

# Brock's D&D 5e Campaign

## The “Arr'aman” Universe

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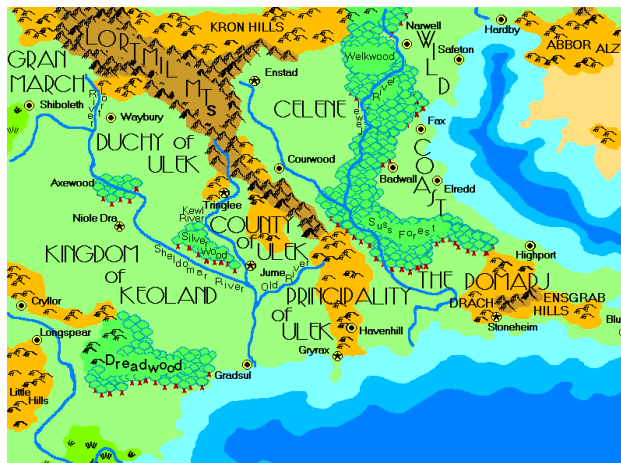
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# 1. Introduction and Game World

The “Arr'aman” universe is a fictional fantasy world I created as the setting for a fantasy role-playing game campaign. The world was created, and the campaign initiated, in the early 1980's. The game world and campaign, while dormant for many years, continue to this day!

While the World of Arr'aman is my own creation, I borrowed many ideas from fantasy literature and other sources in creating it. This makes Arr'aman somewhat derivative. But that is part of the fun of playing a character in the Arr'aman world – enjoying the “treasure hunt” experience of spotting the ideas I have borrowed!



So, without further ado, here is a thumbnail sketch of the Arr'aman universe so that you can put your own character's story in context.

## 2. Geography

The World of Arr'aman uses the original “World of Greyhawk™” map created by TSR Hobbies in 1980. I have adopted all of the topographical features, place names, and political boundaries on the World of Greyhawk™ map for the World of Arr'aman. Most of the other characteristics of Arr'aman (the people, history, religion, politics, et cetera) are my own creations.

The Greyhawk™ map can be hard to find in hard copy. Luckily, you can view and download a slightly altered version of it, in electronic form, at this web site:

<http://www.highprogrammer.com/alan/gaming/dnd/Greyhawk™/map/supermap.html>

Here is an excerpt from a “Short History of Arr'aman,” by Dominicus Ignominus XIV, the great chronicler of Arr'aman history, in which he describes the world:

What is the world? Why all that is known to the elves and to those of the other races who are learned. And what is known is the continent and close-by islands drawn upon the maps you see in school. There

are tales of distant lands far away on the other side of the Dramidj Ocean. These lands, it is said, are inhabited by strange folk, with strange tongues and strange names.

### 3. The Three Ages of the World

The history of Arr'aman consists of three principal ages – the First Age, the Second Age, and the Third Age.

#### 3.1. *The First Age*

The beginnings of the world are shrouded in myth and uncertainty. Most humans believe that, in the beginning, “Landru,” whom humans consider the God of all gods, created the world and most of its peoples. Other races have their own origin stories for the beginning of the world. Who can know who is right and who is wrong? Perhaps all origin stories are just myth? Perhaps all origin stories are somewhat true and somewhat false? The monks of every race strive to discover this fundamental truth.

At any rate, near the end of the First Age the ancient elven priests began to record their history in writing. These ancient elven writings provide virtually all that is known of the world's earliest times.

#### 3.2. *The Second Age*

The Second Age began when Glendur the Brave, of Jalpa, received commitments of fealty from all of the elven barons in the known world. He declared himself “Emperor of Astorland.” Translated literally, “Astorland” means, “the great kingdom encompassing all that is valuable in the world.” He established the City of Jalpa as the capital of the empire. One facet of the old empire still survives as the area surrounding the ancient city of Jalpa is known today as the “Great Kingdom.” The year the empire was decreed by Glendur is the year “zero” in the Arr'aman calendar.

The Second Age lasted for 1,103 years. The first 500 years of the Second Age were the “Golden Era” in civilization. After about the year 500, however, Astorland's civilization began to decline,



due to political neglect and moral decay. Around the year 600, waves of orcs began invading the Empire from the East. These invasions further weakened the already declining civilization of Astorland. Finally, on Friday, December 11, 1103, the orcs stormed and captured the Citadel of Allandin at Jalpa. The city was sacked and the royal family fled. Thus ended the Second Age.

### **3.3. The Third Age**

The Third Age began with the fall of Jalpa. Since that time, over a span of more than 900 years, the ancient empire has disintegrated into many small kingdoms and city-states. Those who are learned about the past consider the current, third age of the world to be a “dark” age. This is because much of the knowledge of the Second Age has been lost. Most people know little of the world outside of the kingdom, or even the county or hamlet, in which they live. Rumors of evil to the North and East abound in the absence of knowledge of these areas. While there have been attempts to reunite the world into one vast kingdom and to throw off the yoke of the dark forces in the world, none of these attempts, to date, have succeeded. The peoples of the World await a redeemer who will once again unite them and make upon the world a vibrant, righteous civilization that would make Glendur proud.



## **4. Races of the World**

The primary races of the world are the humans, elves, dwarves, and halflings (hobbits). Minor races include the dragonborn, gnomes, and tieflings.

Evil creatures are, unfortunately, many and varied. The most numerous and important of the evil races are the orcs, goblins, hobgoblins, ogres, and trolls.

Intensely magical creatures, such as dragons, fairies, and treants, also exist.

Half-elves and half-orcs exist, but they are few in number.

Here is what Dominicus Ignominus XIV has to say about the peoples of the world in his “Short History of Arr'aman”:

Who lives in the world? All manner of creatures, great and small. The

primary creature, however, is the human race. Humans outnumber all other races combined, except for the orcs. Humans are of all religious followings and of all national backgrounds (for good or evil). They are slowly increasing in number as the other friendly races dwindle. Some say that humans will inherit the world---barring the victory of the evil ones.

Next in number are the elves. Elves, like humans, vary a great deal in their wisdom, bodily looks and religious beliefs. Elves do have one consistent characteristic: They are all mystics. Elves tend to tell elaborate tales and yarns that explain their origins and the meaning of their myths. Some elven clans are repositories of great knowledge. Others, particularly the mountain and forest-living elves, are much simpler, practical folk.

Next in number are the dwarves. Dwarves are a very sturdy folk. They are proud and excellent warriors. Dwarves, like elves, are also weavers of great tales. The problem is, most of these stories are unlikely yarns about personal greatness. Dwarves are often great smiths. Dwarves also tend to love precious minerals and the things deep under the earth. Most dwarves desire money and treasure. There is a religious sect of dwarves, the Olin Garth, however, that worship the spartan life.

Last of the major peoples of the world are the hobbits. They are known to humans as “halfings” because they are about half the height of a human. They are a simple and wise people. They are the most content of the world's peoples and are seldom tempted into evil acts. Oddly, recent generations of hobbits seems to be gradually becoming taller and less hairy on their feet and hands. There are stories of a very few, very tall hobbits growing beards, as some humans do. Perhaps one day they will be just another tribe of humans and will be indistinguishable from the “big folk”? The answer to this question is not known.



At any rate, hobbits have two major life joys: Eating and smoking. They tend to produce large families and large paunches.

In addition to these races are a number of other creatures, even less in number, such as the gnomes and pixies.

Of the evil creatures, there are these primary races: Orcs, goblins, hobgoblins, ogres, and trolls. The primary goal of each of these races is to serve their evil masters, or their own debauched desires, and to increase in number so as to spread their brutality throughout the world.

## **5. Religion**

### ***5.1. Religion in General***

Many human, good-inclined peoples of Arr'aman worship “Landru,” who they regard as their supreme divine being. Other humans, and the other races of Arr’aman, worship the various gods of their traditions. Some of the races of the world, such as elves and dwarves, believe that their gods, and Landru, who they claim to be one of their gods, live in a magical palace in which many gods dwell.

Ancient human texts say that Landru’s spirit permeates every living thing, animal and plant, upon the face of Arr'aman. Druids accept this as the core tenet of their religious beliefs.

Whether Landru is the only god, the supreme god among many gods, or only the god of humans, is debated by the priests of the various races. Disputes about which race’s god or gods is the “true” god have led to many bloody wars between otherwise goodly folk.

The ancient religious scrolls of humans state that one of Landru's most powerful servants, Malcar, went astray during the First Age and turned to evil. He was banished from the realm of the deities by Landru. According to these scrolls, Malcar’s anger at his exile is great and he wishes to defile, ruin, and control all of the works of Landru, including Arr'aman. It is written in these scrolls that Malcar causes all of the evil in the world.

Malcar is said to have servants who are corrupt and are worshiped only by evil creatures and those who have turned to evil. Malcar's servants include demons and devils.

Most of the races of Arr’aman believe in both lesser and greater gods. The greater gods are called votiar. The lesser gods are called motiar. Most humans believe that the votiar and motiar are servants of Landru. Some motiar are servants of a particular votiar, who is, in turn, a servant of Landru.

Each votiar and motiar is associated with a particular aspect of the world of Arr'aman. Some groups of beings regard a particular motiar or votiar as their "patron" god and pray to their patron god for divine assistance. For example, there is a "patron god" of travelers (Fharlanghn). Another god is the patron god of sailors (Selanii). Yet another is the patron god of academics, scholars, and researchers (Lydia). There are temples and other places of worship to be found throughout Arr-aman, some of which are dedicated to a particular votiar or motiar.

Many once-goodly peoples have been corrupted by Malcar and his servants and have turned their worship to him. These are the "dark" elves, dwarves, humans, and yes, even evil hobbits.

Just as there are good votiar and motiar that are revered by the good and just beings of the world, there are also evil votiar and motiar that are worshipped by the evil beings in the world.

The worship of Malcar and the evil votiar and motiar is banned in all places within the borders of the Southern Allies. The worship of these evil deities occurs despite the bans. These evil deities are worshipped in secret or in cults or in places hidden away from public view. The beings who worship evil deities are depraved and corrupted beings. It is believed that most orcs, goblins, hobgoblins, trolls, and other evil creatures, to the extent they worship at all, worship evil deities.

## **5.2. The Good and Evil Deities of Arr'aman**

The "Good" Deities of Arr'aman:

Landru, Supreme Good Deity

Good Votiar:

- \*Life: Elhonna. Patron god of elves.
- \*Light: Pholtus. Most powerful good votiar.
- \*Nature: Beory.
- \*Knowledge: Fharlanghn. Also god of "good" trickery and cleverness.

Good Motiar:

- \*Mines and Smiths: Bleredd. Patron god of dwarves.
- \*Industriousness: Bralm. Patron god of gnomes.
- \*Sun: Adorak Tau. This sun god motiar is worshipped in Ulek.
- \*Sea: Selanii. Sea goddess worshipped in Ulek, especially near the coast and in Gryrax.
- \*Various: There are other good motiar whose worship is less widespread. Some are local or are associated with a particular race or tribe.

## The “Evil” Deities of Arr’aman:

### Malcar, Supreme Evil Deity

Evil Votiar (Devils):

- \*Trickery (evil): Tharizdun. Most powerful evil votiar.
- \*War: Erythnul.
- \*Tempest/Knowledge (evil): Vecna.
- \*Death: Iuz.

Evil Motiar (Demons):

- \*Various: There are other evil motiar whose worship is less widespread. Some are local or are associated with a particular race or tribe.

Many beings believe that, at the end of time, there will be an epic battle between the forces of good and the forces of evil. Those who worship good deities believe that the forces of good will prevail. Those who worship evil deities believe that the forces of evil will prevail.

The worship of evil deities is curious, as evil deities wield power in the areas of suffering, such as pestilence, death, and war. Why would a being worship a deity that wishes to inflict suffering on the world? Perhaps it is because worshippers of evil deities have been corrupted by the power over others that evil forces may grant to them. Or, perhaps worshippers of evil deities simply think they are “rooting for the winning side” in the epic battle they believe will happen at the end of time. Whatever their motivation, the existence of evil worshippers is, sadly, very much a reality.

See Appendix D, section 7, in this document, for more information about religion and patron deities for player characters.

## **6. Languages**

### **6.1. Language Basics**

Many languages are spoken in Arr'aman. Some are peculiar to a particular region or ethnic group, such as the “Keolandic” and “Ketian” tongues widely spoken in Keoland and Ket and the surrounding countries. Other languages are racial in nature, such as the ancient languages of the dwarves and elves. Many of the best known languages have a writing system. Many languages, however, particularly those of primitive creatures, have no written forms.

Trade and travel, although quite reduced since the end of the Second Age, still occur. In centuries gone by, the elves created a trading tongue to be used by traveling merchants. This language soon was in widespread use throughout Arr'aman. This language is called, uncreatively, the "Common Tongue," and it still survives. It is used most frequently in areas that see the most trade and travel from foreigners.

In addition, the ancient elvish language, runic in its written form, is a scholarly language used by monks and others of great learning.

## **6.2. More About Languages**

### **6.2.1. Common Tongue**

The "Common Tongue" is spoken by most humans, and many non-humans, who live within the empire's borders. This is especially true of those who live in cities and towns. Virtually everyone who is in the merchant trade can speak the Common Tongue. The Common Tongue is a "trade tongue" that developed because of the need of merchants traveling throughout the empire to be able to speak with their customers and suppliers.

The Common Tongue is similar to "Low Elvish", which is the racial language of the Wood Elves.

### **6.2.2. High Elvish and Low Elvish**

The High Elves of Arr'aman speak "High Elvish". High Elvish is an ancient, "courtly" language that, except for the High Elves who speak it on a daily basis, is usually reserved for official documents and "formal" writing.

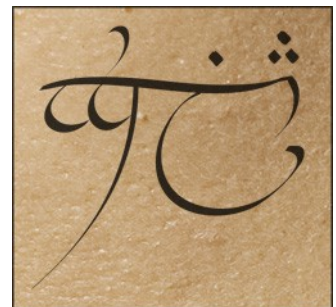
High Elvish is also the language of "academics" and other scholars. Many treatises and other scholarly works are written in High Elvish so that all scholars, regardless of their race or country, can understand and comment on the scholarly work in question.

Low Elvish is the language of the Wood Elves and Dark Elves (Drow).

All elves, High Elves, Wood Elves, and Dark Elves, can speak and understand High Elvish and Low Elvish.

### **6.2.3. Keolandic**

Keolandic is the official language in these countries:



- \*Keoland
- \*County of Ulek
- \*Duchy of Ulek
- \*Principality of Ulek
- \*The Yeomanry
- \*Sterich
- \*Grand Duchy of Geoff
- \*Gran March (although Ketian is widely spoken in the northern portion of the country)
- \*Hold of the Sea Princes

#### 6.2.4. Ketian

Ketian (pronounced, “keh-shun”) is the official language in these countries:

- \*Ket
- \*Veluna
- \*Bissel
- \*The Colony of Volund (formerly the "Horned Society")
- \*Note: While the official language of Gran March is Keolandic, Ketian is widely spoken in the northern portion of the country.

#### 6.2.5. Racial Languages

Virtually all non-human races have their own, racial language. Some examples are Dwarvish, Gnomish, Kolboldic, Orcish, Goblin-speak, etc.

Most non-goblins refer to the goblin language as, “Goblin-speak”. The goblin word for the goblin language is, “Ghukliak”. A slang word non-goblins sometimes use to denote the goblin language is, “Gobbledy-gook”. This slang word is pejorative and is highly offensive to goblins.

#### 6.2.6. Local Languages

There are also many local languages. Mastering a local language is the fastest way to make friends and allies if you are a stranger in the area you are visiting.

## 7. Money

Virtually every ruling prince and princess mints his or her own coins out of various precious metals. The coins are usually emblazoned with



an image of the ruler in question. Still, certain coins, known for the purity of their metal, accurate weight, and wide acceptance, are preferred by merchants. These coins are minted by the Sea Princes for use in their trading empire. They are as follows:

- Copper piece (100 per gold piece)
- Silver piece (10 per gold piece)
- Electrum piece (2 per gold piece)
- Gold piece
- Platinum piece (10 gold per platinum piece)

Less often found in circulation but seen occasionally are the half-penny (half a copper piece), five pence (worth five copper pieces), and the large, silver “quarter” piece, which is worth 2 ½ silver pieces (one quarter of a gold piece or 25 copper pieces).

## 8. The Knights of the Verdann

There are many orders and guilds devoted to the advancement of the welfare of their members. Some revolve around a trade. Others around a religious or political belief. Some are secret while others are open to public view.

The most famous and most important order is the venerable “Knights of the Verdann.” Again, I quote from Dominicus Ignominus XIV's excellent history of the world:

At the beginning of the world Landru created the Motiar, the lesser gods. After the fall from grace of Malcar, and the subsequent struggle between his evil forces and the forces of good, the Motiar encouraged exceptional mortals of all races, and even some magical creatures, to join together into a brotherhood called the Knights of the Verdann. The Motiar taught the knights how to control and manipulate the Verdann. The Verdann is an energy field created by all living things. It surrounds us, penetrates us, and binds the world together. Its power can be harnessed, controlled, and directed by a person with a special talent. The Motiar taught the knights to control the Verdann for the powers of good. They also taught the knights how to identify persons with the talent so that the knights could, on their own, continue to increase the number of members of their order.

Unfortunately, the Verdann can be controlled for evil purposes as well as good. A few knights of the Verdann were tempted by Malcar's servants, particularly a few powerful demons, and turned to the “dark” side of the Verdann. The evil knights are known as Knights of the Ka-Verdann.



In years gone by of the Order of the Knights of the Verdann was much stronger than it is today, and its members more numerous. Today the knights of the order are dispersed. Many potential knights are born and never know their power. While it is almost certain that several knights still live, because the forces of darkness are sure to hunt for them, they keep their membership in the Order secret. Only one knight is powerful enough to show himself publicly. This is Gaius Semanticus. He appears, seemingly out of nowhere, in a particular town or city, and then vanishes again just as suddenly, as though he is on a mission and in great haste. He is often seen visiting the druidic elves in the Bramblewood. Some say that Semanticus is mad. Others deny his madness. Others deny that he is a Knight of the Verdann at all. It is rumored that he sometimes visits the wild Yatil Mountains, where he sits on a rock ledge and stares at Lake Quag for days on end. No one knows if this is evidence of madness or part of an unknown quest. It is believed that Semanticus is trying to build up the order again by finding and teaching new members.

Semanticus can sometimes be seen conversing with fellow travelers at Brother John's Inn in Thornward in the country of Bissel. Those who have seen him describe him as tall, with a white beard that often has leaves and briars caught in it. His wily green eyes flash with fire. His face seems aged but is strong and appears to bear the remnants of a pox he suffered when younger. His clothing, while noble in type, is quite worn and patched in several places. He wears out-of-fashion boots that extend over his knees. Clenched between his teeth you will find his white clay pipe in the shape of the head of a dragon. It is said that despite the fact that he wheezes when he breathes and speaks, he is strong and vibrant. Many who discount his powers and think him simply an eccentric old man call him “Wheeze” because of the sound

of his breathing.

A powerful Knight of the Ka-Verdann is also known to live. His name remains a mystery and he is known only as the “Dark Traveler.”

Of the early days of the Order, during the First Age, there is only scant recorded history. It is said that the two greatest Knights of the Verdann were Doina the Dwarf and Haillek, from the race of humans. Doina was the first leader of the Knights' supreme council and Haillek was his first deputy. Doina was very brave and slew a great demon sent to Arr'aman by Malcar. Tragically, she later died from the wounds she sustained in combat. She was succeeded by Haillek as the leader of the council. Haillek was tempted by a demon, with an offer of a position of great power and prestige in the forces of Malcar, to turn to the dark side of the Verdann. He persuaded others knights to turn to the dark side as well. Many knights in the Order, however, refused to turn to the ways of evil and the Order was torn asunder – steadfast knights versus those who had been corrupted. The struggle between the good and evil knights of the Verdann continues to this day.

The Knights of the Verdann are excellent warriors and also powerful sorcerers who use mind control magic and telekinesis magic.

## **9. Keoland and the Southern Allies**

### **9.1. Overview**

Because of the disintegration of the old empire and the fracturing of the world's lines of communication, there is often little contact between the different kingdoms and city-states of Arr'aman. The region of the world that is the most unified and in which the constituent countries have a reasonably high degree of contact with one another is the area surrounding the Kingdom of Keoland. This area is a confederation known as the “Southern Allies”. Sometimes the confederation is referred to simply as the “Alliance”. The countries in the Alliance are:

- Keoland (the dominant power of the group)
- Veluna
- Ket
- Bissel

- Gran March
- The Lorridges
- Grand Duchy of Geoff
- Sterich
- Ulek (Duchy of Ulek, County of Ulek, and Principality of Ulek)
- The Yeomanry
- Hold of the Sea Princes

From the perspective of the Southern Allies, the world outside the boundaries seems like a wilderness that has, in many places, been overrun by evil creatures. Few ever venture beyond the frontiers of the Southern Allies and many who do are not seen again. Orc raids generally come from the north and it is believed, but not known with certainty, that the areas to the north are inhabited exclusively by evil creatures.

Still, some adventurers do venture to the wilds beyond the Alliance and return. Some return bearing fantastic tales, some bearing their dead on stretchers, and others bearing fantastic treasures. This last category of items borne back into the lands of the Alliance, fantastic treasures, is what encourages others to become adventurers.

Keoland is the dominant political, economic, and cultural force of the Southern Allies. The vast majority of Keoland's population is made up of humans, although other races do live within its borders. Although some countries in the alliance, particularly Veluna, the Hold of the Sea Princes, and Bissel, have much local autonomy, the heads of state of these kingdoms all swear loyalty to the King of Keoland in Niolo Dra. In addition to his status as King of Keoland, the monarch of Keoland is “emperor” of the Southern Allies (his official title is “Lord Protector of the Realm”).



In addition to these 11 nations, a new, 12<sup>th</sup> nation has recently been re-founded as a colony. This is the Kingdom of “Volund,” which was created when a band of intrepid pioneers, desiring the lush grazing lands of the “Horned Society,” expelled the orcs living there and restored the land's ancient name. This colony is far beyond the borders of the Alliance and contact with it is intermittent. Contact is only made, when it is made, by way of the King of Keoland's elite “ranger” horse-soldier units and a few hardy merchants and traders. The ruler of Volund is Queen Diometia, the Proud.

## **9.2. About Ulek and Gryrax**

Ulek was once a single nation but was conquered by Keoland and broken into three parts. The

three parts were made into “provinces” of Keoland. The conquering of Ulek was Ulek’s punishment for siding with Ket in the War of Ketian Succession.

The wealthiest of the three provinces of Ulek is the Principality of Ulek, which borders the Azure Sea and benefits from sea-borne trading and commerce.

The City of Gryrax, on the coast, is the major port of and is the capital of the Principality of Ulek.

The ruler of the Principality of Ulek is Prince Atar, “the Lion”. He is an hereditary ruler. His palace is in Gryrax. He is also the head of government of the City of Gryrax. He delegates power to a cabinet of ministers who run most day-to-day affairs of the state.

Atar is a liege lord and swears fealty to the imperial court in Nirole Dra in Keoland. This makes Atar, technically, an “imperial governor” in the Principality of Ulek. While the Principality of Ulek is technically a province of Keoland, it is largely autonomous. Atar does what he likes in his domain but is careful not to upset the emperor in Nirole Dra by acting rashly or clearly against the wishes of the emperor (Aelfred VI, King of Keoland).

The name “Gryrax” was bestowed on the bustling port city on the Azure Sea in the recent past. The ancient name of the city is “Tarantis”. The lord of the Principality of Ulek, Atar, had a son named “Gryrax”. At the age of 10, Gryrax accidentally drowned while spending a holiday with his family at a beach on the Azure Sea near Gradsul. Atar was overcome with grief at the unexpected death of his son. He ordered the City of Tarantis to be renamed the “City of Gryrax” in honor of his son.

Many older documents still refer to the city as “Tarantis”. In informal speech, many longtime residents of the city still refer to Gryrax as “Tarantis” (at least if there are no city guards or other palace-connected persons within earshot).

### **9.3. *More about the Countries in the Alliance***

Most of the countries in the Alliance have close ties to the Crown at Nirole Dra, with the notable exceptions mentioned above and the Kingdom of Ket. Ket, due to its remoteness and nomadic people, is currently in a state of near anarchy.

The King of Keoland is His Most Worshipful Majesty King Aelfred the VI. He is quite old and his reign has been a long one. Because of his advanced years he is sometimes persuaded by his ministers to allow them to govern while he recovers from various illnesses that beset him. He refers to these illnesses as “spells.” When he recovers from a “spell,” he abruptly re-assumes

command of the government, often shuffling his cabinet ministers around in the process. The most powerful person in the cabinet is William of Gradsul. In title he is merely a Squire of the King, but in reality he is one of the most powerful men in Keoland, often named the Chancellor of the Exchequer when the King shuffles his cabinet.

An ancient and seldom-used legislature of barons is called the “Council of the Realm.” The King of Keoland will sometimes call the Council of the Realm into session when he needs to raise taxes, declare war, put down a revolt, repel an invasion, or simply ask political favors of the barons on the council. The head of the Council of the Realm, and the most powerful baron of Keoland, is the Princess Arlena Niolo, the raven-haired.

## 10. About the Frontier Countries

### 10.1. Bissel

Bissel is a province of the Gran March. It is a country whose population is mainly humans. Thornward is a wild frontier town located in the northern end of Bissel. Thornward is a popular jumping off point for adventurers heading into the wild lands to the North. The people of Bissel are ethnically “Ketian.” Ketians are small in stature, but large in heart and courage. They are sturdy, independent and proud. Mostly they are hunters in the forests and on the plains in Bissel, Veluna, and the Gran March, though there are farmers and merchants as well.

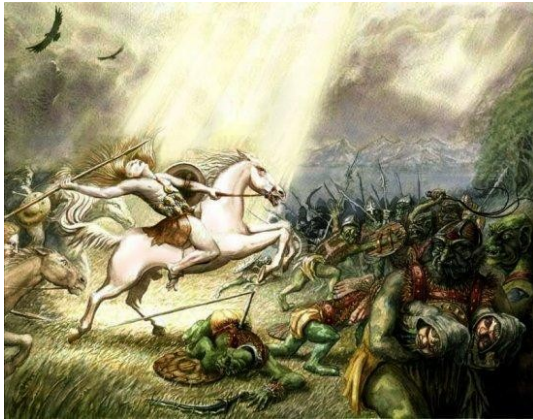


Bissel is separated from Veluna by the Lorridges and the Fals River. It is separated from Ket by the Bramblewood. Located at the frontier cross-roads, it is a well-traveled land that sees many people of many lands. Bissel is geographical “bottleneck” that forms a natural gateway to the interior countries of the Alliance. While Bissel is inhabited primarily by Ketians, the nobility of the province is of “Keolandic” stock from the Gran March. Many years ago, the Ketians lost a war to the people of the Gran March. There still lingers animosity on both sides. Bissel is a combination of grassland, light forest, and deforested farmland. Mercifully, the country is less raided than Veluna and Ket. The northernmost part, however, which consists of Bissel's only major town, Thornward, does experience some raids, mostly in the winter. Bissel is technically ruled by a Governor Viceroy of the Gran March, Governor (your excellency) Rarlton Furyondian. He only holds power in Thornward, however, and has little influence in the countryside. The local lords

jealously guard their power over the countryside.

## 10.2. Veluna

Veluna is mainly open grassland. The temperatures in summer are generally in the 80's and 90's of degrees on the open plains. Here also, is where many of the Ketians, the ethnic group who inhabit Bissel, Veluna, Ket and the northernmost neck of the Gran March, hunt big game such as bison and caribou. Veluna is known throughout the Alliance for a particularly strong breed of wild horses called



“Eruninndelt” that graze on her grassy plains. These horses, according to legend, were once in the private stables of an ancient elven king and became wild when his kingdom fell. Whatever their origin, they are smarter, faster, stronger, and more spirited than the average horse. They are particularly difficult to tame, however, and bring a high price in the markets at Mitrik where they are sold.

Veluna has a sparse population of plains farmers and hunters. At the extreme frontier of the Alliance, Veluna is raided often by orcs and other evil creatures. The people of Veluna manage to defend themselves by forming militia armies that are composed of their own troops, some dwarves from the hills and mountains of the Lorridges, the mountain elves from north of Veluna, the town militia of Highfolk (mainly elves), a few humans from Ket, the citizen army of Bissel, elves from the Bramblewood, and mercenaries and rangers from lands further south. This may sound like a great army, but their numbers are few and, when the orcs raid, the army cannot be everywhere at once. Veluna, then, is constantly at war.

The mountains above Ket and Veluna (the southernmost tip of the Yatil mountains) do not supply many troops for the army. Though elves live in the very southern part of the Yatils, this area is mainly uncharted and quite mysterious. It is not believed that orcs or goblins live in the mountains but rather that they come from further north. The mountains are shrouded in legend and story---mostly unpleasant. There are rumors of great treasures to be found in the Yatils for the stout of heart. Most of the stout of heart are never heard from again. A few adventurers have returned from trips into the Yatils, however, bearing treasures and tales to tempt the imagination. The mountain weather is reported to be cold (20 to 60 degrees in the Spring and Fall) and rainy and stormy.

Veluna is ruled by a weak King, Hurogand III. He normally bows to the whims of his nobles, as they control the army. The thing is, the nobles are controlled by tribal councils. So real power in the nation filters down to the chiefs of the tribal councils. These chiefs know the power they wield

and use that power to exert influence over the nobles. There is a great deal of personal freedom in Veluna---indeed, that is why it is often difficult to field a large and well-organized army. The problem is increased when you consider that much of the country is nomadic.

### **10.3. Gran March**

The last of the countries that form the northern corridor leading to the interior of the Southern Alliance is the Gran March. The Gran March is bordered on the north by Bissel and on the south by the Lort River and the furthest extent of the Rushmoors (the marshes belong to Gran March). The Gran March's population is about 20% Ketian (mainly living in the north) and the rest of Keolandic stock. The weather in the Gran March is warm and somewhat humid. The weather changes from warm temperate to subtropical as you progress south. The Gran March is more heavily populated than Bissel, Veluna, and Ket. Skilled merchants in the Gran March keep its coffers filled. There is a great deal of cottage industry in the Gran March and the farmers are adequately prosperous to make the Gran March a rich nation.

The main products of the Gran March are the fine cotton and tobacco grown on large plantations in the north. The orcs would dearly love to raid these rich farms. The Queen of the Gran March, Torulia I, sends many soldiers to fight the orcs in Veluna, Ket and Bissel. Torulia is a powerful monarch in the Gran March. She wields ultimate power and can disband the Ordinate of the Citizenry (the legislative body) at her whim. She has never done this, however. She is a wise and fair ruler. Her only real fault is her love for large court affairs, balls, and parties. Unfortunately, many of the rural nobles, squires and gentlepersons invited to these state occasions are often very uncouth. There have been reports of orgies, nude bathing, eating contests, duels, et cetera, at these gatherings. Of course, whether such court parties are desirable or not depends upon one's view of life.

The capital city of the Gran March is Hookhill. Dwarves also dwell in Gran March. The dwarves live in the northeast portion of the country. Elves of great character inhabit the eastern arm of the Dim Forest. These are not simple wood elves, but "high" elves of noble heritage and great learning. Their leader is Kaydullindil the Wise. He lives with his small tribe in the forest and does not normally welcome strangers.

### **10.4. Ket**

Ket is the country that lies north of Bissel. It is a wild and uncivilized country of Ketians, Paynims and the dwarves of the Tusman Hills. It is almost in a state of anarchy now. Orcs and goblins sometimes raid Ket from the North.

The only central government in Ket is the Ketian royal family's Prince Kullda Summe. Summe

commands a cavalry force that gallops around the countryside restoring order as it goes. The problem is that, as the troopers leave an area, chaos returns. The ancient capital of Ket is Lopolla. The city is a ghost town now and people shy away from it due to reports of ill tidings coming to those who visit the city. The seat of the prince's government is now at Molvar. Molvar is a trading town that sees the ultimate in scum and villainy. The orcs and other dark creatures that raid Ket do not often meet a great deal of militia---but the fierceness of the country's inhabitants, coupled with the nation's being poor, keep orcish invasions to a minimum. The passes to the north are guarded by a band of dwarves called the Ulin Rok. They are a tall race of dwarves that inhabit the hills above Molvar. There are tales of ancient and abandoned dwarven cities in the mountains. These cities, so the rumors go, are filled with treasure for the bold. Sometimes a band of dwarves sets off to find the ancient cities and their booty but few return. Those that have returned report only ruins. Perhaps those that did not return found the bounty of the ancients but it was guarded by lethal monsters?

Probably the most important of the peoples occupying Ket are the elves of the Bramblewood. These are simple but tough wood elves. They are quite druidic in nature. These elves live in a hardwood forest without any significant shelter---they live symbiotically with the land. Thus they are very attuned to the ways of nature and to the power of the Verdann. Much can be learned from them. The weather in Ket is that of high elevation: The air is thin, it rains often, temperatures are cool, and much of the land is farmland being reclaimed by woods.

Almost surrounded by the River Fals are the hobbits of the Velunan Hills. The Hills are not technically in any of the surrounding countries. Thain Kentodotus Thornhelm likes it that way. These hobbits are sturdy, as they must be to defend themselves from the goblins' raids. The settlements they live in are very old and their hobbit holes are some hundreds of years old. Their population is small. They are of the stockier, less tall hobbit race. They sometimes form their own militia but they never send militia to Veluna or Bissel. They are simple farmers. They are quite an uninhibited folk by hobbit standards. Their lands are more foothills of the mountains than simple hills and they must dress warmly. They often trade with the dwarves of the Lorridges.

### **10.5. The Lorridges**

The oldest monarchy in the Southern Allies is the line of King Kolin Guth of the dwarves of the Lorridges. The king claims he can trace his line back over a thousand years without missing a single generation. He is king of a large band of dwarves that inhabit the foothills of and the northern tip of the mountains of the Lortmil range. These dwarves are not like the Ulin Rok. These Dwarves are shorter than the dwarves of Ket. They are a proud but not reclusive people like most dwarves. Their kingdom is rich in mineral treasure and they protect that treasure by sending troops to fight in the Velunan militia. The weather in the Lorridges is similar to that in the Velunan Hills – high and cool.

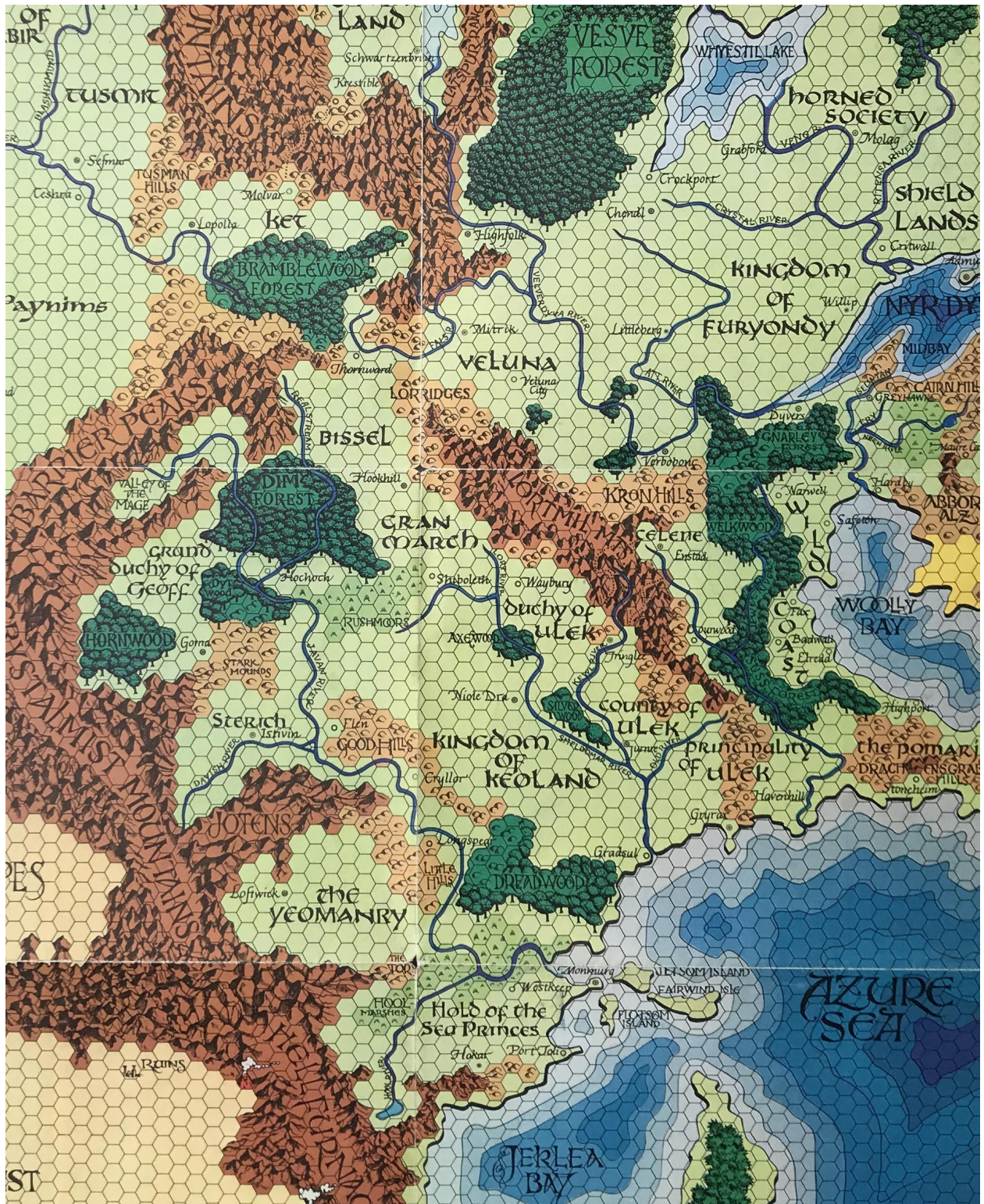
# Appendix A – Maps



*Western Half of the World*



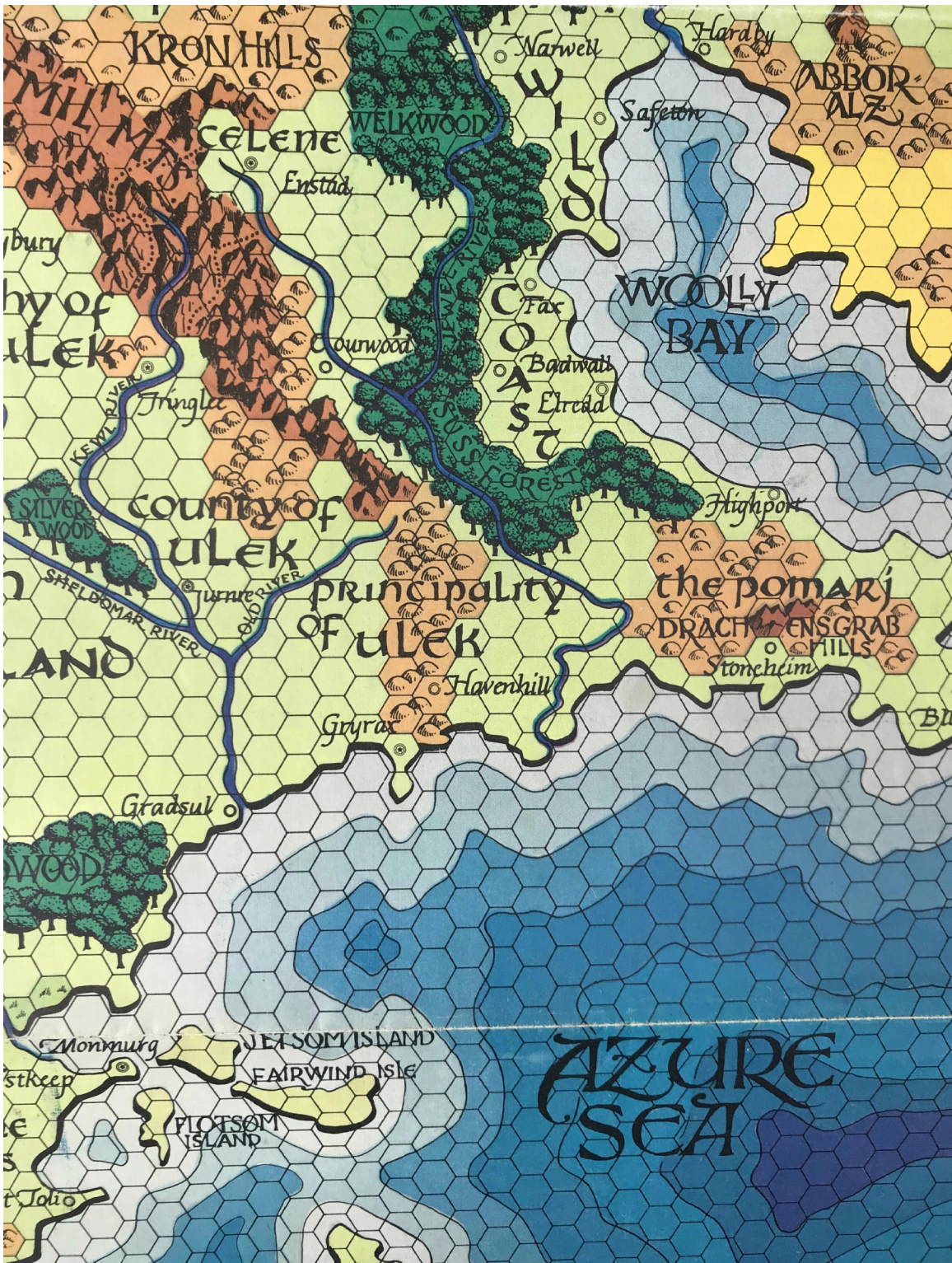
*Eastern Half of the World*



*All of the Countries in the Empire and Surrounding Frontier*



*Southern Portion of the Empire and Nearby Frontier Countries*



Principality of Ulek and Surrounding Area

Larger versions of these maps, in .JPG format, can be downloaded by clicking on the following links:

World Map, Western Half

[http://www.eurekais.com/dnd/world\\_map\\_west.jpg](http://www.eurekais.com/dnd/world_map_west.jpg)

World Map, Eastern Half

[http://www.eurekais.com/dnd/world\\_map\\_east.jpg](http://www.eurekais.com/dnd/world_map_east.jpg)

Empire Map

[http://www.eurekais.com/dnd/empire\\_map.jpg](http://www.eurekais.com/dnd/empire_map.jpg)

Close Up Map of the Southern Portion of Empire

[http://www.eurekais.com/dnd/close\\_up\\_map\\_south.jpg](http://www.eurekais.com/dnd/close_up_map_south.jpg)

Very Close Up Map of the Southern Portion of the Empire

[http://www.eurekais.com/dnd/very\\_close\\_up\\_map\\_south.jpg](http://www.eurekais.com/dnd/very_close_up_map_south.jpg)

## **Appendix B – The Calendar**

Time is reckoned from the year that Glendur the Brave established the “Great Kingdom” of the elves in the ancient city of Jalpa. This is the year “zero” in the Arr'aman calendar. The year zero marks the beginning of the Second Age in the history of Arr'aman. Dominicus Ignominus V, a monk who resided for many years at the monastery near Mithat in the Kingdom of Nyron, established the calendar that is used by all peoples in Arr'aman to this day. The year of the calendar, as of this writing, is the year 2077.

Time before the year zero is reckoned backwards. For example, the 10th year before the year zero is the year 10 “B.E.” - meaning 10 years “before the establishment” of the great elven kingdom. By definition, any date with a “B.E.” suffix denotes a date occurring during the First Age of Arr'aman.

## **Appendix C – The DM’s Approach**

### ***C.1. The Have Fun Campaign***

The point of a roleplaying game is to have fun. The Dungeon Master (DM), that is, me, wants to have fun. I want my players to have fun.

The DM defines fun as a) the players and DM, together, creating a fascinating story that can grow richer with each gaming session; and, b) the players and the DM not getting “hung up” over little things.

### ***C.2. During a Gaming Session, the DM’s Ruling is Final***

During a gaming session, the DM will, inevitably, have to “make a judgment call” on the outcome of a situation. A player may not like the ruling but, to prevent the game from descending into chaos, the player must accept the ruling and “move on” until the end of the gaming session.

After a gaming session is OVER, the player may freely offer *constructive* criticism to the DM and tell the DM why the player thought the DM’s decision was wrong, or rashly made, or inadvisable, et cetera. The DM is required to consider that input, seriously, and not dismiss it.

### ***C.3. The Players’ Actions and Decisions Should Have a Meaningful Impact on where the Story Line Leads***

The DM will have a story line in mind for the players to enjoy at each upcoming gaming session. The DM will provide structure and creatures and loot and incentives to try to entice the players into the story line. The players, however, have control over their own actions and decisions.

The DM will not force the players, in lock step, through a story narrative that is in the DM’s head. The DM will be flexible. If the players take actions or make decisions that were not planned by the DM, the DM will willingly and gladly let the story take off “in another direction”, if that is what the players want. This gives the players “skin in the game”. DM’ing a roleplaying game should not be just forcing the players to act out a story in the DM’s head, regardless of the what the players want to do and achieve.

There is no point in just forcing the players to move inexorably through the “novel” a DM has written in his/her head. If a player’s actions don’t matter, because, regardless of what the player does or does not do, he/she will be forced to travel the story line the DM has planned, the player will lose interest in the game. Rightfully so.

Avoiding this, of course, means that the players have a responsibility to help create the story that is being created. Players who just stare into space and roll dice are no fun for anyone, especially the DM. Get into character. Roleplay a little!

The DM will provide a, hopefully, fascinating game world to explore and engage with. The DM

will also provide some starter situations to get the players on an initial mission. In the end, however, it is the players who will create the story with the DM's assistance. This is the unique fun that roleplaying games provide that is not possible in other kinds of games.

#### ***C.4. The DM Needs Help***

The DM, as of the time of this writing, while fairly competent in running the D&D 5e system, understands how much material there is to master. The Player's Handbook, the Dungeon Master's Guide, and the Monster Manual each contain over two hundred pages of detailed rules and other information. That is a lot of knowledge to acquire. Nonetheless, with each adventure session he runs, the DM's command of the game system improves.

Still, the DM cannot recall, perfectly, every rule, every feat, every character feature and sub-class, and every nuance of D&D 5e. Help the DM. If he is struggling to find a rule in a rule book, point him to the page. If you know that a particular table in a book applies to the situation, point it out to the DM and, again, point him to the page. The DM will not be offended. We are all in this together, trying to have fun. Be merciful to the DM. Help the DM speed up the game. Help the DM get to the level of comfort that will make future gaming sessions go faster and flow more easily.

Remember, the DM has worked hard, and has spent considerable time, effort, and money to make playing in a fun role-playing game session possible for you. Treat him with kindness and compassion.

#### ***C.5. It is Role-playing and a Game***

A "role-playing game" (RPG) is two things at once. It is a chance to engage in "make believe", that is, to "play" a "role", as an actor does. This is "let's pretend" in a more advanced form.

At the same time, an RPG is a "game". It has structure and a system that lets a player compete against the game world, and the other players from time to time, to achieve outcomes that are not guaranteed.

The DM likes the "game" aspect of the RPG. It gives the DM and each player a framework on which to base decisions and take actions. The DM likes to let the mechanics of the game drive the action forward. So, to the extent possible, the DM will try to follow the rules in the game instead of simply arbitrarily substituting his judgment for what the outcome a rule would dictate.

At the same time, the "game" part of the RPG should not take over to such a degree that the "let's pretend" fun of role-playing is thrown out the window. If a strict and mechanical application of the rules would lead to an absurd situation, or a situation that just does not add to the fun of the game, the DM WILL substitute his judgment for the rules. In those instances, the DM will make a ruling regardless of what the rules dictate. This will be done for purposes of the story or for fun. Slavishly applying the rules when it is not fun to do so makes no sense.

The DM will use this DM power to override the rules sparingly, however, so that the players will be able to trust that, if they learn and employ the rules, their expectations using the rules will be met. If the DM simply overrides the rules each time he does not like the outcome of applying the rules, what is the point of having rules at all?

### ***C.6. The Possibility of Player Character Death Creates Dramatic Tension***

Yes, death happens. It is possible for a player character to die. Without the real possibility of a player character dying, the players get bored. If a player character can't die, because the DM wants it that way, then, obviously, no matter what the players do, they are victorious and invulnerable. That is fun. For about 15 minutes.

### ***C.7. Whimsy Cards and Player Control over the Story and Game World***

The DM will give each player a "Whimsy" card at the beginning of each gaming session. These cards come from a long out-of-print roleplaying game called "Ars Magica".

On each card is printed a plot device. A couple of examples of Whimsy cards are:

\*Abrupt Change of Events: Suddenly things are not happening the way they were a moment ago. Alliances switch, secrets are revealed, and new information surfaces.

\*Pity: Sympathetic sorrow for another person affects a character's actions. This pity might provoke action or merely set a mood.

One time during the gaming session, the player will be allowed to play his/her Whimsy card. The player will then decide how the Whimsy card affects the game play.

For the "Pity" card, noted above, a player character could have a non-player character or monster who has just achieved a critical hit on a player, which will result in death, take "pity" on the player character and rush the player character to the talented local healer to save the player character's life.

For the "Abrupt Change of Events" card, perhaps one of the orcs attacking the party is actually a shape-shifter who is a long lost relative of one of the player characters?

The DM will make the player roleplay the Whimsy card. The player doesn't get to just say, "I play the Abrupt Change of Events card. I don't die." The player must think about how the death could be avoided by an interesting new story line created by the Whimsy card and then roleplay it.

Of course, a Whimsy card does not have to be played only when needed to avoid the death of a player character. It can be played just because the player has a good plot idea, or just for fun.

The DM will reward players who play their Whimsy cards, and play them well, with experience

points, better loot, more interesting quests, and, of course, not dying (at least not right away). ;-)

The DM has the final say on how a Whimsy card played actually affects the game.

How could a “secret is revealed” plot twist actually keep a player character from dying? Well, maybe the player character DOES die, but the secret revealed is that the player has an identical twin in a distant city. A new quest is created for the other player characters to find this identical twin and return the player character’s body to him/her for a proper burial. When the player characters find the identical twin, of course, he/she is VERY similar to the player character and wants to join the party. ;-)

Or IS he/she that similar to the player character? Maybe he/she has his or her own secrets? You see, death is not as bad as it seems when you have a Whimsy card to play!

Whimsy cards give a player REAL control over the story line and the game world that the DM and the other players are obligated to accept (within reason). Playing a Whimsy card is actually a way for a player to be a mini-DM, at least for one situation in the game. Think you can do better than the DM? Play your Whimsy card!

## **Appendix D – Optional Rules and Rules Clarifications**

### ***D.1. Standard D&D 5e Rules; Xanathar’s Guide to Everything; Volo’s Guide to Monsters; Unearthed Arcana; Multiclassing***

#### **D.1.1. Standard D&D 5e Rules and Additional Sourcebooks from Wizards of the Coast™**

The standard D&D 5e rules from the Player’s Handbook, the Dungeon Master’s Guide, and the Monster Manual are used in the campaign. You may create a player character using any sourcebook for D&D 5e published by Wizards of the Coast™. In particular, the Player’s Handbook, Monster Manual, Dungeon Master’s Guide, Xanathar’s Guide to Everything, and Volo’s Guide to Monsters have been purchased by the DM for use on roll20.net. When playing on-line, using roll20.net, it is easy to “drag and drop” information from these sourcebooks into your character sheet.

If you create a player character using a sourcebook not specified above, that is allowed, but you must create a plausible back story explaining how the character fits into the Arr’aman game world.

#### **D.1.2. Xanathar’s Guide to Everything**

The DM has purchased and has been perusing “Xanathar’s Guide to Everything” (XGTE). Some of the new character sub-classes, racial feats, monsters, spells, and other material in XGTE looks really nifty.

#### **D.1.3. Volo’s Guide to Monsters**

The DM has purchased and has been perusing “Volo’s Guide to Monsters” (Volo’s). In particular, he has been poring over the various unusual player character races provided in Volo’s. Volo’s provides information on, for example, how to run a goblin, hobgoblin, or an orc as a player character. The DM finds it fascinating reading.

#### **D.1.4. Unearthed Arcana Section of WotC Website**

The DM is aware of the “Unearthed Arcana” (UA) section of the Wizards of the Coast (WotC) website. In this area of the WotC website, the D&D game designers publish optional material and play test material. Some of this material is quite interesting. For example, the DM has decided to use the improved Ranger character class, the “Artificer” character class, and the “Sidekicks” rules published in UA in this campaign. If you want to use some of the other material published in UA for your character, contact the DM to discuss your options. The Unearthed Arcana section of the WotC website can be found here:

<https://dnd.wizards.com/articles-tags/unearthed-arcana>

### **D.1.5. Multiclassing**

You may have your character “multiclass” if you want him or her to have more than one character class. See page 163 of the Player’s Handbook.

## ***D.2. Unearthed Arcana Ranger, Artificer, and Sidekicks are Allowed***

### **D.2.1. Unearthed Arcana Ranger Class**

In 2016, Wizards of the Coast (WotC) published a new version of the Ranger character class to address concerns about the playability of the Ranger class published in the Player’s Handbook. You may use the Ranger class published in the Player’s Handbook or the revised Ranger class published by WotC in the “Unearthed Arcana” section of their website. See this link for more details on the revised Ranger class:

<https://dnd.wizards.com/articles/features/unearthed-arcana-ranger-revised>

### **D.2.2. Unearthed Arcana Artificer Class**

You may also use the “Artificer” character class from Unearthed Arcana. See this section of the WotC website:

<https://dnd.wizards.com/articles/unearthed-arcana/artificer-returns>

### **D.2.3. Unearthed Arcana Sidekicks Rules**

If you acquire a “sidekick” as part of your adventures, you may have him or her tag along with you and even level up when you level up! See this section of the Unearthed Arcana section of the WotC website for the Sidekicks rules:

<https://dnd.wizards.com/articles/unearthed-arcana/sidekicks>

## ***D.3. The Official Rules Clarifications in the Sage Advice Compendium Will Be Used***

WotC publishes rules clarifications in the “Sage Advice” column at their website. These have been collected into the “Sage Advice Compendium” document. That document will be referred to when needed to for rules clarifications if the question that comes up is answered in the Sage Advice Compendium. You can access the Sage Advice Compendium at this web page:

<https://dnd.wizards.com/articles/sage-advice/sage-advice-compendium>

## ***D.4. Valuable Guide to Official Rules Clarifications***

A valuable guide to the official rules clarifications has been compiled by a hardworking person at <https://www.victoriaescapegames.com>. This document is also useful and will be referred to when needed. You can download it from this web page:

<https://www.victoriaescapegames.com/wp-content/uploads/2017/06/4.Rule-Clarification-Summary.pdf>.

### ***D.5. Optional Feats Rules are Allowed but You May Have to Choose***

The optional “feats” rules (see pages 165 through 170 of the Player’s Handbook) are permitted. When creating a character you may have to choose whether to use the optional feats rules or the standard bonuses for your character’s race. For example, all human characters get to add “1” to their basic ability scores when the character is created. If a player playing a human character chooses to use the feats rules, the player adds 1 to only two of the ability scores, rather than to all of them. The upside is that the player gets to choose a feat for the human character. See page 31 of the Player’s Handbook (PHB). If you choose to use the feats rules for your character, make sure you adhere to the required changes specified for the character’s race in Chapter 2 of the PHB.

### ***D.6. Character Creation: Ability Scores***

If you are generating a character to bring to a gaming session, the standard method is to use the “roll 4d6 and drop the lowest die” technique to determine your initial 6 ability scores (before bonuses). See the PHB at page 12.

After assigning any bonuses to the die rolls, you may assign the 6 ability scores to the 6 abilities as you see fit. For example, if one of your rolls, after bonuses, is 15, you can assign that 15 to Strength, Charisma, Wisdom, Intelligence, Dexterity, or Constitution. It is your choice. See page 12 of the PHB.

Some bonuses are applied after the die roll is applied to an ability. For example, wood elves get a plus “1” to their wisdom ability score. See PHB at page 24. So, you might assign the 15 die roll to “Wisdom”. Now that you know it is assigned to wisdom, add 1 to the wisdom ability score. Now it is 16. Nice.

If you wish, you may use the alternative “point buy” method to assign ability scores to your new character. See PHB at page 13.

### ***D.7. Clerics, Acolytes, and Other Player Characters Who Have a Deity to Whom the Character Pays Homage***

Choose one of the Deities Listed in Section 5: Players may freely choose from among the deities listed in Section 5 of this document when choosing a deity that has or will play a major role in a player character’s life.

Choose a Deity from the Greyhawk™ and “Non-Human” Deity Lists in the Player’s Handbook after Consulting with the DM: Some of the Greyhawk™ deities and some of the non-human deities described in the D&D™ 5<sup>th</sup> Edition Player’s Handbook (PHB) on pages 293-296, may be available to choose from. The DM has discretion to determine whether you can or cannot choose a particular deity from the PHB. You may consult with the DM and, with the DM’s approval, choose

a deity from the PHB.

Propose a Deity to the DM that is Consistent with the Arr'aman World: If you have an idea for your character's patron deity, talk to the DM and propose the idea to the DM. If the DM likes the idea for the deity, and the deity is consistent with the Arr'aman game world, the DM may be willing to add a new deity to the game world.

## ***D.8. About Alignment and Character Motivation, Psychology, Emotions, and Personality***

Note: This section of this document was inspired by communication with a player in the campaign.

### **D.8.1. D&D Alignment**

In Dungeons and Dragons, a player chooses an “alignment” for his or her character. An alignment is a very rough summary of a player character's “morality”.

<b>Lawful v. Chaotic</b>	<b>Good v. Evil</b>
Lawful (L)	Good (G)
Neutral (N)	Neutral (N)
Chaotic (C)	Evil (E)

The lawful to chaotic aspect of alignment describes whether a character tends to obey the rules of his or her society or not. A character who is “neutral”, instead of lawful or chaotic, is probably typical of most of us – he or she is sometimes law abiding but sometimes bends the rules to suit the situation.

The good to evil aspect of alignment describes whether a character tends to support the “forces of good”, the “forces of evil”, or is mainly self-interested or pragmatic with no particular allegiance (neutral).

So, if your character's alignment is, for example, “Lawful Good” (LG), your character tends to obey the rules of his or her society and also supports the “forces of good” instead of the “forces of evil”.

### **D.8.2. Players May Choose Any Alignment**

Players may freely choose any alignment they wish. In general, the DM's view is that the party of player characters (PC's) are generally the “good guys/gals” and the monsters and certain NPC's are generally the “bad guys/gals”. Depending on the alignments the players actually choose for their characters, this “good v. bad” dichotomy may be very pronounced or may be more subtle in actual game play.

### **D.8.3. Simple Self-interest is not Inherently Evil**

Now, simple self-interest is not inherently good or evil. A character who “looks after number 1” (himself or herself) is not necessarily an “evil” character.

On the other hand, a character who wants to torture babies, or a character who worships the “death” god and wants all creatures in the world to die, that is, I think most players would agree, pretty “evil”, fundamentally.

### **D.8.4. Playing a Truly Evil Character**

If you want to play a truly evil character, well, you are sick and twisted, OK? ;-) But seriously, if you want to play a truly evil character, talk to the DM about how you will role-play that character if it turns out that most of the PC’s in the party are “white hat” types of characters.

### **D.8.5. Alignment May be Kept Secret from Other Players**

Alignment may be kept secret from other players. You do NOT have to reveal your character’s alignment to other players. In fact you probably SHOULD NOT reveal it, but that is up to you. You should role-play the character and the character’s alignment will likely be part of the role-play. A lawful good (LG) cleric of the “god of niceness and compassion” will likely exhibit “lawful good” characteristics in his or her actions and choices. Other players will likely be able to guess the alignment of the character from the role-play. They do not need to be told, “I am playing a lawful good cleric”, as they can figure that out from how you play the character.

### **D.8.6. Be Creative with Your Character’s Alignment and Make it as Rich and Interesting as You Wish**

Here is one of the most fun parts of playing role-playing games: Personality, emotions, psychological make-up, and motivation, and how those aspects of a character add up to the character’s “alignment”, are rich, enjoyable parts of your character you can make as complex or as simple as you wish. Your character may be “lawful good” but you don’t have to stop there. Does the character have some deep-seated emotions, maybe subconscious emotions, that are NOT lawful good? Is there a dark secret lurking in your character? Maybe it is because of an event in your character’s back story?

How about that goody two-shoes cleric we described above? What if he/she is a god-fearing, goodness-crusading cleric on the OUTSIDE, but there is a black-hearted desire on the INSIDE? Maybe he/she is overcompensating on the outside because this evil feeling exists deep down?

The same applies to evil characters. There are few characters in fiction (or real life) who do not think their actions are justified, even if the actions are evil. There are the seemingly evil characters in fiction who, at the ends of their lives, are “redeemed” and are turn out to be not completely evil. Darth Vader and Peter Pettigrew come to mind.

Be creative with your character’s alignment and make it as rich and as interesting as you wish.

### **D.8.7. Alignment and the Suppressed or Secondary Emotion(s) of a Character**

The DM is reminded of the Judges Guild “universal format” fantasy RPG adventures from the early to mid-1980’s. Judges Guild started with the basic D&D alignment of “Lawful – Neutral – Chaotic” and “Good – Neutral – Evil” in their published fantasy adventures. Judges Guild then added a THIRD letter to the alignment. This third letter represented a suppressed or secondary desire, emotion, motivation, or personality quirk – whatever you want to label it.

So, instead of being just Chaotic Good (CG), a character might be Chaotic Good Neutral (CGN). The “N” represents the suppressed or secondary desire, emotion, or personality quirk.

For example, imagine a character who is primarily chaotic good in alignment. Then also imagine that the character has a tendency towards self-interest that leads him or her to act cowardly at times. Maybe the character occasionally “chickens out” instead of doing the “courageous” thing when faced with the tough choice of putting himself or herself in peril to save another being. This self-interest is more “neutral” than “good”. The player can label his or her character CGN, not just CG, and role-play the personality quirk.

Of course, you don’t have to have a secondary or suppressed aspect to your character’s alignment, but it is permitted and encouraged if that is how you view your character’s emotional make-up.

The DM encourages thoughtful and interesting role-play of a player character’s alignment and will reward that sort of rich, interesting role-play at the gaming table!