

The Grand Duchy of Karameikos

Players Guide v1.0

Overview

This player guide is intended to give you, the player, an overview of the new world you will be exploring – Mystara and more specifically the Grand Duchy of Karameikos, the country that will be your starting area. It will give you some background for your characters and some modifications and limitations to the choices you can make at character creation based upon this campaign starting in the Grand Duchy of Karameikos.

As you explore the lands of Karameikos & the rest of Mystara, discover its secrets and meet new races and cultures more options will open for you as players.

History

This is the land's history as known to the peoples of Karameikos.

The first part of the history is recorded in an epic work of poetry of the Traldar (Traladara) people, "The Song of King Halav." This is an ancient work maintained by generations of bards before finally being committed to writing about six centuries ago.

The Song of King Halav

In ancient times, the land now called Karameikos was the forest homeland of the Traldar, men and women so favoured by the Immortals and allowed to live in these beautiful lands. The Immortals let the Traldar live happy, simple lives. The Traldar fished and hunted; the men spent most of their time sporting with one another and offering praise to the Immortals.

But the Immortals knew that the happiness of the Traldar was to end. Far to the west, a race of evil beast-men was preparing to march through the easterly lands in search of booty, prisoners and more hospitable homelands. These beast-men had their own Immortal sponsors equal in might to the patrons of the Traldar, so only victory between man and beast-man would determine the fate of the two races.

The Immortals descended to Law, a Traldar village, to find clever youths and give them secrets they could use to defeat the beast-men. They visited Halav Red-Hair, a maker of stone knives, and taught him to forge weapons and armour of bronze. They also taught him the arts of the sword and the strategy of warfare.

They visited Petra, a maker of pottery, and taught her art of the bow, the craft of medicine, the use of the potter's wheel, the spinning of flax and use of the loom.

They visited Zirchev, a huntsman, and taught him how to tame and ride and fight from horses, how to train dogs to fight for their masters, how to walk silent as the cat, swim as the fish, see as the hawk.

Halav, Petra and Zirchev told the people of Law of what the beast-men intended. The king laughed and tried to drive the trio from Law. Halav, using the bronze sword given him by the Immortals, slew the king and assumed his crown.

In the years that followed, King Halav, Queen Petra and the Huntsman Zirchev taught their secrets to the people of Law and brought all the other villages of Traldar lands under their sway. Villages grew into mighty cities, and Halav was renowned for his fairness and wisdom.

Eventually, the beast-men attacked in numberless waves from the west. The Traldar in their glittering bronze armour stood against them. The irresistible force of the beast-men crashed into the unmovable object of the Traldar, and the war went on forever. Both sides lost great numbers of warriors; each Traldar fighter slew dozens of his bestial enemies before being slain.

Finally, King Halav managed to find the king of the beast-men alone on a hilltop. The beast-king was twice the height of a man, with the head of a wolf and a hairy body that was foul beyond compare. It brought its great axe against the sword given Halav by the Immortals. This was the final battle of man and beast-man.

It raged on from dawn until noon, both kings growing so tired that each could barely wield his weapon. In the "Song of King Halav," both take time to rest during the fight and each describes his resoluteness and unconquerable fighting ability. Evidently both were right: King Halav and the King of the Beast-Men perished upon one another's weapons. Their armies looked upon one another, the beast-men now fearful because their king had perished, and the Traldar resolutely raising their weapons and barring the beast-men from advancing.

The beast-men departed Traldar lands. Queen Petra and Zirchev took up Halav's body and returned home. Great was the lamentation in Law when they arrived, but, during the ritual burning of Halav's body that night, the Immortals visited, spiriting Halav, Petra and Zirchev away. The Traldar mourned their king but turned their eye toward rebuilding their lands into a mighty empire.

The Dark Age

The time of King Halav has since been called the Golden Age of the Traldar, and (as all citizens of Karamaikos know) the Traldar never did found a mighty empire or even fully recover from the devastation brought by the beast-men. Why? Well, according to Traldar legends which have sprung up since this Golden Age, the land needs to have its king returned to it — King Halav must return to Traldar lands before this can become a mighty nation again.

Regardless, following the destruction of the Golden-Age Traldar, the peoples of this land descended into a dark age from which they didn't fully emerge until the last century. Individual villages survived, and the tribesmen eventually lived at greater than subsistence level. Trade soon commenced with Minroth and Thyatis peoples. The descendants of the Traldar, called Traladara, began inching their way toward economic recovery.

But the Traladara still faced many problems. In the centuries after the Golden Age, many evil things settled in the Traladaran forests and mountains. Some evil force cursed the land with vampires, lycanthropes, and other beasts. Today, every Traladara village has its legends of a neighbouring ruin once occupied by a vampire-lord, or some village lad turning out to be a were-wolf and slayer of villagers. Often, the legends are true, and every good Traladara youth knows that the land has its vampires and were-beings still. Because there were horrid things in the woods, travel between inland villages was unsafe.

So, while the coastline villages prospered from the foreign trade, while only the bravest of traders would risk expeditions into the Traladara interior. As a result, the inland villagers tended to remain isolated and more ignorant than their seaside cousins.

During this dark age, clans of goblins, hobgoblins, and orcs also settled in Traladara lands—usually some distance from the human communities. They warred upon one another, and upon the humans, and in general made the land less congenial for everyone.

More peaceable tribes of elvish and gnomish settlers also came to Traladara, though. The elves settled in the central forests of the land, while the gnomes settled in the mountain foothills northward. Both races traded peaceably with the humans and fought beside them against the less friendly demi-human tribes.

Modern Traladara

Traladara, a century ago, was a well-known trading spot, particularly Marilenev, its chief city, built where the Volaga river enters the sea. There, Traladarans traded valuable furs for weapons, wines and other spirits, a profitable enterprise.

Most of the Traladaran profits stayed on the coast and the lands immediately inland. Few traders ventured inland; those that did included the annual Gnome Caravan, a well-armed force of gnomes who descended from the northern hills, traded a year's accumulation of craft goods in Marilenev, and made their way back to gnomish lands.

At about this time, the nations of Darokin and Thyatis began to view Traladara with increasing concern. The forest nation had never offered them any threat, so they had never erected any significant defences against Traladara. But what if its people should be united under a powerful leader — or, worse yet, conquered by an enemy foreign power?

The Empire of Thyatis decided the matter by sending troops to the Traladaran capital, Marilenev, and conquering it, claiming all Traladara for Thyatis. Darokin shrugged and began steps to make sure its border was secure. Thyatis took few real steps to secure Traladara for itself. It installed a garrison of soldiers in Marilenev. The military commander at the time renamed Marilenev "Specularum" (The Mirror City) after the reflective beauty of Marilenev's bay. A tax collector took in revenues on all trade money which changed hands in the city.

Other than that, the rest of Traladara was left pretty much to itself. The more isolated communities were completely unaffected by the "conquest." The traders suffered a Thyatian tax, but the greater Thyatian interest in Traladara meant that trade boomed, and they profited more anyway.

That's how conditions remained until thirty years ago. At that time, Duke Stefan Karameikos III, a youthful nobleman of Thyatis, struck a deal with the Emperor of Thyatis. Karameikos, in essence, traded his valuable ancestral lands for Traladara—and a guarantee of autonomy. The Empire recognized Karameikos' claim to Traladara, now renamed the Grand Duchy of Karameikos and recalled its officials from Traladara territory.

Duke Stefan travelled to his duchy, announced his assumption of rulership over Traladara, and put down the armed insurrection which resulted. After things had settled down somewhat, he began luring ambitious, landless nobles from Thyatis to help him rule this land in proper Thyatian fashion.

The early years of Duke Stefan's rule were characterized by both good and bad results. On the bad side, many of the Thyatian settlers who poured into the country, swearing loyalty to Duke Stefan and receiving land grants, were ruthless men who literally stole lands from the Traladarans living upon them. Worst among them was Duke Stefan's own cousin, Baron Ludwig "Black Eagle" von Hendriks.

On the good side, Duke Stefan himself was an exemplary leader, demanding fairness and honor in the men he directly supervised. He began using the trade tax revenues to build broad, good roads across the country, uniting the far-flung villages into a single nation. He built a substantial army, using native Traladarans, Thyatian immigrants, and even Callarii elves, to protect the Grand Duchy. In short, he began the long, slow process of building Traladara, a land of unfriendly villages and wolf-howls in the night, into a strong trade nation.

Today, the Grand Duchy is still growing into that nation—it is still young, with its two halves of the population (Traladaran and Thyatian) largely unmixed and its interior mostly uncivilized. But it is growing stronger day by day, and most of the nations of the continent have representatives in Karameikos, a sign of the nation's growing international importance.

Geography



Karamaikos is a deep, dark land; mostly wilderness which man throughout recorded history has tried to occupy. Karamaikos sits on the south shore of the continent of Brun, west of Thyatis and east of the Five Shires; to the north, broad mountain ranges separate the nation from Darokin and Ylaruam.

Most of Karamaikos is covered with thick forests, hardwoods and softwoods, and is largely unexplored. There are broad patches of rich soil, especially beside the broad Highreach River where farming is good.

Specularum

Specularum is the largest city in Karamaikos, with a population of about 50,000 at last count. Built just west of the point where the Highreach river enters the sea, Specularum is a trade city, with a good harbour, ample accommodations for traders and other visitors, and most of the comforts of civilization. The city is surrounded by the farmlands of the Estate of Marilenev, and the lands of Baron Vorloi border the Estate of Marilenev to the southeast.

Specularum is ruled (through subordinates) by Duke Stefan Karamaikos III. Additional political power lies in the Merchants' Guild, in the Church, and in wealthy families such as the Vorloi, Radu and Torenescu clans.

Kelvin

Kelvin, second-largest city in Karamaikos (population 20,000), is built where the rivers Windrush, Hillfollow and Highreach (Wufwolde, Shutturga and Volaga) merge. Kelvin was designed to be a way-stop for entire caravans and a fortress defending the surrounding territories. It is a large, walled encampment. Inside the walls are a large field for caravans to set up and a secondary wall in which is the city of Kelvin proper; inside the city is a third walled area, the garrison fortress and castle of Baron Kelvin.

The city and surrounding baronial lands are ruled by Baron Desmond Kelvin II, son of the founder of the city. Baron Kelvin, though young for his duties, rules well, with military efficiency and impartiality.

Krakatos

Krakatos is a ruined stone-walled village of antiquity; some of the action in "The Song of King Halav" takes place here, and the site is of some fascination for Traladaran visitors. It has no inhabitants. **It cannot be used as an origin-place for characters.**

Luln

Luln, a town of about 5,000 citizens, is a ramshackle community of refugees who have fled the Black Eagle Barony and Fort Doom. It's poised between the armies of the Black Eagle Barony and Karamaikos, and is a small, struggling community.

Its townsmaster is Mistress Sascia; she is gradually organizing the village into a permanent, fortified community and there is speculation that she is trying to acquire a noble title.

Penhaligon

A fortified town halfway between Kelvin and the border pass leading to Selenica, Penhaligon was founded in the late 971 AC by Lord Arturus Penhaligon, a friend of Duke Stephan's. Arturus's daughter, Lady Arteris Cassandra Penhaligon, was confirmed in her father's title upon his death in 996 AC and now rules.

The town acts as a way station for travellers coming to and from Selenica. It suffers its share of nonhuman attacks, but trade and travel revenues are brisk. It is primarily known for its Knights and The Quadrivial, The Knight Code and Path to Righteousness.

Threshold

Threshold is a logging community of about 5,000. Though small, it's a decent place to live and is not as rustic as most communities of similar size. Threshold is ably ruled by Sherlane Halaran, baron and Patriarch of the Church. **Players please note that this will be our starting town. All character will assume to be in Threshold at the start of the first session.**

Fort Doom

This town, once called Halag, was invaded and conquered by Baron Ludwig von Hendriks, Duke Stefan's power-mad cousin. (He didn't need to conquer it—he'd been granted the area as his baronial

lands—but he wanted to conquer something.) It's a dreary, unhappy farming community of about 10,000, held in tight repression by the army of Baron von Hendriks.

Highforge

This is the gnomish community, including five clans of gnomes (totalling about 6,500) and one of dwarves (about 1,000).

Callarii Lands

The Callarii elves live in the central forests east and west of Kelvin and in the forested foothills south of the gnomish community. Accurate numbers for the entire elvish population of Karameikos are not available (the elves don't bother to keep them and the humans can't tally them), but a reasonable guess is that there are about 7,500 elves scattered through this territory, living in communities of 100-200.

Smaller Villages and Homesteads

Finally, though we won't discuss them in great detail here, there are numerous villages and homesteads all across Karameikos. There are several small villages given by name on the map but not described in the text above.

Additionally, there are literally hundreds of homesteads along the rivers and roads of the duchy. These are one- or two-family settlements, mostly farms and logging operations, with populations ranging from a handful of people to as many as 750 inhabitants.

Religion

Church of Karameikos

Immortals

- Vanya - War, conquest, victory, pride, honor
- Tarastia - Law, order, truth, justice and just vengeance
- Asterius - Trade, wealth, guile, social climbing, communication, travel, merchants, thieves, couriers
- Valerias - Love, passion, desire, charity, sexuality, protection, arts
- Khoronus - Knowledge, history, philosophy, good government, loyalty, patience
- Tiresias - Visions of the future, dreams, poetry & music, astrology, prophecy, legends, magic
- Vulcan (Wayland) - Metallurgy, engineering, constructors, smiths, armourers, magical constructs
- Odin - Wisdom, equality, knowledge, authority, magic, sky, storms, winds
- Thor - Battle, war, bravery, honour, defend the weak and the good
- Solarios (Ixion) - Sun, fire, order, preserving the balance, banish the darkness
- Ilsundal - Protection of elves and nature, wisdom, knowledge, magic, tradition, serenity, peace
- Kagyar - Crafts, metallurgy, dwarves, sculpture, construction, miners
- Koryis - Peace, prosperity, diplomacy, mercy, tolerance, respect of laws
- Idraote - Magic, knowledge, medicine, alchemy, strategy, war
- Carnelian - Tradition, nobility, patriotism, order, Mchetos

- Patura - Women, family, children, motherhood and fertility

Tenets

(1) The acts of assault, abuse, murder, theft, lying, adultery, and living together without the sanctity of matrimony are sins

these sins require acts or ceremonies of purification (of severity appropriate to the sin) to cleanse from the spirit

(2) That an unwillingness on the part of a sinner to purify himself of a sin is itself a sin, punishable by separation from the Church, the eventual result of which is the sinner's spirit becoming too stained ever to be redeemed

(3) That the individual's role in the afterlife will be determined by the amount of stain his spirit bears at the time of his death

(4) That it is the responsibility of members of the Church to bring the benefits of Church philosophy to the unbeliever, and to remain present even in hostile lands, so that the benefits of the Church be denied to no one who desires them

(5) That magic ritual with no confirmed basis in formal magic use or clerical ritual constitutes ignorant superstition, and therefore the use of lucky charms, tea-readings, palmreadings, card-readings, and so forth are all valueless wastes of time and effort

Most of those of Thyatian descent in Karameikos are members of the Church of Karameikos; approximately half those of mixed descent are; and many of Traladaran descent have been converted by the church's new compelling philosophy of the "unrestrained spirit." The Church now fully supports faith in all its forms. In all, about 25% of the population of Karameikos now belongs to the Church of Karameikos, and this segment of the population includes most of the landed nobles and many other powerful political figures.

Church of Traladara

Immortals:

- Halav - War, strategy & tactics, strength & determination, arms & armour, sacrifice, battle humanoids
- Petra - Patriotism, protection, loyalty, courage, resistance, virtue, warrior clerics, besieged settlements
- Zirchev - Hunting, survival, tolerance, magic, sylvan races, nature, animals, outcasts

Tenets

(1) That the acts of assault, abuse, murder, theft and lying are sins, brought on by weakness or the intrusion of bad-will from evil or animal spirits

(2) That the sins described above should be punished, in the manner that parents punish children: Physical punishment, imprisonment, and the withholding of rights (even death, in the case of extreme sinners who endanger others)

(3) That the role of the individual in the afterlife will be determined by the individual's state of wisdom, strength of character, and good-will at the time of his death

(4) That the relationship of man to woman is a personal matter, not involving the philosophies of the Church unless one of the above sins is involved

(5) That common magic ritual such as the use of lucky charms, tea-reading, palm readings, card-readings and so forth are all declarations of man's curiosity about the world and determination to preserve himself from evil, and are often rewarded by the Immortals with the gleaning of facts about the future or nature of the world

(6) That the events of "The Song of Halav" are absolutely true; that King Halav, Queen Petra and Zirchev are now Immortals guiding the righteous and punishing the wicked in Traladara/Karameikos; and that the Golden Age of the Traladara will one day return to this land.

The basic philosophy of the Church of Traladara is that people should not harm one another, and that when they do the community should punish the wrongdoer in proportion to the degree of the sin. There isn't much more to their philosophy than that, and so the Church is ideally suited to the cheerful and whimsical Traladarans. The role of the Traladaran cleric is to provide advice for younger people, based on his own experiences and the examples of behaviour given in "The Song of Halav." Traladaran clerics advise the young, perform marriages and officiate at other ceremonies, preach the church philosophies, and promote goodwill. They also fight—to save lives or to defeat evils.

Approximately 70% of the population of Karameikos belongs to the Church of Traladara.

Highforge Dwarven and Gnomish Faith

Immortals:

- Kagyar - Dwarves, crafts, metallurgy, sculpture, construction, miners
- Garal Glitterlode - Gnomes, inventors and thinkers, science and mechanics, crafts

Elven Faith

Pantheon: Elven Pantheon

Immortals:

- Ilsundal - Protection of elves and nature, wisdom, scholarship, magic, tradition, serenity and peace
- Mealiden - Alfheim, elves, protection, war, loyalty, adventurers and explorers
- Ordana - Nature, fertility, protection of forests and sylvan races (especially treants and elves)
- Chiron - Centaurs, sylvan races, arts, healing, knowledge, wisdom
- Faunus - Sylvan races, animals, instincts, sensuality, hedonism, drunkenness, revelry, poetry and music

Hin (Halfling) Faith

Pantheon: High Heroes

Immortals:

- Brindorhin - Hin, patriotism, security, family, abundance, prosperity
- Nob Nar - Bravery, heroic deeds, wanderers, adventurers, revelry
- Coberham - Magic, blackflame, mysteries, knowledge, Hin
- Raven - Good luck, fun, games, jokes, cunning, tricks, Hin
- Asterius - Trade, wealth, guile, social climbing, travel, messengers, merchants, thieves

Criminal and Punishment - The Dukes Law

Assault

Attacking another person with the intent to injure is a crime. Assault comes in three levels.

Unarmed Assault is attacking someone with your fists or threatening someone with any sort of harm. Unarmed Assault is a Class One crime.

Armed Assault – Lesser is attacking someone with improvised weapons such as benches, bottles, etc. (This is the charge often levelled in the case of a tavern brawl.) Armed Assault – Lesser is a Class Two crime.

Armed Assault – Greater is attacking someone with deadly weapons (weapons of war), or with magic. Armed Assault – Greater is a Class Four crime.

Endangerment

Deliberately exposing someone to danger is a crime. This charge is only pressed when the victim was in danger of losing his life. Inciting a crowd to riot or panic is endangerment. This is a Class Four crime.

Escape/Flight

Escaping from the authorities or fleeing the authorities to escape the consequences of a crime is itself a Class Three crime.

Fraud

Cheating another person of anything of value is a crime. (Gambling is not fraud unless cheating is involved.) It is considered theft.

Murder

Taking the life of another person, or attempting to, is a crime. There are five categories:

Accidental Murder is a death brought about by a person's exceptional carelessness or stupidity. This is a Class Four crime.

Attempted Murder – Spontaneous is the near death of the victim brought about by a spur of the moment action or decision on behalf of the accused. This can include the accused being goaded into action. It is a Class Five crime.

Attempted Murder – Deliberate is the near death of the victim following planning by the accused. It is a Class Six crime.

Murder – Spontaneous is the actual death of the victim brought about by a spur of the moment action or decision on behalf of the accused. This can include the accused being goaded into action. It is a Class Six crime.

Murder – Deliberate is the actual death of the victim following planning by the accused. It is a Class Seven crime.

Slander

Deliberately spreading rumours detrimental to the reputation of a person is a crime. However, it is a difficult one to try. The prosecution must prove that the rumours are false and that they did significant damage to the reputation of the victim, causing harm to his health or fortune. This is a Class Three crime.

Tax Avoidance

Falsely reporting income in order to lessen taxes is a crime. Paying less tax than required by law is a crime. Refusing to pay required taxes is a crime. Tax avoidance is considered theft (with the noble or government as the injured party).

Theft

Stealing money or goods from another person is a crime. The degree of the crime depends on the value of the goods stolen. If the value is less than 10 gp, it is a Class One crime. If the amount is 11 to 100 gp, it is a Class Two crime. For 101 gp to 1000 gp it is a Class Three crime. An amount of 1001 to 10000 gp falls into Class Four, and anything over 10001 gp makes this theft a Class Five crime.

Treason

Betraying state secrets to a foreign power, assault against a member of the Royal Family, disobedience of a direct command from the Duke or Duchess, mutiny, and disobedience by military personnel of a direct order are Treason. Most instances of treason are Class Seven crimes. Mutiny and disobedience of orders in peacetime are Class Six crimes.

Punishment

Class One; Fine: 1d6 gp OR Jail: 1 day OR Both

Class Two; Fine: 10d6 gp OR Jail: 1d6 Weeks OR Both

Class Three; Fine: 100xd6 gp OR Jail: 1d6 months OR Both

Class Four; Fine: 1000xd6 gp OR Jail: 1Year OR Both

Class Five; Fine: 5000x1d6 gp OR Jail: 1d6Years OR Both

Class Six; Fine: 10,000x1d6 gp OR Jail: 5x1d6 Years OR Both OR Death

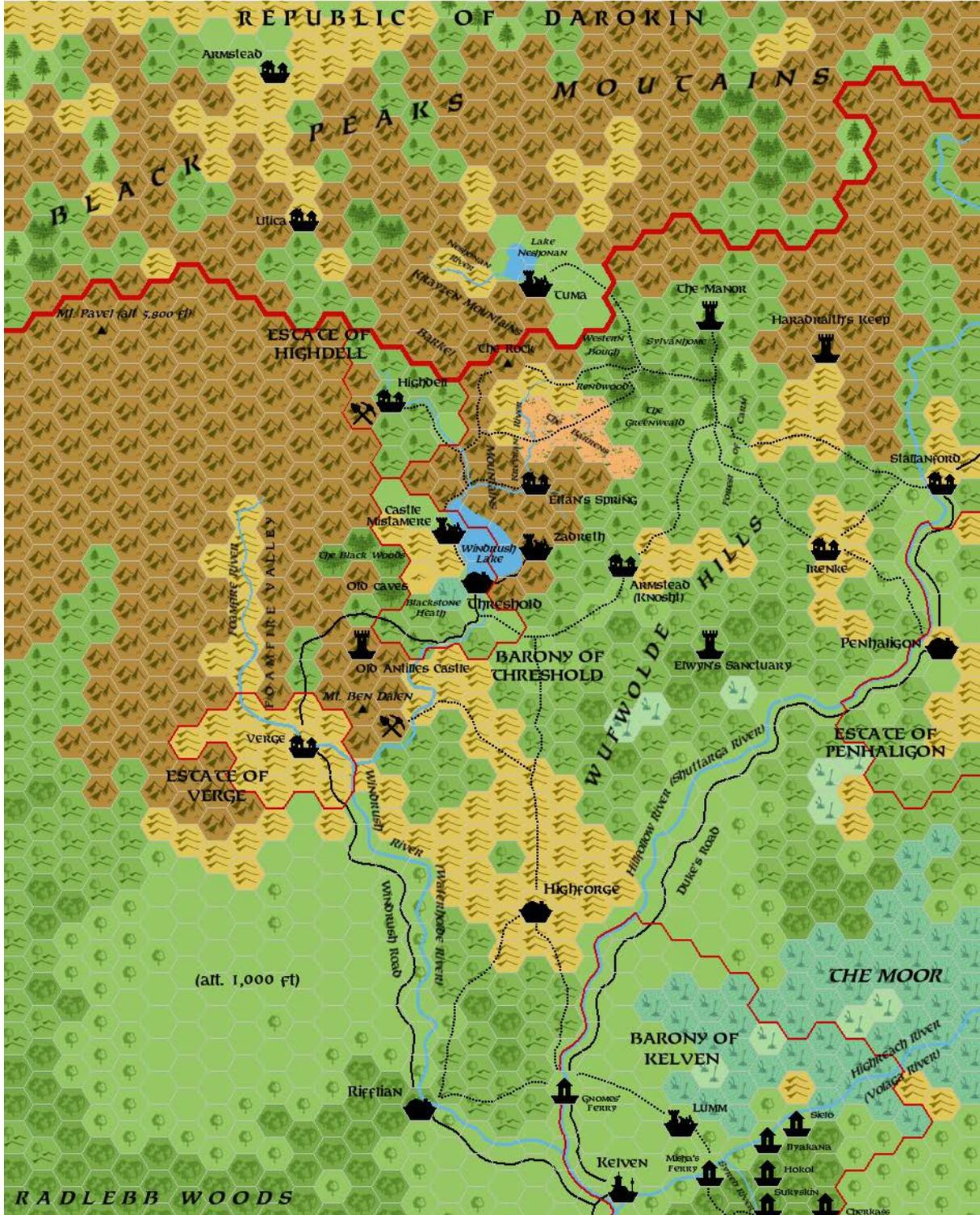
Class Seven; Death



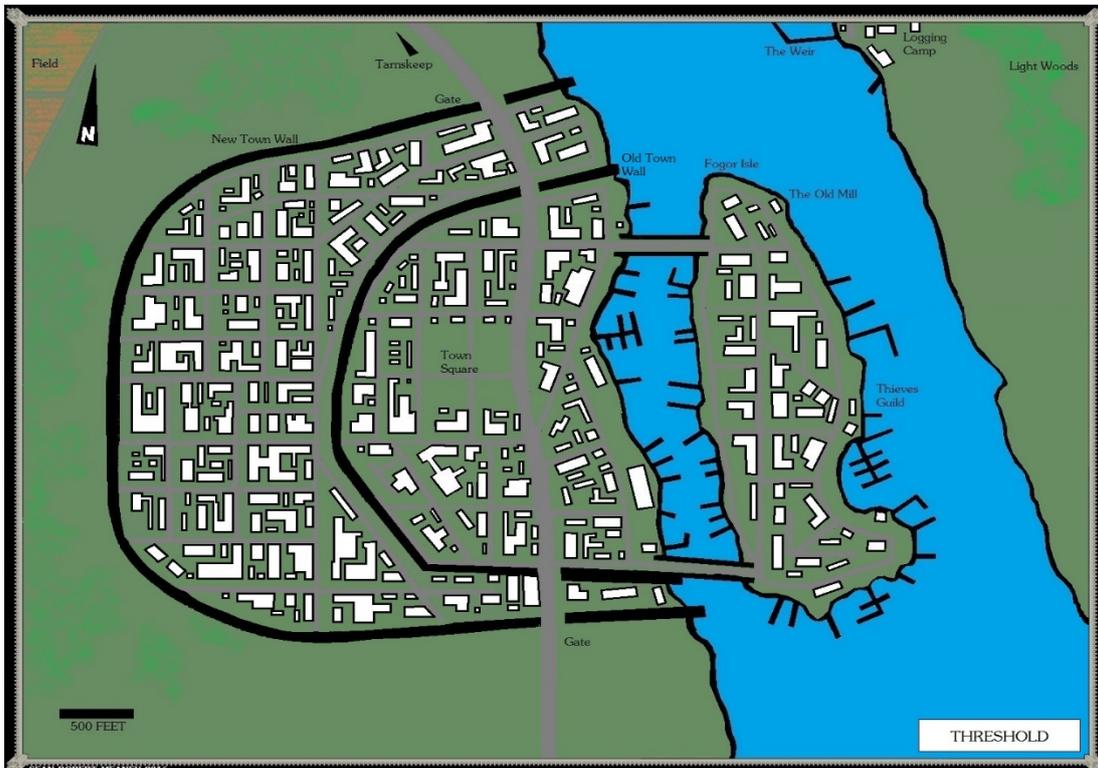
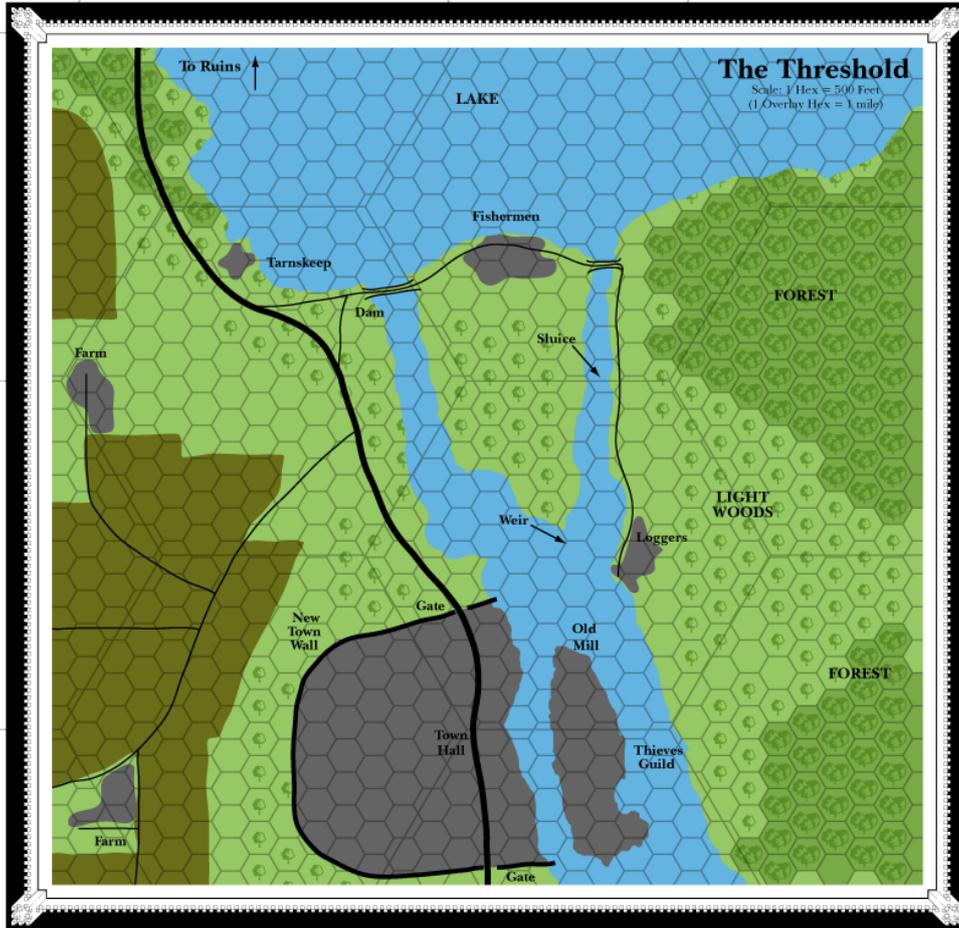
GRAND DUCHY OF KARAMEIKOS

THRESHOLD AND SURROUNDINGS

Scale: 1 hex = 2.7 Miles



Threshold



Consortium of Financiers

Positioned on the eastern edge of Old Town, near the Docks stands a two-story house, with a wooden painted sign advertising the house as the Consortium of Financiers. This house serves as the major banking and financing institution within Threshold. The rates for coin exchange are currently at 10%.

The Consortium is also responsible for the majority of the drafted wills within Threshold as well as their safekeeping.

Lakeshore Town (Fisherman's Village)

A small (population approximately 250) fishing village fronts Lake Windrush and is the source of most of the fish in Threshold's markets. Lakeshore Town consists of a collection of wooden structures, some built out over the docks. A number of small boats and barges are kept for further travel upriver.

Fogor Isle

This island was largely built up before the ruler's decree about close housing was passed. It is, therefore, like any other town's tenement district – close set, squalid buildings, narrow streets, and numerous opportunities for crime. Many businesses flourish here, some legal but many not.

When night falls, this place becomes so dangerous that even the city watch does not cross the bridges to patrol Fogor Isle.

Loggers' Camp

An encampment of loggers operates on the other side of the Windrush River, working the forest to the east; approximately 700 loggers live here. This camp has its own wood mill, replacing the Old Mill. From time to time, the community of loggers hires adventurers to rid the forest they work of the various dangerous beasts within it. An agreement has been reached with the Calarrii elves, that for every tree that is cut down; two shall be planted in its place.

Indeed a decree has been passed which does not allow them to advance their logging operation more than 10 miles away from the shore of the Windrush River.

Old Mill

On the northern end of Fogor Isle stands the charred ruins of The Old Mill, which was the main sawmill of Threshold until it was all but destroyed by fire in 985 AC. The ruin is home to various kinds of giant insects, and adventurers are hired periodically to clean them out until it can be rebuilt.

Ruins of Castle

North of Threshold, on the west shore of the lake, are the ruins of some ancient town; stone walls still stand in places, and pieces of rubble dot the landscape. There are hard-to-find entrances to the buried catacombs underneath the ruins, where it is rumoured that undead and treasure still lie in wait.

Tarnskeep

This is Baron Halaran's personal castle; a small, sturdy fortress with a single curtain wall and a large manor house. This is also where the more dangerous prisoners are incarcerated. Although the Baron is known to be fair and just, one cannot seek an audience with the Baron without an appointment. Uninvited guests are "requested" to leave.

Town Archives

The Town Archives is a multi-functional four-story building which serves for the general administrative offices of the town. Records of all types can be sourced from the Town Archives, including town trade agreements, commercial regulation and zoning, title deeds for land and property as well as statistical information about the town's development, consumption and tourism etc.

The building also serves as the issuer of licenses for various practices and occupations within the Barony. Furthermore it serves as the location for the collection of revenue, payment of fines and penalties and assesses appointment applications with the Baron.

Finally the Town Archives also doubles as the Threshold's official library. Part of the ground floor as well as the entire lower level fulfill of the role of a library. The Town Archives possesses a sister building, which was designed and built by the same architects: the Town Hall.

Town Hall

Situated in the centre of the Old Town district, this large building dominates Threshold with its size and importance. Here officials hold town meetings, secure confiscated weapons, issue public declarations, conduct trials and hold exhibitions and other forms of entertainment.

Windrush Headquarters

This building, located in the Docks district, is constantly under construction and modification due to the initial weak foundations of its original structure. Unfortunately, the executives of the Windrush Headquarters cannot agree whether to demolish the building altogether and rebuild it or to attempt to strengthen the foundations. It is feared that demolishing the building completely might create a temporary nightmare with regards to the administration of the harbour and all related thereto.

The Windrush Headquarters oversees the flow of vessel traffic along the Windrush River, collects port duties, dockage fees and various other taxes, ensures the safety of the storage and transport of cargo to and from the warehouses as well as other clerical functions relating to the Docks.

Weir and Dam

The Baron ordered the dam built to keep boats from traveling upriver from Threshold; he sees that as the prerogative of Threshold residents only. Threshold fisherman use the weir – a small screen attached to the dam – to catch fish; they drag it aside whenever logs come downriver from the logging camp north of Lake Windrush

Accommodations

Threshold has a full range of services, as one would expect from a community of this size. A wide range of accommodations are available in the town represented by the following.

- **The Volk** is the oldest and most prestigious hotel in Threshold. Currently owned by Yuri Ilyov, this local landmark has been in the Ilyov family for over 100 years. The Volk is noted for its understated elegance and impeccable service. The finest cuisine in the region is served during supper hours. Rates for a standard room are 3gp while the suites range from 8-10gp. Vacancies trends tend to be somewhat unpredictable. The Volk is situated in the Old Town.
- The **Rose of Valerias** is a comfortable, informal establishment situated in the Old Town that caters to both Thyatians and Traladarans. The tavern is a favourite destination for younger

crowds. Owner Monika Chronus, a devout member of The Church of Karameikos, views her establishment as a symbol of unity in the Grand Duchy. Food & beverages are served at all hours yet the atmosphere remains peaceful due to the typical patronage. Rooms are small but only run 1sp per night. There is no common room.

- The **Black Jug** is a rough and tumble tavern on Fogor's Isle, the tenement section of Threshold built before the Baron's law. Accommodations are less than refined as is most of the clientele. Adventuring opportunities, however, are numerous here and the proprietors often overlook certain ordinances pertaining to weapons and magic. There are no private rooms and the common room is 5cp per night. Vacancies depend on the sobriety, or lack thereof, of the evening's revellers.
- **Gold Dragon Inn** - The inn is often bustling with commoners and adventurer-types. The commoners were doing quite well for themselves, offering tales of local treasures in exchange for pots of amber fluid. Whilst most of the tales were obviously pure fiction, the story of the innkeeper, Anthemio Paphcaris, piqued my interest. He talked the lost treasure of the wizard Gygar in the ruins of Castle Mistamere to the north to a group of wide-eyed adventurers. Located in the centre of Old Town, Room Price/night: 18sp ; Stables Price/night: 3sp
- **Hook & Hatchet Inn** - Hook & Hatchet Inn on the east side of the old town wall, near the centre of town. The favourite watering hole of Sgt Arthol and the rest of the Town GuardInnkeeper: Callinian Perakarius; Room Price/night: 15sp; Stabling Price/night: 2sp
- **Crossed Swords Tavern** – Located on Fogor Island, currently closed due to unknown reason.
- **Juggling Ogre Inn** - The inn is located on Market Street and not surprisingly it is patronised by many merchants. Bar Keeper: Willington Stough Room Price/night: 17sp , Stabling Price/night Ale 1sp
- **Tavern of the Three Rings** (formerly The Orcs Head) is located in the Docklands area of Threshold and is operated by a Traladaran named Sopot, an ex-adventurer.

There are over half dozen more drinking establishments dotted around Threshold, including The Merchants Rest in the Docklands (Merchant Street) and The Lovable Rogue on Fogor Isle (rumoured to be the headquarters of local chapter of the Kingdom Of Thieves). The average price for a weeks lodging is 10 G.P, a bed in the lowly common room around 1 S.P per night.

Local Laws

The Duke's Law is enforced with the following important additions:

- Within the town limits, no wizard magic may be cast unless the caster possesses an approved arcane license from the Town Hall which must be renewed every year. Should an offender (person without an approved arcane license) cast a spell that inflicts no damage, they will be committing a Class 1 crime. Mild curses are usually cast on offenders, increasing in severity with repeat offenses.
- Only daggers, swords and staves may be carried within the town limits without special permission. Town guards confiscate prohibited weapons, which are kept in the Town Hall until the owners leave (a receipt is issued to them). Carrying and using non-approved weapons is a Class 2 crime.
- Though, the wearing of medium and heavy armour is not against the law, town guards repeatedly question those in armour about their business.
- No family house may be built within 50 feet of another family dwelling. Disobeying this rule is a Class 1 crime and the offending building must be summarily dismantled.

"The Continental Map" 1000 AC

Colourised replica of Map M-1 from X1 The Isle of Dread, 1981

Cartography by Thorfinn Tait, February 2005/March 2013; last revised March 2018

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Overview of the Known World

Principalities of Glantri. Glantri is a magocracy; that is, the princes and princesses who rule the state are all high level magic users. They live in Glantri City most of the time, though each ruler also has a castle hidden in some remote wilderness area. Actually, the rulers are more concerned with magical research than with ruling. Most decisions are left to the various local councils of elders and the princely stewards. The princes and princesses do not trust each other and live in a state of uneasy truce. In the face of invasion or rebellion, however, they are quick to unite. In extreme emergencies, they will select one of their number as "dictator", to serve for one year.

Ethengar Khanate. The Ethengar are nomadic herders of horses, cattle, and goats. They are divided into small family clans. Usually the clans raid and quarrel with each other, but occasionally a strong leader (khan) emerges to unite the entire Ethengar people into a strong "nation". However, with the eventual death of the khan, there is rarely an heir strong enough to hold the Ethengar together. They then break apart, and the family clans begin warring with each other once more. Their culture is similar to that of the horsemen of the central Asian steppes (Huns, Mongols, Magyars, Turks, and so on).

Heldann Freeholds. The Heldann are a barbaric, fair-haired people who hunt, fish, and raise crops on isolated farms. They are related to the people in the northeastern kingdoms but acknowledge no ruler among themselves higher than the individual household leader. Their culture is very similar to that of medieval Iceland.

Kingdom of Vestland, Kingdom of Ostland, and the Soderfjord Jarls. Each of these northeastern states is composed of many petty "kingdoms" that are loosely united under one ruler. In Vestland and Ostland the underchiefs are called "kings"; in Soderfjord they are known as "jarls" (pronounced "yarl"). Their culture resembles that of the vikings. The people of these kingdoms highly value individualism, physical strength and prowess in combat. They live mainly by fishing and by occasional raids on nearby coastal villages. Besides being fierce warriors, these people are explorers without equal, ranging far and wide in their wooden longships.

The Broken Lands. The "broken lands" are an area of rocky badlands and old volcanic lava beds. The land is extremely wild and inhabited mainly by outcasts and monsters.

Rockhome. Rockhome is the homeland of the dwarves. It stretches throughout the northern Altan Tepe mountain range. The dwarves have built and maintain a road through the mountains for caravans. They charge toll from all who pass.

Atruaghin Clans. These grassy plateau, forest, and hilly regions next to the sea are inhabited by herders, hunters, and fishermen who live in small villages. All the villagers claim to be descended from the ancient hero Atruaghin. If threatened by war they will unite under a temporarily elected leader.

Republic of Darokin. This republic is centered around the capital, Darokin. Its wealth is based on trade from Lake Amsorak (the large inland lake), the Streel river, the eastern caravan route, and sea trade filtering in through the Malpoggi Swamp. Darokin is a plutocracy; that is, the government is run by the wealthiest merchant families. The culture resembles that of Venice or Genoa in medieval Italy.

Alfheim. As the name implies, Alfheim is the homeland of the elves. The elven king rules the great forest of Canolbarth. Because Canolbarth is tended by the elves, it is far larger than a natural forest in this area would be. Darokin pays the elves to protect the caravan route through the forest to Selenica.

Emirate of Ylaruam. Ylaruam is built in the midst of the largest oasis in the Alasiyan Desert. It is the center of caravan routes crossing from north to south and from east to west, and is controlled by the

Emir of Ylaruam and his royal family. The culture is similar to that of the Arabic desert states or the Central Asian city-states of Palmyra, Damascus, or Samarkand.

The Five Shires. The five shires are the homeland of the halflings. The area is ruled by a council of five sheriffs who each control a shire. Four times a year the sheriffs meet at a great feast and there decide shire wide policy by vote.

Kingdom of Ierendi. The trading ships of Ierendi rival those of Thyatis, and the kingdom sports a magnificent royal palace carved from pure white coral. The king and queen of the land are usually popular adventurer-heroes; however, they are without true power and serve only as figureheads. Actual rule is held by certain aristocratic families (making Ierendi an oligarchy).

Minrothad Guilds. The Minrothad island cluster is a syndicracy: the government is run by the heads of the various trading guilds. Minrothad is closely allied to Thyatis.

Empire of Thyatis. The empire of Thyatis is an autocracy. The emperor holds absolute power, but his decisions must allow for the desires of powerful nobles and for the threat of mob riots over unfavourable laws. The city of Thyatis is built beside a large canal that separates the southern peninsula from the mainland, so the city is a major trade center. The Thyatic culture is similar to the medieval Byzantine empire.

Thanegioth Archipelago. The archipelago is a cluster of islands about 1000 miles from the coast of the main continent. What little knowledge is available about Thanegioth is buried in myth and superstition.

Empire of Alphatia – Far to the East lies, The Empire of Alphatia ruled by a council of 1000 Wizards, it is the most significant nation to affect the Known World. It has two complete continents under it's sway and has territories on three others, and a thousand years ago it held most of the territories that now belong to Thyatis as well. The centre of the empire is the continent of Alphatia, a rich land of numerous independent nations. In the southwest it is sunny and temperate with prosperous farmland and pastures. The southeast is much the same if not more densely populated because of it's rich farmland. The northeast and mountainous northwest are wild and cold and only sparsely populated. This however affords many of the countries wizards much privacy and so the land of the northeast is dotted with their towers or summer villas for the nobles that require more luxurious privacy. The central regions are thick with deep forests littered with dangerous beasts and monsters, many of whom are the result of some evil wizards experiment for it is here that those that require the most privacy to conduct their wild experiments come.

Other regions of the empire have been conquered and settled so as a buffer to protect the motherland from foreign incursion and disruption, for the wizards do not like to be disturbed from their work. To it's southwest Alphatia holds the eastern half of the Isle of Dawn which is the site of constant struggle for power with Thyatis, Alphatia's nemesis of a thousand years. To the southeast lies the continent of Bellissaria, with it's rich soil and low mountains, where life is much the same as the Alphatian mainland except it tends to be quieter and more peaceful. To the north of the Known World is Norwold, a harsh and sparsely populated land. Its climate is chilly but temperate, although the north is bitterly cold in winter with it's Great Bay often completely freezing over. Most of the land here is an untouched wilderness of evergreen hills and steep mountain ranges and still clear lakes. Finally to the east lies Esterhold which is a broad peninsula of the eastern continent of Skothar. It is a barren waste of rolling grassland dotted with light scrub and forest.

Player Character Options

Due to the nature of the campaign, the starting character options are limited. As the campaign continues other options may open up for players depending on where the group is currently situated,

Races

Dwarves

A starting Dwarf character from the Grand Duchy are members of the Stronghollow clan, living either up in the gnome community of Highforge (**Hill Dwarf Option only**) or in one of the many larger towns or villages where they often act as the focal point for trade caravans to and from Highforge. When they do express a preference between Traladarans and Thyatians, the dwarves tend to prefer the company of Thyatians, who are practical people, and not superstition-ridden like the Traladarans

Elves

Most of the elves in Karameikos are of the Callarii tribe, a merry and hardworking tribe proficient in riverboating, riding, horse trading, hunting and foresting. (**High Elf Option**)

Callarii elves are robust and healthy, with very pale hair (blonde to white) and blue eyes. They tend to wear tunics or robes of green with leaf-patterns embroidered upon them. The elves are neutral toward humans in general. They become fast friends with humans who demonstrate honour and humour; they do not cooperate with humans who are pretentious, dishonourable or rude. Duke Stefan has a guard unit entirely composed of Callarii elves, which has given many elves the chance to meet him, and the Callarii are favourably disposed toward the Duke.

Elves of the Vyalia Clan are more should chose (**Wood Elf Option**)

Gnomes

The largest gnomish community, called Highforge, is in the mountain foothills several miles east of the town of Threshold. It's a large and secluded community composed of gnomes (and one allied dwarven clan); it is mostly self-sufficient but profits from trade with the southern humans.

The gnomes are well-disposed toward the Duke; they did not observe much of the Thyatian abuses against the Traladarans but are well aware of the improvement of trade and communication which have resulted from the Duke's building of roads throughout the land. The gnomes have no preferences between Thyatians and Traladarans.

Half-Elf

Half-Elves are found throughout Karameikos, though still rare the average human villager will often mistake them for elves. The Vyalia Elves tend to distrust Half-Elves more than the Callarii Elves.

Half-Orc

Found along the edges of civilisation the Half-Orc's lot in Karameikos, like most places is not happy one. Generally found either in Specularum where their strength can be used for heavy labour or the smaller towns and villages where they are either pitied or feared.

Humans

Most of the humans of the Grand Duchy of Karameikos fall into two categories: Native Traladarans and those of Thyatian descent. Other inhabitants of the duchy include elves, gnomes, humans of mixed descent, a few dwarves and halflings, the savage half-orcs in their distant villages, and traders who've settled in Karameikos.

Traladaran Ancestry

The Traladarans, descendants of the native Traldar tribe of legend, tend to be fairly small (men average 5'9", women 5'3") and light of build. They tend to have pale complexions, brown eyes, and dark hair (deep brown to black). In general, they are a very superstitious people—if you can call it superstition when it's based on truth. They are great believers in good luck charms, omens and portents (palm reading, the reading of tea leaves or sheep entrails, interpretations of natural phenomena if it's a strange event, the Traladara consider it an omen), curses and evil eyes.

Outside the larger towns, education is widely-spread. In the more rural communities, most villagers are illiterate, though often a village cleric will be lettered. (PC's being exceptional people, don't have to worry about this; if you have enough Intelligence to be literate, you can be literate if you wish)

For the most part, Traladarans don't care much Thyatians. They see the Thyatians as the latest wave of bad luck which keeps the Traladarans from re-achieving their Golden Age. Since many of the original Thyatian arrivals were rotten land-grabbers, many of the Traladarans see all Thyatians as being the same.

Though the majority of the population of Karameikos is Traladaran, the court language is Thyatian. Thyatian is the language of official documents and trade and is basically the "Common Tongue" of Karameikos. Most Traladarans under the age of 30 speak Thyatian, usually with a distinct accent which marks their Traladaran origins.

Sample Traladaran Names

Characters of Traladaran origin have names with a strong Eastern and Central European flavor. Some examples follow:

Male Names: Boris, Dmitri, Fyodor, Grygory, Ilya, Ivan, Mikhail, Pyotr, Sergei, Stephan, Yakov, Yuri.

Female Names: Anya, Darya, Ecatrina, Ilyana, Irena, Katarina, Kuzma, Magda, Misha, Petra, Sula, Zandra.

Family Names can be created by adding one of a number of suffixes to given names. Such suffixes include "os," "ov," "ev," "nov," "e/ich," "escu," etc. Example: Ivan becomes Ivanov; Dmitri becomes Dmitros.

Thyatian Ancestry

Most of the nobles in Karameikos are of Thyatian descent, and a sizeable proportion of the commoner population is of Thyatian descent. Thyatians tend to be physically larger than Traladarans, men averaging around 5' 11" and women about 5'5". The Thyatians have had centuries to interbreed with other nations, and so there is no one Thyatian look; hair ranges from dark blonde to dark brown, with occasional redheads (including the Duke); eye colour ranges from blues to browns and blacks. The Thyatians tan more easily in the sun than the paler Traladarans, who tend to sunburn easily.

The Empire of Thyatis is a large, flourishing empire with powerful armies, strong trade relations with the great nations of the world, lavish arts and entertainments, and a cultural standard equalled in few places in the world, so it's natural that many of Thyatian descent tend to feel superior to the native Traladarans. Among many of the Thyatians, there is a sentiment that Traladarans are superstitious and ignorant, and many feel that Thyatian spoken with a Traladaran accent denotes lack of mental ability (Again, this is a prejudice which you don't have to foist on your own character if you don't wish to.)

Sample Thyatian Names

Characters of Thyatian origin tend to have given names which are reminiscent of ancient and classical Roman and Byzantine names: Varis (Varia), Alexander (Alexandra), Valerius (Valeria), Titius (Titia), Claudius (Claudia), Anastasius (Anastasia), etc. Other given names are appropriate fantasy names.

Their surnames tend to be strong, majestic sounding monikers: Karameikos, Penhaligon, Korrigan, for example.

Mixed Ancestry

The last thirty years, since the arrival of Stefan and his followers, there have been born many children of mixed Thyatian and Traladaran descent. Most of them are the children of Thyatian men who immigrated to the duchy, fought in the Duke's army, then retired to wed local women. Very few are children of Thyatian women and Traladaran men. A half-breed is likely to be somewhat taller than average for Traladarans, usually with dark hair and blue or light brown eyes. How he feels about Thyatians and Traladarans will depend on the way he was raised, but in most cases the half-breeds recognize that neither Thyatian nor Traladaran has any great advantage over the another; the half-breed gets along well with people of both backgrounds.

Halflings

The halflings in the Duchy are mostly immigrants from the Five Shires, drawn by the heavy trade in Karameikos and living as professionals within the human communities of the Duchy. There are many halfling traders, craftsmen and innkeepers in Specularum, Kelvin and smaller communities. While there are no large halfling clans in Karameikos, the halflings have their own "subculture," and many frequent taverns and other facilities which cater only to halflings. When halflings do admit a preference between Thyatians and Traladarans, they side beside the latter, whom they consider life-loving, romantic, expressive people, instead of the Thyatians, whom they think colder and less sympathetic

Other Races

The following races are not available as starting characters with Karameikos. Though you may encounter one in Specularum they are generally not encountered much outside the capital city.

Aarakocra, Aasimar, Bugbear, Dragonborn, Firbolg, Genasi, Goblin, Goliath, Hobgoblin, Kenku, Kobold, Lizardfolk, Tabaxi, Tiefling, Turtle, Triton.

Character Classes

Barbarian – Generally limited to some of the smaller villages and towns, there will also be people that loose themselves in combat and shun more “civilised” forms of fighting. The only path available for Barbarian players in Karameikos is

- The path of Besecker (p49, PHB)

Bard – Found throughout Karameikos, the following options from the Players Hanbook are available for players.

- College of Blades (Xantha’s Guide to Everything).
- College of Lore (PHB)
- College of Valor (PHB)
- College of Whispers (Xanathar’s Guide to Everything) may become an option depending on where you characters are when you level up.

Cleric – Found throughout Karameikos, clerics can be of one of the following churches and will have access to domains corresponding to the immortal they worship from their churches pantheon.

Druid – A limited number found throughout Karameikos – The following schools are available to player character from Karameikos.

- Circle of the Land (Choose that land—coast, forest, grassland, mountain only)
- Circle of the Moon

Fighter – Found throughout the land the following Fighter achetypes are available to characters within Karameikos

- Champion (PHB)
- Battle Masterer (PHB)
- Arcane Archer (Xanathar’s Guide to Everything) – Limited to Elves only
- Weapon Specialist (**New, Detailed Below**)

Weapon Specialist (NEW** Fighter Archetype)**

Trained in the use of a single weapon, you devote your entire life to mastering a particular style of fighting. As you improve your training the lethality of your fighting style grows beyond measure.

Martial Skill

When you select this archetype at 3rd level select one a single weapon like long sword, spear or great axe. When are armed with that weapon, you gain a benefit based on the category and proper ties of the weapon. The DC of all saving throws is your Strength modifier + your Proficiency +8.

- *1 Handed or Versatile/Simple*: You gain +2 damage with the weapon
- *2 Handed/Simple*: You gain +2 damage with the weapon.
- *Ranged/Simple*: Can attack within 5' without penalty
- *1 Handed or Versatile/Martial*: You gain +2 damage with the weapon

- *2 Handed/Martial*: Extra die of damage.
- *Ranged/Martial*: You gain +2 damage with the weapon
- *Net*: Counts as shield if wielded in off hand.

Expert Ability

At 7th level your training increases, allowing you to add the Expert Ability to your chosen weapon.

- *1 Handed or Versatile/Simple*: If enemy is surprised or on a critical hit, ignore all damage resistance.
- *2 Handed/Simple*: Extra die of damage.
- *Ranged/Simple*: Attacking at long range doesn't impose disadvantage.
- *1 Handed or Versatile/Martial*: Extra die of damage
- *2 Handed/Martial*: On a critical hit enemy must make a Strength or be knocked prone, enemies two sizes larger than character are immune.
- *Ranged/Martial*: Attacking at long range doesn't impose disadvantage.
- *Net*: DC to escape net increases to 15.

Master Ability

At 10th level your training increases, allowing you to add the Master ability to your chosen weapon.

- *1 Handed or Versatile/Simple*: Extra die of damage
- *2 Handed/Simple*: On a critical hit enemy must make a Strength save or be stunned for one round.
- *Ranged/Simple*: You gain +2 damage with the weapon
- *1 Handed or Versatile/Martial*: On a critical hit enemy must make a Strength save or be stunned for one round.
- *2 Handed/Martial*: Extra die of damage.
- *Ranged/Martial*: Extra die of damage.
- *Net*: Anyone trying to escape has disadvantage.

Grand Master Ability

At 18th level your training increases, allowing you to add the Grand Master ability to your chosen weapon.

- *1 Handed or Versatile/Simple*: On a critical hit enemy must make a Strength save or be stunned for one round.
- *2 Handed/Simple*: Extra die of damage.
- *Ranged/Simple*: Extra die of damage.
- *1 Handed or Versatile/Martial*: Extra die of damage.
- *2 Handed/Martial*: Critical hits deal maximum damage and ignore damage resistance.
- *Ranged/Martial*: On a critical hit apply weapon damage to another enemy within 5' of original target.
- *Net*: DC to escape net increases to 20.

Monk – Rare but still found within Karamaikos, the following schools are available only

- Way of the Open Hand (Originating from Specularum only)
- Way of the Drunken Masters (Xanathar's Guide to Everything)

Paladin – Found throughout Karameikos, the following oaths are available to characters

- Oath of Devotion
- Order of the Griffon (New, detailed below)
- Oath of the Ancients
- Oath of Vengeance
- Oath of Conquest
- Oath of Redemption
- Oath of the Crown

****NEW** Order of the Griffon (Paladin Oath)**

The knightly order of the Church of Karameikos, the Order of the Griffon is sworn to protect the people and land of Karameikos against all enemies. They are a self-sacrificing order, using their powers granted by the Immortals to put themselves between danger and their charge. Their selfless acts have done much to bring the divided people of Karameikos together as one.

Restrictions. Character follows the Church of Karameikos.

Tenets of the Griffon. The Order of the Griffon are the sworn protectors of the Grand Duchy of Karameikos, pledging their lives to defend their country. They are beloved in their homeland, emphasizing equality of all the people before the eyes of the Immortals.

Selflessness. Protect the weak.

Justice. All are equal in the eyes of the law.

Charity. Help the less fortunate with deeds

Succour. Heal the sick, and break foul magics.

Channel Divinity

When you take this oath at 3rd level, you gain the following two Channel Divinity options.

Chardestes' Mercy. At 3rd level the Paladin gains the ability to remove foul enchantments. The paladin may spend a Divine Channel use to cast Lesser Restoration like the spell.

Fury of Tarastia. At 3rd level as an action you can call on your order's ancient enmities. You may spend a Divine Channel to cause all evil humanoids in 30' to make a Charisma saving throw or have disadvantage on attacks for a number of turns equal to your Charisma modifier.

Aura of Sanctity.

Starting at 7th level, you and your allies within 10ft of you cannot be attacked by beasts unless provoked by someone in the aura or controlled magically. At 18th level this aura extends to 30ft.

Blessing of the Immortals.

At 15th level you are immune to Enchantment spells.

Paragon of Karameikos.

At 20th level you invoke the power of the patron Immortals of the church. For one minute all enemies that can see you must attack only you, ignoring others. While under this effect you gain one extra

attack, gain 5 temporary hit points times your Charisma modifier and have advantage on all saving throws. Once you use this feature, you can't use it again until you finish a long rest.

Level	Order of the Griffon Spells
3 rd	Compelled Duel, Goodberry
5 th	Aid, Remove Curse
9 th	Glyph of Warding, Daylight
13 th	Locate Creature, Death Ward
17 th	Circle of Power, Greater Restoration

Ranger – Found throughout Karameikos, the following archetypes are available to characters

- Hunter (PHB)
- Beast Master (PHB)
- Monster Slayer (Xanathar's Guide to Everything)

Rogue – Found throughout Karameikos, the following archetypes are available to characters

- Assassin (PHB)
- Thief (PHB)
- Arcane Trickster (PHB)
- Inquisitive (Xanathar's Guide to Everything)
- Mastermind (Xanathar's Guide to Everything)
- Scout (Xanathar's Guide to Everything)

Sorcerer – Found throughout Karameikos, the following archetypes are available to characters

- Dragon Ancestor (PHB)
- Wild Magic (PHB)
- Divine Soul (Xanathar's Guide to Everything)

Warlock – Not much is widely known in Karameikos about Warlocks, though probably mistaken for Wizards or Sorcerers the warlock is widely distrusted by the superstitious Traladarans. The following pacts are the only ones currently available to starting characters from Karameikos

- The Archfey (The Court of King Oberon is known to meddle in the affairs of man)
- The Great Old One (Outside of our reality drawn from the realm of nightmares)
- The Celestial (Xanathar's Guide to Everything)

Wizard – Found throughout Karameikos, the following schools are available to starting characters in Karameikos.

- School of Abjuration
- School of Bladesinging (Restricted to Elves, Half-Elves and Humans who come from near Callarii and Vyalia Lands)
- School of Conjuration
- School of Divination
- School of Enchantment
- School of Evocation
- School of Illusion
- School of Transmutation

Backgrounds

- Acolyte (PHB p127)
- Archaeologist (Tomb of Annihilation p192)
- Caravan Specialist (Elemental Evil)
- Charlatan (PHB p128)
- City Watch (SCAG p145)
- Cloistered Scholar (SCAG p146)
- Criminal (PHB p129)
- Entertainer (PHB p130)
- Folk Hero (PHB p131)
- Guild Merchant (PHB p132)
- Harborfolk (Elemental Evil)
- **Haunted One** (Curse of Strahd p209)
- Hermit (PHB p134)
- Karamiekon Merchant – As Hillsfar Merchant (RoD) but change references to Karamiekos
- Inheritor (SCAG p150)
- Penhaligon Knight – As Knight (PHB p135)
- Mercenary Veteran (SCAG p152)
- Fort Doom Insurgent – As Phlan Insurgent (CoStrahd)
- Fort Doom Refugee – As Phlan Refugee (Elemental Evil)
- Sage (PHB p137)
- Sailor (PHB p139)
- **Slave (New See Below)**
- Soldier (PHB p140)
- Urchin (PHB p141)

****NEW BACKGROUND** Slave**

You were owned by another sentient being. Kidnapped by a criminal organization like the Iron Ring, born in Fort Doom or taken by humanoids, you only recently regained your freedom.

Choose who was your master , either Baron Von Hendricks from Fort Doom or a tribe of humanoids that held you prisoner. They may have been kind, but more than likely they were brutal. You know you will never give up your freedom again however. You are free now, and that is never going to change.

Skill Proficiencies: Deception and Survival

Tool Proficiencies: One type of Artisan's tools

Language: The language of your master.

Equipment: One set of poor clothes, broken manacles, a small personal heirloom, blanket, sack, small pouch containing 10sp

Feature: Not a Number

As a slave you performed whatever task your master demanded of you. Now that you are free you have let it be known that you will not be controlled again. Because of your history there are quite a few that give you a lot of leeway.

Thieves will not attempt to cross an escaped pit fighter, and many temples offer aid to those that have suffered such as yourself. You may not want their aid, but it's yours for the asking.

Suggested Characteristics

Slaves tend to be either withdrawn or resentful of their past. Perhaps your master still lives and wants you returned. How you respond is up to you. Do you fight or do you flee? Does the sight of others in chains raise your ire?

D8	Personality Trait
1	I wake up in the middle of the night from bad dreams.
2	The sound of a whip makes me flinch.
3	My master or immediate jailor was kind, but I will never admit that.
4	If I'm not told what to do I don't know how to act.
5	I don't like taking orders.
6	I hoard little things so they can't be taken from me.
7	If struck I fight back with all my might.
8	I don't like to be touched

D6	Ideals
1	Abolition. I will free all that I find being held unjustly. (Good)
2	Revenge. Those that wronged me will pay in kind. (Evil)
3	Liberty. Now that I am free, I will live my life as I see fit. (Chaotic)
4	Conformity. I need someone giving me orders to motivate me. (Lawful)
5	Forgiveness. You will not let those who wronged you control you any further. (Good)
6	Hedonism: You were denied your wishes when you were in bondage, now you will live it up. (Chaotic)

D6	Bond
1	I owe my life to the person that liberated me.
2	My brothers that toiled alongside me get my undying loyalty.
3	There was a slave that taught me to read, I swear I will find them and free them
4	Baron Von Hendricks must pay, I will help Duke Stefan understand the scourge he has unleashed upon this land
5	A minion of my master set me free at great risk to themselves, I shall never forget that
6	he only thing of value is the heirloom my mother left me, it never leaves my side.

D6	Flaw
1	Any attempt to hold me down will be met with force.
2	I am paranoid my former master is still after me.
3	I hate the people of my master 's race/ ethnicity.
4	I rarely get a good night's sleep.
5	My temper gets the best of my when I'm forced to do something I don't want to do.

6	I left behind people I could have saved when I escaped
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