

THE LORDS OF HACK

Present

**THE BADLANDS CAMPAIGN
SETTING BOOKLET**

BY

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Final Draft

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CHAPTER ONE: ALIGNMENT, RELIGION AND THE PLANES

1. ALIGNMENT

There will only be three alignments in use: Lawful, Neutral and Chaotic.

Lawful: The Lawful alignment represents the forces of civilization; anyone who is motivated by protecting or helping others or expanding the realm of knowledge or orderly living is considered lawful. Since the Revelation of 1325, there has been only 1 Lawful religion, known as the Lawful Church, or in this segment of the world, the Church of Bor. All Lawful characters follow the teachings and commandments of the Church of Bor.

Neutral: The Neutral alignment represents those who look after their own interests, but who recognize a limit to those interests. Neutrals can be members of the Church of Bor, or any of the various neutral faiths, or have no religious opinions at all.

Chaotic: The Chaotic alignment represents those who will pursue their own interests, desires or whims regardless of the effects on others; many chaotics are obsessed with destroying civilization in order to free themselves from any restraint on their behavior. Chaotic are often members of one of the many demonic cults, but can be independent of any religion.

Changing Alignment: player characters must start out either Lawful or Neutral in alignment, and may not change until reaching 2nd level. To change from Neutral or Chaotic to Lawful, requires a conversion by applying to a cleric and receiving a blessing. To change from Neutral or Lawful to Chaotic requires joining a demonic cult (whether you stay in the cult or not). In all cases, changing alignment causes a player character to lose an experience level, going to halfway between levels in experience points.

2. RELIGION

THE CHURCH OF BOR (THE LAWFUL CHURCH): in centuries past, there were several different religions that worshipped the transcendent divinity. However, when the Nasenna overthrew the Ardean Empire, and trolls, giants and the walking dead began to stalk the earth, a divine crisis point was reached. High Priests from the Easterling “Path of the Chosen of Zumbesh”, the Southron Gambelians, the Orthodox Fane of Ardea, and the Agrippan Heretics of the Gauts, all received an angelic vision and were all called to assemble. They met on an island in the Middle Sea, where a great archangel revealed to them that they were all to set aside their differences and join in a new, universal church. The angel also revealed the 7 Laws of Bor which would serve as the highest tenets of the faith.

The church is centered on the worship of a supreme divinity that exists outside of the physical universe we see. This divinity, driven by compassion, offers salvation from endless reincarnation to his worshippers, and provides aid and comfort to them on earth. He seeks to protect them from the infinite demons of chaos and all their destructive treachery. The divinity has many names: the Southrons call him El Gabal,

the Easterlings call him the High Father, the Ardeans call him the Primus Auctor (although some called him Saturnus as well), and the Northrons call him Bor. The name Bor has also become his name in the common speech of the north and west.

Bor is the only god in the religion. According to church doctrine, the so-called pagan gods are considered to be either nothing more than powerful elves, or are just more demons and devils wearing pleasant guises. So, all converse with neutral, pagan religions is to be rejected by the faithful members of the church. The church does honor a large number of angels, archangels, saints and prophets, but care must be taken not to give these figures true divine honors.

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

Priests of the religion are standard clerics, plus the new class of Canon Cleric and some members of the Monk class. The clergy is divided into the Ordinary Clergy, who run the village churches, basilicas and cathedrals; and the Monastic clergy, who spend their time in cloisters engaged in prayer and labor for the greater good (these are a mixture of Monks and Canon Clerics); the Mendicant Friars, who travel around helping the poor and sick, depending on alms for a living (again a mixture of Monks and Canon Clerics); and finally the Exorcists (all regular clerics) who travel around hunting for demons, undead and warlocks.

The Seven Laws of Bor

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

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

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

The most commonly worshipped gods of the Druids are 4 gods representing the elements: Danu the Earth Mother (earth), Lug the Bright Father (fire), Lir the Sea god

(water), and Taranis the Air-Master (air), plus also Gwydion the Magician, Morrigan the War-Raven, Silvanus the Forest Lord, Mab the Queen of Sovereignty.

THE NORTHERN PAGANS (THE NORTHRON NEUTRAL FAITH): the Northrons trace their own ancestry to a family of gods, who live in a mighty city in the Spirit World, called Osgath. Their king is Woden, a crafty master of battle and magic. The mightiest of them is Thunor, god of Thunder. Their queen is Frea. The god of war and justice is Tiwaz. Additionally, there is the earth-goddess Nerthuz and her husband Fricco, and the sea god Oegir. It has been surmised that many of these gods are the same as the old Ardean gods and the druidic gods, only under different names.

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

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

THE ARDEAN PAGANS (THE OLD ARDEAN NEUTRAL FAITH): during its rise to power, the Ardean Empire worshiped a pantheon of great gods: Jupiter, Mars, Venus, Juno, Mercury, Apollo, and others. This religion was largely replaced by the Orthodox Fane, one of the ancestors of the Lawful Church. However, there are still some worshippers of this neutral religion to be found.

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

THE CHAOS CULTS: the chaotic cults worship a dizzying number of demons, devils and so-called chaotic gods (powerful demons). The claims of these cults are that death leads to the Abyss forever for everyone, but that those who follow demons will be protected by those demons and may rise to be great demons themselves one day. The demons offer power and license in this world and more in the next. Some cults are led by warlocks others by magicians who get spells directly from the demons. These cults are uniformly vile, corrupt and depraved. Anyone who joins a chaotic cult must immediately change alignment to chaotic.

3. REGION ALIGNMENT

It is possible for a region (50 mile x 50 mile area) on the map to become aligned to either Law or Chaos.

EFFECTS OF ALIGNED REGIONS

LAWFULLY ALIGNED REGION

All Lawfuls: +2 saving throws
 Clerics: +2 to turn undead, 1 extra first level spell
 Paladins: +2 to turn undead, 2 extra points of laying on hands
 Chaotics: -2 saving throws
 Anti-clerics: -2 to control undead
 Undead: -2 to hit, enemy gets save vs. level drain
 Demons: -2 to hit, -2 AC
 Holy Water: double damage
 Unholy Water: half damage

CHAOTICALLY ALIGNED REGION

All Lawfuls: -2 saving throws
 Clerics: -2 to turn undead
 Paladins: -2 to turn undead, -2 points of laying on hands
 Chaotics: +2 saving throws
 Anti-clerics: +2 to control undead, 1 extra first level spell
 Undead: +2 to hit
 Demons: +2 to hit, +2 AC
 Holy Water: half damage
 Unholy Water: double damage

HOW TO ALIGN A REGION

Each fully staffed religious building is assigned a point value.

Building	Staff	Point Value	Notes
Shrine/Chapel	1 level 2 cleric	+1	1/district
Church	1 level 3 cleric	+2	1/district
Timber Temple	1 level 3 cleric	+3	1/district
Stone Temple	1 level 5 cleric, 3 level 1 clerics	+4	1/district
Cathedral/Grand Temple	1 high priest, 10 lesser clerics	+20	1/region
Hermitage	1 reclusive level 6+ cleric/paladin	+3	1/region
Oratory	7 monks, canon clerics or cultists	+2	
Cloister	49 monks, canon clerics or cultists	+8	

Each district (5 miles x 5miles) within the region can get points for its side based only on the best point value present of the first 4 types. So if one district has a shrine, a timber temple and a stone temple, it would only count for +4 points, not +8.

Add the total number of Lawful points, and the total number of Chaotic points. Subtract the Chaotic total from the Lawful Total. If the number is Positive 30 or greater, then the region is Lawfully aligned. If the number is Negative 30 or less, then the region is Chaotically aligned.

Aligned Buildings

Even if the entire region is not aligned, the inside of any shrine, chapel, church, temple, cathedral, oratory or cloister gives all of the benefits or detriments as if it were in an aligned region.

Relics

A true relic (as in artifacts and relics) of the proper alignment that is displayed in a cathedral or grand temple doubles the point value of that building for aligning the region.

4. THE PLANES

The scheme for the inner and outer planes will be somewhat modified in the campaign. The prime material plane is called the Physical World. The 4 elemental planes are unchanged. Overlapping the Physical World is the Spirit World, which will mechanically work identically to the Ethereal Plane of AD&D, however, this plane is where most of the neutral (or pagan) gods dwell and most of the spirits of the dead exist. The Astral plane is the same as in standard AD&D, but there are really only 2 outer planes. The first is the Transcendent Realm, where the great god Bor and his angels, saints and the souls of the saved live. The second is the Abyss, an infinite pit of terror where all the demons and the damned dwell. Within the Abyss are the kingdoms of Hell, where the devils, former angels cast into the Abyss, have their own sub-realm.

CHAPTER TWO: PEOPLES OF THE WORLD

1. GOBLINS, HOBGOBLINS, AND BUGBEARS

Goblins are created by Chaotic spell-casters using a spell called "Create Goblins." Basically, the caster uses the blood of sacrificed animals to serve as a vessel for minor demonic spirits to take corporeal form in the physical world. It is rumored that there is a magical lake of blood in Dengwur's lair that spews out goblins at a regular rate. Goblins are all hermaphrodites and can mate with one another. The offspring of goblins are the more powerful hobgoblins. Hobgoblins mate and produce more hobgoblins. Bugbears were created by the sorcerer Dengwur by breeding hobgoblins with actual bears. They have since become a breeding population and have spread across the continent. Goblins, hobgoblins and bugbears have developed an instant loathing for orcs and will attack on sight. Goblins collapse into a puddle of blood when killed, but the corpses of hobgoblins and bugbears are more normal.

2. ORCS

The Old Ones had long been served by races of degenerate, inbred, cavemen and degenerate tunnel midgets who had become slaves of Chaos in ancient days. When the Old Ones began their plan to overthrow the Ardean Empire, they found that these degenerates were insufficient for their need for shock troops. The Old Ones' mysterious leaders made a pact with a great Devil, received a modified version of the spell of creating goblins, which used pigs' blood as a component and which produced the hardier orcs rather than goblins. When the time came to attack the remnants of the empire, the orcs were used to spearhead the attack. In the area around Portchester, the orcs became deadly foes of Dengwur's goblins and hobgoblins and are driven into immediate bloody attacks when they see any goblinoid. Orc males and females look alike to non-orcs, but they can mate and produce a litter of offspring in 6 months. The offspring are born ferocious and can fight as kobolds within 4 months of birth, and reach adulthood after 1 full year. First generation orcs collapse into a pool of blood when slain, as do goblins, but second generation and later orcs do not. Second and later generations of orcs can interbreed with humans, goblins and others, producing Half-orcs of various sorts.

3. THE NASENNA (THE OLD ONES):

The Nasenna, or Old Ones, are a race that springs from the same source as humanity, but have long ago sworn allegiance to Chaos. Once they ruled the Earth, but were driven below ground by mankind who were spurred on to the task by certain pagan gods, who taught mankind the secret of iron to aid in the task. Two-hundred years ago they struck against the hated humans, destroying the once great Ardean empire and plunging the world into anarchy. Today, they have returned to the surface and live in city states scattered across the world. They are violently hostile to humans, without let or hindrance. They never take human females prisoner, but rather slay them immediately. Sometimes they will take human males as prisoners for sacrifice and slavery, but castrate them with due dispatch. Their chief goal is complete the complete genocide of the human race. They have a similar reaction to both Halflings and dwarves, but have been known to negotiate with elves and gnomes.

Nasenna are the same size and shape as humans, but have gray skin and their eyes are solid black. Their numbers are still relatively small, so they use Orcs for many of their more dangerous or laborious tasks. The Old Ones have a reaction to iron, causing them to suffer 1 extra point of damage to any hit caused by an iron weapon. They use bronze weapons, which are made to a very high quality and which are functionally equivalent to iron weapons. Their bronze armor is the equivalent to iron chain mail.

4. ELVES

There are three types of elves to be found in the campaign: Light Elves, Forest Elves and Barrow Elves.

The Light Elves are confidants of the pagan gods and often are found in their company, they are thus always of neutral alignment. Light elves can cast Light Spells at will and have the power to go Invisible once per day (as the spell). Light Elves usually dwell in the Spirit World, but sometimes can be found in holy groves, beneath sacred lakes and at holy shrines of the pagan faiths on the earth. Only NPC's can be Light Elves. Most Light Elves encountered will be Fighter-Magic-Users of level 4-7 (1d4+3), although they can advance to level 12 as magic-users. Light Elves can cast spells while wearing any sort of armor.

Barrow Elves long ago made a pact with Chaos and spend daylight hours beneath the ground. They can cast Darkness spells at will and can turn invisible once per day (as the spell). The darkness vision of the barrow elves is uncanny, so uncanny that they can see right through the effects of darkness spells. All Barrow Elves are chaotic in alignment and suffer -2 to all rolls and morale under the sunlight. Barrow elves are also vulnerable to the effects of Holy Water. Most Barrow Elves encountered will be Fighter-Magic-Users of levels 1-6 (1d6), although they can advance to level 11 as magic-users. Only NPC's may be Barrow Elves.

Forest Elves are the elves most commonly encountered, and correspond to the standard elves of the Player's Handbook and Monster Manual. Forest Elves and Light Elves are on friendly terms and will often have dealings with one another, but neither type tolerates the presence of Barrow Elves.

5. HUMANS

The humans of the earth are divided into 5 major groups: the Northrons, the Westerlings, the Easterlings, the Southrons, and the Centrales (who have more recently been called the Ardeans, after the great empire centered at the city of Ardea). Each of these groups has its own language, but in the area of Gatavia, Ardean, Northron and Westerling have combined to form a newer dialect called the Common Speech. A speaker of the Common Speech can understand about half of what's said or written in Northron, Westerling or Ardean.

Currently, there are few Southrons in the province. The city-state of Orchester is mostly Ardean in ancestry, except for a portion of the land-owners and soldiery class, who are of Northron ancestry. The humans of Portchester is about evenly split among Northron, Ardean and Westerlings. The Caturiges tribe and their Savage cousins are Westerlings. It is common for Northron sea-raiders to appear all across the northern coast of the province, and for bands of Northron and Easterling warriors to raid the eastern marches of the province.

6. Dwarves

For a long age, the dwarves had been absent and forgotten by the men of the surface world. They had built a mighty civilization under the earth. However, as part of their plan to conquer the surface world, the Nasenna discovered and plundered the great dwarf mansions beneath the earth. The dwarves returned to the surface within the last 2 centuries and have attempted to find places to live among the ruins of the old Ardean empire. They have an abiding hatred of orcs and goblins and all things chaotic, as a result. While most dwarves worshiped the Northron gods for most of history, nowadays many of them, especially in the Gatavia province have converted to the Lawful Church of Bor, because of its opposition to Chaos. Dwarves are very secretive about their personal names, and usually use a pseudonym when dealing with non-dwarves. A surprising number of dwarves use the pseudonym Jack, presumably in honor of St. Jack, apostle to the Dwarves.

7. Gnomes

The gnomes were once largely dwellers in the surface world, but now have begun to be encountered in communities across the physical world. They are clannish and secretive about why this is, but seem to be on some sort of mission from the Neutral gods to thwart the forces of both Law and Chaos. However, most of them are such self-indulgent jerks that their supposed mission has gotten lost in a wave of jokes and pranks.

8. Halflings

Halflings may, in fact, be a 6th race of mankind, and have lived side by side with humans for millennia. A fair number of them have moved into the Gatavia province to settle down. For unknown reasons, most of them insist on appending the name "Bosco" in front of their personal names.

CHAPTER THREE: HISTORY OF THE CITY-STATE OF PORTCHESTER

1. The Fall of the Ardean Empire in Gatavia

In the year 1218 throughout the Ardean Empire all of the Augur's Towers, in all of the towns and cities, simultaneously collapsed. Thus the magical network of instant communication and magical protection was thrown down. The world began to rapidly slide into anarchy and the supernatural forces of demons and trolls raised their ugly heads across the world again. In the northern province of Gatavia, a sorcerer named Dengwur (from a subject Easterling nomad tribe called the Therks) began a subtle battle of power with a Northron soldier in Ardean service by the name of Julius Wulfgar, the commander of the garrison of the provincial capital, Noviodunum. At various points Dengwur appeared to help Wulfgar, who was using the collapse of the Imperial network to carve out a personal kingdom. But, it was soon evident that Dengwur intended to be the only one with a personal kingdom in Gatavia. The final showdown was horrific. Wulfgar had gathered a large army around Noviodunum, but Dengwur used the foulest of black magic to summon forth demons. He unleashed a plague of scabies in the city, and then the Black Death in the army camp. Terror and death spread in all directions. Dengwur summoned up a mighty demon lord who crushed the cathedral of Noviodunum to pieces, and finally, in the smoldering ruins, used a foul artifact to turn Wulfgar himself into stone.

2. The Bloody Reign of Dengwur

Dengwur made himself lord of the central and southern sections of the province, spending the plunder of Noviodunum to raise an army to terrorize the survivors of the province. He also used evil magic to raise an army of the dead to spread hell on earth.

After defeating the Northron tribe of the Haxmen and the Westerling tribe of the Caturiges in battle, Dengwur slaughtered the royal houses of both tribes and rendered them tributary to his new kingdom. Devastated by the plague, the remaining cities of Gatavia: Portus Nardo, and Aurelius bent their knees to his awful might. Dengwur then turned on his own family and destroyed his grandfather, the Khan of the Therks and all of his guards and relatives who dared defy him. Dengwur's chief lieutenant, a Therk archer named Parsnak, was made the new chief of the Therks by Dengwur, and the tribe was settled around the old Ardean military camp called Castra Pullo.

With Gatavia under his thumb, Dengwur soon had various provinces to the West and South, and even some tribes across the river to the East paying him tribute. His former cavern-lair was soon being remade into a remarkable pleasure-palace and formidable fortress.

The Rise of the Old Ones

Dengwur never really pondered the source of his good fortune. How had the Ardean augur's towers fallen so? For without their protection, the empire was ripe for this sort of chaos. However, Dengwur eventually discovered the cause of the destruction of the Imperial Towers. A race of humanoids known as the Nasenna or Old Ones had engineered the magical destruction of the towers across the empire. Dengwur had fought and killed one of their lesser commanders, by the name of Horrible Cyrus, but had not bothered to seek farther into the deep lairs of the Old Ones in the ruins in the east of the province. Throughout the former Ardean empire, survivors were in desperate struggles with the Old Ones and their minions, and in Gatavia, it was to be no different.

After several years of further preparation, the Old Ones let loose a horde of orcish soldiers to challenge Dengwur in his own province. He responded by creating a larger army of the dead, and hordes of goblin lackeys to fight back. Back and forth, for years and years, the two armies

wasted the countryside and spent the magic power and treasure of their masters in merciless combat.

3. The Founding of the City-State

During these terrible wars, the tribe of Northrons known as the Haxmen were driven back from their lands by the Old Ones' army. They moved in a body to the west, and attempted to seize the old Ardean town of Portus Nardo. When Dengwur's attention was diverted by the Old Ones, Portus Nardo had risen in revolt against him, and had appointed a new bishop for the Church. The bishop, a humble priest named Father Agricola, from a moderately successful local family, had been ministering in secret ever since Dengwur had banned the church from his lands. The bishop of Portus Nardo made arranged a peace conference with the Haxmen and a surprising arrangement was made. Hildric and Osric, the twin chieftains of the Haxmen (sons of Elfric the Mighty, one of Dengwur's former allies) agreed that their entire tribe would convert to the Orthodox Faith of the old Ardean Empire, but the chieftains themselves would become the dual kings of a new city-state.

Desperate refugees, Northron and Ardean alike swarmed to the region. The spiritual power of the Church and the army of the Haxmen managed to keep the city and the peoples intact while the two chaotic armies of Dengwur and the Old Ones battled fiercely for years on end. The new state was re-named the Kingdom of Portchester (being the Northron rendering of the town) and soon settled into a guarded and precarious security.

4. Portchester Today

Over the last 200 years, Dengwur's undead empire slowly began to be worn away. Fewer and fewer commands came from his fearsome fortress. It is now not known whether he lives or is dead or has become undead himself (in any case, he must be over 230 years old today). The Old Ones have established a city-state of their own at a place once called "Dead Man's Town". The Old Ones are wildly xenophobic and hostile to all neighbors, but currently there is a shaky truce with Portchester. The Westerling clans on Portchester's border will sometimes trade, sometimes help and sometimes raid the lands of the town.

The Kingdom still is ruled by a double monarchy. One king is chosen from the descendants of Hildric, the other from the descendants of Osric, the founding brothers. Each year the bishop takes an augury and this determines which king will be commander of the armies and which king will be the judge and lawgiver for the year. Each district (100 square miles) has a Reeve, chosen by the landowners, who leads the warriors of the district in battle and administers minor justice. The town itself has a council, marshal and constable who run the town and command the garrison.

Today the countryside is peopled by a folk who are a mixture of Ardeans, Northrons and Westerlings. Their languages have combined into what is called the "Common Tongue". The landowning farmers are also the bulk of the army of the state. They are often called up to fight off raiders and monsters from the chaotic realms to the south. The kings each have a personal guard of cavalry who patrol the borders and repel threats.

CHAPTER FOUR: THE LAW OF PORTCHESTER

1. Social Class of Portchester

Each person in the Dual Kingdom of Portchester has an assigned status:

King: the two ruling kings of Portchester are elected by the freemen of the kingdom, one is elected from the house of Osric, the other from the House of Hildric. Each year one is chosen by the bishop's augury to run the courts and the treasury and the other to command the armies. The Kings are not allowed to lead the armies outside the borders of the kingdom without the approval of the assembled freemen.

Atheling: any person who is descended from a king, to the 7th generation, or who has married such a descendant is counted as an Atheling. Members of this class have few legal privileges beyond those of a Lord, but are eligible to be elected king.

Reeve: a lord elected by the freemen of a district to lead the fyrd (militia) and administrate the petty law courts of the district is called a reeve.

Lord: a man who owns 5 square miles of land (25 hides) and a hall, and employs 25 or more armed housecarls can claim the status of Lord, allowing him to be eligible to be elected reeve and to be considered for a captaincy in the fyrd.

Thane: a man who owns a square miles of land (5 hides) is expected to serve as a mounted infantry man in the fyrd and form the backbone of the army.

Citizen: anyone who owns a house or other building in the city of Portchester itself has the status of citizen of the town and is subject to the justice of the town council and guilds, not to the reeves and lords of the countryside.

Steadman: anyone who owns at least 1 hide (120 acres) is considered a freeman stead-holder and is expected to serve in the fyrd at the order of the kings and reeves, but also can elect said officials.

Farmer: anyone who owns at least 25 acres is considered a freeman farmer and is expected to serve in the fyrd at the order of the kings and reeves, but also can elect said officials.

Crofter: anyone who owns at least 10 acres is considered a freeman crofter and is expected to serve in the fyrd at the order of the kings and reeves, but also can elect said officials.

Housecarl: a landless man who serves a lord as a soldier is called a housecarl, and is counted as a freeman of the kingdom.

Let: a farmer who rents his land, or owns less than 25 acres is called a Let, and is not counted among the freemen who serve in the fyrd or elect the kings.

Bondsman: those who have been bound because of capture in war, debt, or inheritance must wear an iron collar and are bound either to a plot of land they work as share-croppers or as household servants.

Stranger: an outlander, who has made an oath of peace for his visit, is allowed to travel and do business in the kingdom, but has no legal privileges, beyond basic protection of life and property. He can own personal property, but not real estate.

Outlaw: anyone outlawed by the kings can be killed with impunity and has no property rights

2. Crimes, Wergild and Outlawry

When a crime is committed, the custom is to call the offender to the court of the King. The injured man, or the relatives of the dead one, give their evidence and have at least 12 supporters make an oath that it is true. Then the defendant gives evidence and has 12 supporters swear a similar oath. The defender has 3 possible pleas: that he did not do the

deed, that the fight was an honest one or an accident, or that the dead man was an outlaw. If either party cannot get the dozen oath-men, then he automatically loses the case.

If the king finds that the attack fight was an honest one or an accident, then the defender must pay wergild for the deed. If the defender is found to be not the killer, or if the dead or injured party is found to have been engaged in outlawry, then the defender pays no fine.

Some offenses, however, require a sentence of outlawry.

- If a man uses poison,
- kills a freemen by magic,
- steals from the church,
- kills or injures a churchman,
- summons demons,
- commits secret murder,
- kills by arson, attempts to use violence against a king or his reeves
- aids foreign enemies against the kingdom,
- Allowing an Old One, orc, goblinoid, or black-haired sheep, goat or pig to live if discovered in the borders of the kingdom.

If declared an outlaw, he can offer triple wergild to the family of a victim or to the king or church, if they accept, the sentence is set aside. If they refuse the settlement, then the offender is declared an outlaw and can be killed with impunity by anyone. Outlaws are branded with an “O” on their foreheads.

Theft is punishable by a payment of triple the value of the goods stolen. If the thief cannot pay, he will be branded on the forehead with a large “T”. If convicted a second time, a thief who cannot pay the fine will be declared an outlaw.

3. WERGILD TABLE

The wergild owed for killing or injuring someone is determined by the victim’s social position:

Social Rank	Killing Wergild	Injury Wergild
King	250,000gp	25,000gp
Atheling	25,000gp	2500gp
Reeve	20,000gp	2,000gp
Lord	15,000gp	1500gp
Thane	5,000gp	500gp
Citizen	750gp	75gp
Steadman	600gp	60gp
Housecarl	500gp	50gp
Farmer	350gp	35gp
Crofter	250gp	25gp
Let	100gp	10gp
Bondsman	25gp	5gp
Stranger	25gp (unless under protection)	5gp
Outlaw	0gp	0gp

A stranger can be put “under the protection” of a lord, reeve, atheling, or king, this gives him a wergild equal to that of a housecarl.

Wergild for injury is paid entirely to the victim. Wergild for killing is half given to children (or parents if there are no children) and half divided among other kinsmen (up to 7 steps). If a man cannot pay for wergild, his relatives (up to 7 steps) are compelled to pay, even if it entails liquidating all their property.

If a man and his kin refuse to pay, they can be declared outlaws. Oftentimes, if foreigners capture a Portsmen, the wergild value is used as a ransom value. Most Westerling and Northron kingdoms use a system of wergild too, and their values are similar to those listed for Portchester.

4. The Laws of War

Every freeman-landholder of the kingdom (athelings, lords, thanes, citizens, steadmen, farmers and crofters) are considered to be a member of the Fyrd or Militia. All these men must answer a call when a reeve or king summons the fyrd. A meeting of the Fyrd is called a Moot and has several functions. Any new law proposed by the king must meet the approval of a majority of the moot. A majority of the moot must also approve if the king wishes to conduct warfare outside the border of the kingdom. A majority of the moot must also approve any treaty ending a war or establishing an alliance.

Each year one of the two kings is selected by the augury of the bishop to be the commander of the kingdom's army for the year. He can delegate command functions to others, but retains final authority. Each shire's fyrd is commanded by its elected reeve. The laws of the kingdom state that no reeve can lead his fyrd beyond the borders of his own shire without the permission of the king, unless in fresh pursuit, in sight of the quarry. The laws also say that the king or reeve may not lead the fyrd or his guards beyond the borders of the kingdom without approval of the kingdom's moot. Lords with their own private housecarls can go outside the kingdom, but if they miscarry, the king disavows them as bandits.

Currently, there is a treaty between the kingdom and the Old Ones of Urvotz. The treaty says that neither state will allow its soldiers into the territory of the other. Individual orcs or Old Ones found in the kingdom are to be executed, and individual humans found in Urvotz are likewise to be executed. If a band of troops exceeding 40 members is ever discovered in the territory of the other nation, the treaty is considered broken and war will resume.

There is also a treaty between the kingdom and tribe of the Caturiges to the west. Each has the right to call on the other if either is invaded. There is considerable tension between the two states, however. Borderers from both sides engage in regular cattle-rustling in both directions. Also, there is great hostility between the Druids of the Caturiges and the Church of Bor in Portchester. Each church tries to send missionaries to the other territory and it usually ends badly.

The Kingdom is technically at war with the remnants of Dengwur's empire to the south. The king, however, has forbidden reeves from taking the fyrd south into the Badlands. Instead, individual lords and adventurers are slowly beginning to make moves into the Badlands to settle it for the civilized world.

CHAPTER FIVE: THE PROVINCE OF GATAVIA: YEAR: 1420

1. SCHEMATIC MAP

A-I Principality of the Caturiges	B-I Portchester, West March	C-I Portchester, East March	D-I City State of Urvotz
A-II Land of the Savages	B-II The Badlands	C-II Fusk Woods	D-II Urvotz, Southern
A-III The Wasteland	B-III Therk Country	C-III Realm of Dengwur	D-III Dragon Hills
A-IV Orchester, West March	B-IV Orchester, East March	C-IV Dwarf Hills	D-IV Southern Reaches

MAPPING CONVENTIONS

PROVINCE: a standard mapping province is a territory 200 miles by 200 miles or 40,000 square miles. (This is about 90% of the area of Pennsylvania, 80% of the area of England, or about 20% of the area of France or about three times the size of Switzerland or Denmark.)

REGION: each province is divided into 16 regions (4x4) each of which is 50 miles by 50 miles or 2500 square miles (This is about the size of Delaware or twice the county of Kent in England or just under 3 times the size of York County Pennsylvania).

DISTRICT: each region is divided into 25 districts (5x5) each if which is 10 miles by 10 miles or 100 square miles (This is about 1/9 of the size of York County PA or 4 times the size of York Township).

2. SURVEY OF THE REGIONS OF GATAVIA--1420

A-I: Principality of the Caturiges

The Westerling tribe of the Caturiges (“battle-kings”) regained their independence after the fall of the Ardean Empire. Although their old royal family was wiped out by Dengwur, they chose a new one under the direction of the Druids of Choir Morag. These Druids also helped them to regain their independence from the evil realm of Dengwur during his wars with the Old Ones.

A-II Land of the Savages

While the northern reaches of the Caturiges tribe looked to the druids for help and protection, the southern half of the tribe fell completely under the sway of the Warlocks of Dengwur. These tribesmen fell deeper and deeper into chaos and savagery, becoming a band of murderous thugs and head hunters. Today there is nothing here but the wretched villages of these primitives who are in a constant state of war with everyone, raiding wherever they can for loot and prisoners to sacrifice to their demons. The Elfwood is outside the control of the savages. North of the old road is the land of the elves, south of the road is filled with monsters.

A-III Wasteland

The region between the Savages and the River Aurus has become an unpopulated wasteland, filled with ogres, trolls, serpents and other dangerous monsters.

A-IV Orchester, Western March

These lands contain the plantations and estates of the oligarchs of the city-state of Orchester. All the lands are owned by either the Patrons (oligarchs) or the Protectors (professional soldiers). The bulk of the population are tenant farmers without much political power.

B-I Kingdom of Portchester

This is the most thickly settled, well-ordered section of the province. Each district has from 3000 to 5000 inhabitants, including 400-700 men under arms. The majority of the inhabitants are humans of Ardean, Westerling and Northron heritage, although there are a few bands of Halflings here and there. Under Lake Demurus there is a colony of Light Elves. The region is Lawfully Aligned.

B-II The Badlands

East of the River Patrona, this region is in the hands of the followers of Dengwur, arranged to guard against the Old Ones. To the west, it is an open, lawless zone. Bandits, monsters, savages and settlers from Portchester are vying for control of the region. The largest settlement is Bastardville, a mean, decadent village serving the castle of Lucius Bastardo, a successful bandit chief. The island once containing the provincial capital, Noviodunum, is called the Isle of the Dead and is filled with undead monsters. The plundering of imperial age buildings, for goods and for building materials is one of the main industries of the region.

B-III Therk Country

The Therk tribe of Nomads was settled here under the leadership of Dengwur's companion Parsnak. The only permanent settlement is Pulchester, the former Castra Pullo, which was the old imperial army base for the province and which now is the seat of the khans of the house of Parsnak. Outside Pulchester, where the khan, his guard and family lives, the rest of the region is roamed by 4 bands of nomads, the Tigers, the Falcons, the Stallions and the Lions.

B-IV Orchester, Eastern March

The imperial city of Aurelius is now known as Orchester, and is the capital of a city state. The city is protected by imperial stone walls and is the permanent seat of the powerful noble families, descendants of the Ardean landowners and Fosa-gaut warriors, who control all of the farmland here and to the west, south of the Aurus River. The Lawful Church is the main religion, but is weak and the region is not lawfully aligned.

C-I Eastern March of Portchester

About half the region is part of the Portchester City-State, but the other half is the western reaches of the Old Ones' City-State of Urvotz.

C-II The Fusk Wood

This region is dominated by the Fusk Wood (formerly the Silva Fusca). There is a colony of Barrow Elves in the wood, as well as a large number of trolls, ogres and giants. There are constant battles between the orcs of Urvotz and the goblins of Dengwur.

C-III The Realm of Dengwur

The sorcerer Dengwur established a realm encompassing all of the province at the end of the Ardean Empire. That realm was gradually whittled down to this region due to the two-century war with the Old Ones of Urvotz. Dengwur himself has not been heard from for the last 10 years, but his order of Warlocks maintain the realm in his absence. Goblins, Hobgoblins, Bugbears, and the Undead make up most of his armies, but he also has some human soldiers and can call upon the Therks and the Savages of the West at need. This region is chaotically aligned.

C-IV The Dwarf Hills

This region is largely deserted. Sometimes patrols from Dengwur sweep through and beasts and monsters are common in the open country. The hills, however, are home to bands of dwarves, centering on Dwarf-Hall, their chief town.

D-I The City-State of Urvotz (Old Ones)

This area is ruled from the city of Urvotz, once known as Deadman's Town. The Old Ones live mostly in the city itself, but countryside is swarming with servitor orc tribes. The orcs raise pigs and grow mushrooms and other fungi for their masters when not spreading havoc. It is death for humans, demi-humans or goblins to be found here. This region is chaotically aligned.

D-II Urvotz, Southern Land (Old Ones)

This region also belongs to the Old Ones. All the other notes from D-I apply here as well. This region is chaotically aligned.

D-III The Dragon Hills

A fearsome and powerful Black Dragon has its lair in this region, which had been the home of the Therk tribe at one time. During the chaotic wars of Dengwur and the Old Ones a large number of dinosaurs were introduced to this area and many can still be encountered here.

D-IV The Southern Reach

This largely deserted region was once the site of a powerful Ardean city called Quinteri. There was also a main highway leading south to the central sea. Nowadays, a new trading post has opened along the old highway, it is called Cavano, and was founded by an Easterling merchant house that trades throughout the north and west.

CHAPTER SIX: MILITARY DEMOGRAPHICS OF THE PROVINCE

1. Portchester

A typical district (shire) of the Kingdom of Portchester has 500 hides of land (120 acres each). There will be 4 Lords in the district each with 25 hides of land and 25 armed housecarls. There will be 40 thanes in the district, each with 5 hides of land. There will be 100 steadmen, each with 1 hide of land. There will be 400 farmers with a 25 acres farm each, and 200 crofters with a 10 acre plot each.

The 100 housecarls, and the 40 thanes are well equipped and able to train much of the time, with the lands being worked by others. These men make up most of the expeditions put together by the kings and reeves. The 700 other land-holders will make up the bulk of the fyrd (militia) who can be mustered for defense or for major wars.

These 840 men are the freeman segment of the population who are expected to fight at need, but elect the king and reeves. In addition there will be around 1900 male bondsmen and landless men (lets) who work on the steads, thane lands and lords' estates. Many of the landless men are younger sons or brothers of the steadmen and farmers and will take their place if they die. There will be an additional 2800 women, who do farm labor but do not fight, and 2900 children and old folks (many of whom do farm labor too) in the district, for a total population of 7444, and a population density of about 75 per square miles.

Each of the two kings has a body of 200 "Royal Housecarls" who are all horsemen and serve as the nucleus of the army and the royal guard. The town of Portchester has a population of 10,000 and a militia of 350 men. The bishop maintains a Cathedral guard of 100 men.

2. Orchester

Each district of the city-state of Orchester is divided into 10 estates of 25 hides each. Each estate is owned by a Patron. There are also 50 military holds of 5 hides each, which must provide a full-time armored soldier to the service of the state, known as the "Protectors".

Each Patron has 125 men, 125 women and 150 children and old folks on his estate. Of these, 20 are typically "bailiffs" and are the patrons' armed retainers. Each protector has 25 men, 25 women and 30 children on his holding. Therefore, the district will have 50 Protectors, and 200 bailiffs. There are about 8000 people per district, with a population density of 80 per square mile.

The city itself maintains a corps of 1000 mercenary soldiers to act as a standing army. Each patron will raise additional mercenaries from the resources of their estates at need.

3. Urvotz

Each district of the realm of the Old Ones of Urvotz is filled with bands of orcs, who live in caves and villages, herding large herds of black-haired pigs. There is one castle ruled over by an Old One High Commander (roll one standard band of Old Ones for the castle inhabitants). Each district will have 30-40 orc villages each of which has a standard compliment of 30-300 orcs (plus leader types, females and young—but treat females as equal to males in fighting) and 50 pigs for each orc. The city itself is home to 5000 of the old ones (2000 of which are warriors or spell casters of some sort), ruled over by their mysterious Council of the Ultimates.

4. Caturiges

Each district of the Caturiges has, by religious custom, 10 villages and a chief's Rath (fortress). Each village has approximately 100 warriors, 100 women and 150 children and old folks. The chief's rath has a 100 armed retainers, 200 bondsmen, 300 women and 225 children

and old folks. The district then has a population of about 4325, with a density of 43 per square mile.

5. The Savages

Each district occupied by the savages will have about 30 small villages, each of which has 1 band of standard AD&D tribesmen (10-120 men, equal number of women and children). The spell casters will be warlocks, not druids. The population density will be about 36 per square mile.

6. Therkistan

The nomads of the Therk Country have a low population density of about 5 people per square mile. There are 4 roving bands of Therks: the Stallions, the Falcons, the Tigers and the Lions. Each band has 3000 people: 600 warriors, 1200 women, 600 children, and 600 slaves. Treat each of the bands as 2 maximum size standard nomad bands from the Monster Manual. They wander around Therkistan and the surrounding territories herding horses, cattle and sheep.

The capital of Therkistan is called Pulchester (the old Ardean military post of Castra Pullo). The Khan of the Therks, Parsnak IV, a descendant of Dengwur's ally, lives here with a strong bodyguard of 200 heavily armed Therk Horsemen, 400 women, 200 children and 200 slaves.

7. The Realm of Dengwur

Pinning down the forces of Dengwur has become quite difficult. Since the Master has vanished, each power center has its own forces. A council of wizards (The Disciples) rules Dengwur's old Lair, and each district around the lair has a mixture of goblin and hobgoblin villages, who herd large flocks of black-haired sheep and goats (30-40 standard bands, one half goblins, one half hobgoblins, plus 1-6 bands of bugbears). In addition, there are huge amounts of undead (skeletons, zombies, and Legion of the Damned) on the isle of the Dead in the Badlands, who can be harnessed by the Warlocks of the Grand Temple of the 1000 Devils or the Warlock Keep. There are also renegade humans in various fortresses such as the Death Troopers, scattered here and there.

CHAPTER SEVEN: CITY OF PORTCHESTER FEATURES

The city is divided into 5 wards, 4 of which are the quarters of the old town of Portus Nardo, all within the city walls. The fifth ward is outside of the city walls along the banks of the river Patrona (the dock ward)

1. CITY OFFICIALS

Marshal: Ulric the Tall (in charge of militia and defenses)

Bishop: Marc Agricola

Constable: Constantius (night watch, criminal investigation)

City Council: Venturi Zenobius (wizard), Edward Virbio III (merchant), Manius Aelfric (merchant), Baudron Crino (merchant), Constantius (constable)

CENTERS OF POWER AND INTEREST

2. THE GRAND WARD (North West)

KINGS' HALL: old imperial basilica, used by the kings when they hold court in town. Usually an honor guard of 10 town militia are on guard.

CATHEDRAL: headquarters of Bishop Marc Agricola (canon level 12), in the square is the mansion of the Cathedral guard, Captain Lucius Silvestri, 4 lieutenants, and 100 soldiers. In the square is also the Cathedral Vault, which is like a huge safety deposit bank. You must buy a standard amphora, which will be sealed by the churchmen and deposited in the vault for a fee of 5gp. It costs an additional 5gp to retrieve the amphora, which in the meantime is stored with hundreds of others with various magical protections.

LODGE OF THE ORDER OF THE SILVER STARS: Master of the Lodge is Venturi Zenobius, an 8th level magic-user. There are 3 6th level members, 6 3rd level members, and 12 first level members currently. The lodge has a Master Butler named Osbert who oversees a staff of 12 servants and keeps a well-stocked store, where members (and only members) can buy any of the Magical Equipment from the gear book at the standard price. Occasionally, he will contract adventurers to locate components for the store or a member.

THE PLAZA: there is a paved plaza containing several statues from ages past.

THE HOSPITAL: a place for the care of the sick, overseen by the bishop, tended by several priests, nuns and monks. The basement has several cells used for locking up dangerous lunatics.

3. THE GOLDEN WARD (North East)

THE HOUSE OF VIRBIO: a merchant house specializing in trade with the interior and the south. An energetic investor in trade caravans to Orchester and coastal trading convoys. The head of the house is Edward Virbio III.

THE CITY PALACE: an old palace from the Ardean days, now used as a town hall.

THE HOUSE OF AELFRIC: a merchant house specializing in the acquisition and manufacture of luxury goods, especially gold and jewels. Noted for hiring the toughest mercenaries around, and rumored to send assassins against thieves and those who cross the house. The head of the house is Manius Aelfric.

THE GOLDEN HOUSE: a magnificent tavern and eatery, where everything costs at least 10 times normal prices, but is of amazing quality, it also serves as the guild hall for the guild of goldsmiths, silversmiths and jewelers. The maitre de is Lucius Mundus.

THE LIBRARY: once the city bath-house, it contained a reading library for the patrons, this solely became the nucleus for a city library, maintained by contributions by the merchant houses and the church to preserve knowledge. Books of various sorts can be consulted by reputable people. The head librarian is Patricius Donatus.

4. THE FARMERS' WARD (South-East)

THE HOUSE OF FLAVIUS: another merchant house, specializes in manufacture (cloth and metal work) subcontracts much hand work to poor citizens and country folk. Head of the Family is Randwulf Flavius.

LODGE OF THE RANGERS: Bruno Short-pants is a dedicated lackey who keeps this secure lodge ready for any ranger who knows the passwords. There is a 50% chance that another ranger of level 1d8 will be present at any one time.

LORD WULFRIC'S HOUSE: an impressive townhouse owned by Lord Wulfric, who owns much farmland near the city, and fancies himself an urbane sophisticate.

FARMERS' SQUARE: center of the farmers' ward has several taverns, the house of Flavius mansion, and is generally where unemployed laborers congregate looking for farm work or other short-time labor.

5. THE OLD TOWN WARD (South West)

THE HOUSE OF DENGWUR: a stone townhouse, boarded-up and shunned, once belonged to the sorcerer-king Dengwur, now considered accursed. The 2 houses on either side are vacant.

THE MARKET: most retail sales handled at the Market, on the 1st, 8th, 16th and 24th of each month. A booth rental is 1gp per market day.

THE HOUSE OF CRINO: one of the noble merchant houses, most notable for their pawn-broker business, will pawn middle to high end merchandise (lots of at least 100gp value) which are stored for 6 months or until loan is repaid with 10% interest (simple). Head of family is Baudron Crino.

IRON STREET: center of the smith's guild where many independent blacksmiths, armor-smiths and sword smiths have their forges.

THE GRAND MONUMENT: in the center of the ward is a large column in a well maintained small park. The pillar commemorates the dead of the great Dengwur plague, and the park sits on top of a mass grave of victims of the plague.

THE THEATRE: outside of the west gate is the old Ardean amphitheater, which is now used by the Portchester Players, a company of actors led by the Bard: "Ole Willy". When performances aren't being held, the theater is also rented out for bear-baiting.

6. THE DOCKS WARD (Outside the walls, to the North East)

GALLEY AND DRUMMOND: a popular tavern where adventurers and sailors meet to discuss expeditions of all sort. Master Barnabas is the owner, but the day-today manager is a gnome named Cletus.

PORTERS' TAVERN a large tavern near the docks, where large numbers of porters and longshoremen drink at lunch and after work. While many common folk mingle in the taproom, the upper 2 floors are private apartments, which are closely guarded and locked. The tavern is owned by Rufus Two-Feet who also runs a garbage-hauling business.

THE HOUSE OF AMALBURG: another noble merchant house, owns the shipyard and does extensive overseas trade. Head of the family is old lady Louise Amalburg.

FRANK'S AWESOME PIES: one of the most popular eateries of the dock district, Frank the Awesome oversees the cooking of spectacular pies.

THE ARSENAL: a storehouse for extra armament. It is the headquarters of the Town Marshal, Ulric the Tall, who oversees and commands the militia. It is the old Ardean Castra (army camp) along the seaside to the North of town).

APPENDIX: NAME GENERATOR BY NATIONALITY

NORTHRON NAMES

First Element	Second Element
1 Athal-, Aethel-, or Ethel-	1 -bald, or –balth or –bold
2 Beorn-, or Biorn-	2 -bert
3 Bald- or Balth- or Bold-	3 -brand
4 Clud-, Hlud- or Lud-	4 -brecht
5 Ed- or Aed-	5 -fred or -fried
6 Elf- or Alf-	6 -gar
7 Fred- or Frod-	7 -hard
8 God- or Gud-	8 -laf
9 Grim-	9 –man
10 Hard-	10 -mar
11 Here-	11 -mund
12 Ing-	12 -red
13 Os- or As-	13 -ric or –rich
14 Sig-	14 -run or –rum
15 Theod- or Thiud-	15 -stan or –stein or –stone
16 Thor- or Thur-	16 -wald or –vald
17 Wald- or Vald-	17 -ward
18 Wig-	18 -wig
19 Wil-	19 -win or –wine
20 Wulf- or Ulf-	20 -wulf or –ulf

Instructions: roll 1d20 on each chart. Choose which variants you like if choices offered.

Combine into one name. You may drop a consonant off the end of the first element, or add a connecting vowel if either sounds good.

WESTERLING NAMES

First Element	Second Element
1 Arth-	1 -mael
2 Bed-	2 -wyr
3 Cast-	3 -icos or -iacos
4 Cat-	4 -tigernos
5 Con-	5 -anos
6 Cunn- or Kenn-	6 -edda or -eth
7 Dumn-	7 -orix
8 Vor-	8 -timer
9 Ger-	9 -por or -porix
10 Gwalch-	10 -ontios
11 Or-	11 -mai
12 Div-	12 -gertorix
13 Vercin-	13 -wain
14 Bren- or Bran-	14 -dan or -dun
15 Rig- or Ria-	15 -tamos or -thamos
16 Mor-	16 -ganos
17 Maglo-	17 -cunos
18 Cer-	18 -cant
19 Ferg-	19 -glasos
20 Kev-	20 -moros

Instructions: roll 1d20 on each chart. Choose which variants you like if choices offered.

Combine into one name. You may drop a consonant off the end of the first element, or add a connecting vowel if either sounds good.

Ardean Names

D20 Roll	Praenomen	Nomen	Cognomen
1	Caeso	Arruntius	Paetus
2	Gaius	Aurelius	Pullo
3	Lucius	Pompeius	Casca
4	Marcus	Julius	Flaccus
5	Publius	Flavius	Fronto
6	Quintus	Sempronius	Strabo
7	Titus	Tullius	Falco
8	Tiberius	Claudius	Dollabella
9	Sextus	Ulpus	Agricola
10	Aulus	Cornelius	Maximus
11	Decimus	Antonius	Magnus
12	Gnaeus	Junius	Pictor
13	Spurius	Horatius	Torquatus
14	Manius	Fabius	Metellus
15	Servius	Marius	Sabinus
16	Appius	Lucretius	Aetius
17	Numerius	Vipsanius	Catullus
18	Vibius	Octavius	Maro
19	Decius	Pontius	Bibulus
20	Septimus	Servilius	Drusus

Instructions: roll 1d20 for a Praenomen, a second d20 for a Nomen, and optionally a third d20 for a Cognomen.

Nomad Names

D20 Roll	First Element	Second Element
1	Bled-	-a
2	Rug-	-ila
3	El-	-lac
4	Mund-	-zuk
5	Ern-	-nak
6	Deng-	-zich
7	Kara-	-dach
8	At-	-siz
9	Ertu-	-grul
10	Ku-	-chug
11	Ild-	-eniz
12	Kutal-	-mish
13	Tog-	-han
14	Qala-	-wur
15	Os-	-man
16	Pars-	-but
17	Bayan-	-chur
18	Kub-	-rat
19	Tim-	-ur
20	Rag-	-wuk

Instructions: roll d20 for the first element, a second d20 for the second element, combine using a linking vowel if needed.