village and agricultural area. Requires Blacksmith. 1000 gp to commission. Adds 50 gp to monthly maintenance. Adds 2 trained hirelings and 4 unskilled hirelings to town /village. Adds +5 to the Running a Business Roll.
- *Cottages:* Places for your workers and citizens to live in town are essential. For every 2 upgrades an additional cottage is required. NO more than six cottages may be built without the town wells (improved) upgrade. 250 gp to commission. Adds 10 gp to monthly maintenance.
- *Inn:* An inn is essential for a town/village not only for travelers, but for your local citizens as well for entertainment and culture. This upgrade may be taken two times. 1000 gp to commission. Adds 150 gp to monthly maintenance. Adds 2 trained hirelings and 4 unskilled hirelings to town /village. Adds +5 to the Running a Business Roll.
- *Large Mill:* A large mill is needed for an agricultural based community to be able to process its food for storage, consumption, and to sell. It also adds needed jobs for a town/village to grow. 1000 gp to commission. Adds 150 gp to monthly maintenance. Adds 2 trained hirelings and 10 unskilled hirelings to town /village. Adds +5 to the Running a Business Roll.
- *Merchant:* Merchants are essential for building commercial wealth for the town/village and providing essential goods for the community. This upgrade may be taken up to 6 times. 500 gp to commission. Adds 50 gp to monthly maintenance. Adds 1 trained hireling and 4 unskilled hirelings to town / village. Adds +5 to the Running a Business Roll. This also provides a link to the Merchant's Guild and the Office of Land Reclamation (OLR).
- *Road Improvements:* Better roads increase the flow of commerce and people in the region. 5000 gp to commission. Adds 25 gp to monthly maintenance. Adds 1 trained hireling and 4 unskilled hirelings to town / village from the Asnary Road Builders Guild. Adds +5 to the Running a Business Roll.
- *Saw Mill:* A saw mill provides essential building materials for farmers in the community and most buildings within the town/village. 1000 gp to commission. Adds 150 gp to monthly maintenance. Adds 1 trained hireling and 5 unskilled hirelings to town / village. Reduces the commission price of all buildings by 150 gp.
- *Stables:* Stables are necessary for a town to accommodate travelers and also the needs of the locals, especially when you have active merchants and inns. Requires Blacksmith. 500 gp to commission. Adds 25 gp to monthly maintenance. Adds 1 trained hirelings and 4 unskilled hirelings to town / village. Adds +5 to the Running a Business Roll.

- *Temple(Small)*: A temple adds to the culture of the town/village as well as looks after the spiritual and health needs of your populace. A town/village with a temple is a great symbol of power and influence over the region. Temples also can increase the amount of travelers who come to your town/village. Requires two inns and the Village Green/Market upgrades. 5000 gp to commission. Adds 30 gp to monthly maintenance. Adds 2 trained hirelings and 4 unskilled hirelings to town / village. Adds +10 to the Running a Business Roll. The player may choose which deity the temple serves.
- *Town Wells (Improved)*: Improved wells contributes to the health and well being of your populace and travelers to your town/village. No more than six cottages may be built without this upgrade. 1000 gp to commission. Adds 10 gp to monthly maintenance. Adds +5 to the Running a Business Roll.
- *Village Green/ Market*: The village green/market gives a place for your populace to hold festivals and also to sell their agricultural wears seasonally as well as any local made crafting. 1000 gp to commission. Adds 10 gp to monthly maintenance. Adds +5 to the Running a Business Roll.
- *Warehouse*: When your town/village reaches a larger size a warehouse will give goods coming and going a place to be stored and stockpiled. This helps to establish permanent trade routes with other cities. Requires at least 4 merchants, road improvements, a saw mill, and a large mill. 3000 gp to commission. Reduces 500 gp from the monthly maintenance of the town/village. Adds +10 to the Running a Business Roll.
- *Wooden Palisade Walls*: When the region is threatened a walled town/village gives the locals a place to run to for defense and protects the town/village itself from harm. Requires Barracks/Town Guard and Saw Mill. 5000 gp to commission. Adds 100 gp to monthly maintenance. Adds +15 to the Running a Business Roll.

player character has purchased every upgrade and enough cottages for the upgrades then at no additional cost they may begin restoration of the local abandoned keep or a tower in the region. The player(s) can still make Running A Business rolls for the town/village, but at this point it will be maxed out for upgrades. Though there is no cost to begin the local keep or tower restoration they will be absorbing the monthly maintenance costs.



An Abandoned Keep

An Abandoned Keep: A group of player characters may choose to purchase an abandoned keep together as a group to use as base of operations for the party. Not only does an abandoned keep make a great base of operations for the player characters, but it also provides a region with a defensible position to be used by the Asnar army and shelter for other organizations.

The Office of Land Reclamation will work with individuals or groups to reclaim abandoned keeps and provide stability to a region. Though the risk is great and cost is great, the Office of

- *Restore the Local Keep or Tower*: If a

Land Reclamation will often provide title as well as additional grants of land surrounding the keep for future use. The player character (s) will be required to sign agreements with the Office of Land Reclamation to aid the Asnar military, defend the Kingdom of Asnar, and provide shelter to anyone in need from any of the various guilds and organizations chartered by the Kingdom of Asnar.

Initial Cost to Start: 15,000 gp

Monthly Maintenance Cost: 1000 gp.

Upgrades/Repairs to Keep:

- *Barbican:* A barbican is an essential part of a keep that fortifies and protects the main entrance from attack. Requires the Mason and Moat upgrades. 3000 gp to commission. Adds 200 gp to monthly maintenance. Adds 2 trained hirelings and 5 unskilled hirelings to the keep.
- *Barracks:* This upgrade provides much needed security and order for the keep and region but comes at a high monthly cost. 2500 gp to commission. Adds 300 gp to monthly maintenance. Adds 5 trained hirelings and 10 unskilled hirelings to the keep.
- *Blacksmith:* A blacksmith is an essential part of any keep and its forces. Not only do they support the needs of travelers and those that live within the keep, but they are needed for essential tools to support the populace of the region. 1000 gp to commission. 60 gp month maintenance. Adds 2 trained hirelings and 4 unskilled hirelings to the keep.
- *Chapel:* A chapel is important for the morale of the keep and its spiritual well being. A priest within the keep is also able to help heal and look after the health of its inhabitants. Requires great hall. 500 gp to commission. Adds 100 gp a month to maintenance costs. Adds 1 trained hireling and 2 unskilled hirelings to the keep. The player may choose which deity the chapel will honor.
- *Dungeon/Prison:* A dungeon/prison within the keep will allow for interrogation of captured enemies and a place to imprison them until their fate can be decided. To effectively rule a region a dungeon/prison is needed to instill fear within the citizens and know they will be placed here if they break the law or harm others. Requires restoration of the Great Hall. 1000 gp to commission. Adds 100 gp a month to maintenance costs. Adds 1 trained hireling and 2 unskilled hirelings to the keep.
- *Great Hall:* Restoration of the great hall is vitally important for the well being of the keep. The great hall is a center of culture and morale for all that live in the keep. Once restored it will be a place of celebration as well as relaxation and reflection. A great hall is a place for the player characters to place trophies from their adventures and murals of their great victories. It also adds a large number of private bedrooms. Requires Barbican, Barracks, Blacksmith, Stables, and Repaired Walls upgrades to be completed. 7000 gp to commission. Because of the benefits of the Great Hall and what it represents it adds NO maintenance cost to the keep. Adds 5 unskilled hirelings to the keep.
- *Huntsman:* A huntsman provides much needed meat for the keep and also helps to scout the surrounding area and looks after the well being of the land and animals. 500 gp to commission. Adds 60 gp a month to maintenance costs. Adds 1 trained hireling to the keep.
- *Inn:* An inn within your keep provides shelter and a way to get coin from travelers and those passing through. Requires Mason and Blacksmith. 1000 gp to commission. Adds 100 gp a month to maintenance costs. Adds 2 trained hirelings and 5 unskilled hirelings to the keep. For the inn itself and NOT the keep the player may make a Running a Business roll with a +10 bonus for the maintenance costs of only the inn(Page 129 of DMG)
- *Library:* A library represents wealth and knowledge for the owners of the keep. The library requires restoration of the Great Hall. 1000 gp to commission. Adds 100 gp a month to maintenance costs. Adds 1 trained hireling and 2 unskilled hirelings to the keep. Whenever creating magical items a player character using the library may

either choose to craft it for 25% cheaper or 25% quicker.

- *Mason:* A mason is essential and required for many of the upgrades to the keep and for the daily maintenance of such a large stone and complex structure. Skilled masons are in high demand and must be paid well to stay. 1500 gp to commission. Add 100 gp a month to maintenance costs. Adds 2 trained hirelings and 5 unskilled hirelings to the keep.
- *Merchant/Shop:* Merchants are essential for providing essential goods for the keep. This upgrade may be taken 2 times. 500 gp to commission. Adds 60 gp to monthly maintenance. Adds 1 trained hireling and 4 unskilled hirelings to the keep. This also provides a vital link to the Merchant's Guild. For the merchant/shop itself and NOT the keep the player may make a Running a Business roll with a +10 bonus for the maintenance costs of only the merchant/shop (Page 129 of DMG)
- *Moat:* Restoration of the moat will greatly add to the defense and safety of the keep. A proper moat will force invaders through the barbican to weaken their strength. 1000 gp to commission. Adds 50 gp a month to maintenance costs.
- *Repaired Walls:* Restoration of the main walls of the keep not only provides protection for its inhabitants but it is an important symbol that tells the outside world it is functional and defensible. Requires Mason upgrade. 3000 gp to commission. Adds 200 gp a month to maintenance costs.
- *Stables:* Stables for a keep helps make the defenders mobile so they can actively and quickly scout the region around the keep. Stables help look after the safety of the defender's horses and provide upkeep for traveler's horses in the region. Requires Blacksmith. 1000 gp to commission. Adds 50 gp a month to maintenance costs.
- *Local Government Office & Tax Collector:* The upkeep of a keep is so enormous that the levy of taxes once a year in the region is allowed to help share the burden of its defense. Once a

year at the game master's discretion you can make a single Running a Business Roll for the total quarter's maintenance for the keep. This upgrade also makes a permanent office for the Office of Land Reclamation and other chartered organizations of Asnar. Requires Great Hall. 1000 gp to commission. Adds 150 gp a month to maintenance costs.

An Abandoned Tower: Wizards and Sorcerers often dream of having a place where they can further their studies and knowledge of the arcane arts. Though not as common as farms or towns and villages many abandoned towers dot Asnar's abandoned and desolate areas that once belonged to great wizards and sorcerers who passed away during the Red Death or long before. The Office of Land Reclamation will help player character's rebuild these towers in exchange for bringing stability and settlement to these desolate areas. Player characters will be expected to provide refuge for the Asnar military and members of the Adventurer's and other guilds when in need. This is part of the standard agreement for towers. As the tower grows many structures will be restored and grow along outside and within the tower itself.

Initial Cost to Start: 5000 gp

Starting Monthly Maintenance Cost: 500 gp

Upgrades to Tower:

- *Alchemy Lab:* The ability to craft potions, research, and experiment with the arcane arts is very important and expensive to the owner of the tower. Requires huntsman. 1000 gp to commission. Adds 100 gp a month to maintenance costs. When crafting potions, the monetary cost is reduced by 50 percent.
- *Apprentice:* Many fresh graduates of The College and Council of Wizardry and the Arcane Arts are looking for a place to grow and research their power without having to adventure into the wilds. The apprentice becomes an invaluable asset for your tower and someone you can trust to keep the operation of the tower running smoothly. Requires Alchemy Lab, Garden of Reflection, and Library upgrades. No cost to commission. Adds 200 gp a month to maintenance

costs.

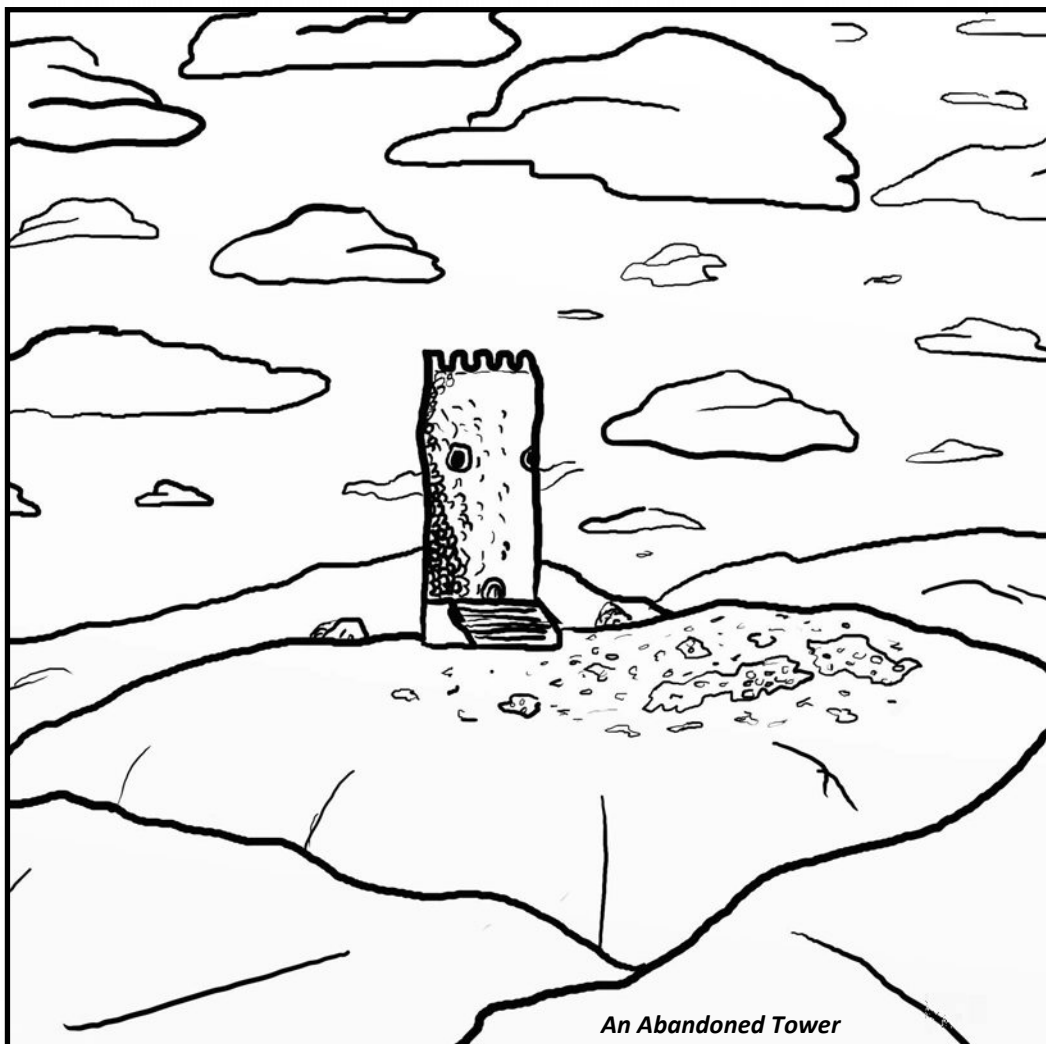
- *Dungeon/Prison*: A dungeon/prison below the tower will allow for interrogation of captured enemies and a place to imprison them until their fate can be decided. A wizard or sorcerer may also use the dungeon/prison to conduct secret experiments they do not wish the outside world to know of. To effectively rule a region a dungeon/prison is needed to instill fear within the citizens and know they will be placed here if they break the law or harm others. Requires Repaired Walls and Guards & Barracks upgrade. 1000 gp to commission. Adds 100 gp a month to maintenance costs. Adds 1 trained hirelings and 2 unskilled hirelings to the keep.
- *Garden of Reflection*: For a wizard or sorcerer a garden is needed as a place of relaxation and attunement. The garden is placed surrounding areas of the tower and will require several hirelings to maintain it. Requires Repaired Walls. 1000 gp to commission. Adds 100 gp a month to maintenance costs. Adds 1 trained hirelings and 2 unskilled hirelings to the tower.
- *Guards & Barracks*: The restoration of the barracks for guards not only restores security for the tower but also adds security and stability to the region. Requires Mason. 2500 gp to commission. Adds 300 gp to monthly maintenance. Adds 5 trained hirelings and 5 unskilled hirelings to the tower.
- *Guards (Improved)*: When the tower has reached a certain level of power the owner will begin to look at magical defenses to protect it. In addition to the normal guards the owner and apprentice will create magical constructs and traps throughout the tower to protect it. Requires Apprentice. 5000 gp to commission. Adds 200 gp to monthly maintenance.
- *Guest Hall*: Once the splendor and greatness of the tower is restored the owner of the tower will wish to have the guest hall restored to have a place to host guests as well as hold court and rule over the region. The guest hall becomes an important center of morale and stability for the tower and its inhabitants as well as the region. The guest hall is also a place for the owner to show off trophies of their adventures. Requires Apprentice, Dungeon/Prison, Inn, and Stable upgrades. 5000 gp to commission. Because of the benefits of the great hall and what it represents it adds NO maintenance costs to the keep. Adds 5 unskilled hirelings to the keep.
- *Huntsman*: A huntsman provides much needed meat for the tower and also helps to scout the surrounding area and looks after the well being of the land and animals. In addition to the other duties of the huntsman, they also search for necessary ingredients and spell components for the alchemy lab and research. 500 gp to commission. Adds 60 gp a month to maintenance costs. Adds 1 trained hireling to the keep.
- *Inn*: An inn closely located to the tower is essential for a tower not only for travelers, but for your local citizens as well for entertainment and culture. 1000 gp to commission. Adds 150 gp to monthly maintenance. Adds 2 trained hirelings and 4 unskilled hirelings to the tower. The owner of the tower may conduct a Running a Business Roll with +5 on a quarterly basis for the inn itself NOT the tower maintenance cost.
- *Library*: A library represents wealth and knowledge for the owner of the tower and is a symbol of their status in the world. 1000 gp to commission. Adds 100 gp a month to maintenance costs. Adds 1 trained hirelings and 2 unskilled hirelings to the keep. Whenever creating magical items a player character using the library may either choose to craft it for 25% cheaper or 25% quicker.
- *Mason*: Similar to the needs of a keep, a mason is an essential part of the restoration of a tower. A mason is needed not only to restore the tower but to keep it properly maintained. Skilled masons are in high demand and must be paid well to stay. 1500 gp to commission. Add 100 gp a month to maintenance costs. Adds 2 trained hirelings and 5 unskilled hirelings to the tower.
- *Merchant*: Merchants are essential for building commercial wealth for the tower and region and providing essential goods for

the community. This upgrade may be taken up to 2 times. Requires Repaired Walls. 500 gp to commission. Adds 50 gp to monthly maintenance. Adds 1 trained hirelings and 4 unskilled hirelings to the tower. For each upgrade the owner of the tower may conduct a Running a Business Roll with +5 on a quarterly basis for the merchant itself NOT the tower maintenance cost. This also provides a link to the Merchant's Guild and the Office of Land Reclamation (OLR).

- *Observatory:* The study of the stars and heavens is important for a wizard and sorcerer in their research and studies. At the peak of the tower the observatory will look over the area surrounding the tower and the region itself. Some whisper that a wizard or sorcerer's observatory can also magically scry on those many miles and leagues away. Requires the Guest Hall upgrade. 10,000 gp to commission. Adds 100 gp a month to maintenance costs. Once per a day the owner of the observatory can cast the scry spell with a DC 17. The observatory must be attuned to the user before the spell can be cast.
- *Repaired Walls:* Restoration of the main walls surrounding the tower not only provides protection for its inhabitants but it is an important symbol that tells the outside world it is functional and defensible. It also protects the buildings and upgrades that surround the tower. Requires Mason upgrade. 3000 gp to commission. Adds 200 gp a month to maintenance costs.
- *Stables:* Stables are necessary for a tower to accommodate trav-

elers and also the needs of the locals. 500 gp to commission. Adds 25 gp to monthly maintenance. Adds 1 trained hireling and 4 unskilled hirelings to the tower.

- *College Annex:* The College and Council of Wizardry and the Arcane Arts recognizes the power and splendor of your tower and the benefits it has had on the region. If you build the facility the College and Council of Wizardry and the Arcane Arts will start an annex building here for current students who can study in this region and gain valuable experience before they graduate. Requires the guest hall to be completed. 15,000 gp to commission. The College and Council of Wizardry and the Arcane Arts will pay for the maintenance of the annex as well as some of the tower. This upgrade will lower your total monthly cost by 1000 gp. Adds 2 trained hirelings and 5 unskilled hirelings to the tower.



An Abandoned Tower



How the Kingdom of Asnar Compares to North America and Europe in Size





Kingdom of South Asnar

Redstone Island

Shimmerhelm

Pt. Godmund

Hwen

Red Lake

Strik Woods

Eber Tharim

Sharp Tooth Mountains

The Cursed Wood

Stille Lake

Springwater

Blackhelm

Chamblee

Fertile Plains

UD Forest

Silverhold

Northpass

The Colossal Mountains

The Great Sea of Ice

Vollen

Stua

Horvik

Bleivik

The Iron Heights

The Lonely Tinklers

Dragontail

Vadrid Woods

Seashield

Redwater

Yellowfish Bay

Hammerdawn

The Bleak Mountains

Jade Ocean

Jade Cove

Leviathan Bay

Blackhelm

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