



*Congratulations!*

*You've been selected for our Ramulia start up scheme! Are you not happy where you are? Can't find a job, or buy that dream house you've always been saving for? Do you find you're just going through the motions, no hope of ever achieving your full potential?*

*Then come to Ramulia!*

*Embark on an adventure of a lifetime to the frontier of Ramulia where everyone has a second chance. Come see the city of Dalmill, which bursts with trade and new opportunities for all!*

*Present this letter to Sheriff Jacob Durlan of Dalmill city for your startup reward of a hundred gold coins and citizenship papers, get it while stock lasts!*

*Signed by the Sheriff's Office*

*Jacob Durlan*

Two years ago Prince Alred Dalcot of Deverus left his father's court with a number of nobles and merchants to help him set up a new Kingdom in Ramulia. After crowning himself King the lands population surged as settlers arrived to begin new lives for themselves. But only a few months ago a number of earthquakes rocked the land, spewing forth ancient ruins and terrible creatures that now stalk the countryside.

Now a new war between Ramulia's bitter southern and eastern neighbors, Trenton and Larsona, has been announced. Desperate war refugees and dangerous deserters have flooded into Ramulia's borders, inflaming relations and bringing the kingdoms supplies to their breaking point.

In the midst of this turmoil you have just arrived in Ramulia headed towards its new capital, the city of Dalmill, with dreams of fame and fortune. But between the monsters, bandits and plots to topple the whole nation you have your work cut out for you.

## Setup

The characters begin the adventure as part of Eclision's caravan of settlers and merchants headed for the city of Dalmill, after receiving a strange letter promising them citizenship and gold. But it won't be long before you'll find yourselves thrown into danger and left to make your mark on the Kingdom.

Characters in the Crown of Stone Adventure are not limited to origins in Merawien alone, you can select any region background as detailed in the *Wardens of Telehar Campaign Setting*. While it can be difficult to buy passage onto the island as a foreigner it's not impossible through legal or illegal methods. There are a number of motivations that might have drawn your character to come to Ramulia but for good or ill you're looking to settle in Ramulia for an extended time.

## Players Guide to Ramulia

The land of Merawien is home to some of oldest wonders and cultures in all of Telehar, protected by a great body of water that separates it from the continent. Covered in ancient forests and sacred groves Merawien is land of natural beauty that whispers of a grand and mysterious past.

Within Merawien lies the land of Ramulia once known as the Elven Kingdom of Rúmil, it has since been long abandoned in the wake of a terrible earthquake that tore it apart over four hundred years ago. Numerous nations have all laid claim to Ramulia but war and frequent earthquakes have caused all attempts to settle this land to fail.

## Races

Merawien is a land of old traditions and stigmas, many races born outside the island often find difficulty settling. Ramulia represents a clean slate for these people, accepting any and all who are willing to brave the dangers of this new frontier. The following is a summary of what kind of reception each race would receive travelling in Merawien.

### Humans

Descendants of the ancient humans that left the main continent to settle in Merawien, these humans have become fully integrated into the island's unique cultures and even created their own. Humans originating from Merawien find wide acceptance and move freely between the nations that accept human immigrants, but those from outside the island are seen as undesirable and are often refused work or land ownership.

### Elves

As the birthplace of the elves Merawien holds a special place for their people, but ever since the days of the empire the elves have worked hard to keep their home free of 'corrupting' influences. Most elves have almost unrestricted access to all regions of the island and expect to be treated as at least minor nobles to all they meet.

Imperial elves are unwelcome on the island, seen as traitors to the core beliefs of the elven people, and are heavily restricted where they can move and work. Most foreign elves only venture to the island during solar eclipses and the Festival of Súrion when they return to their ancestral homes. Some of these elves stay on after the festival, in hopes they might reconnect with their ancient heritage.

### Halfings

Born in the northern half of Merawien Halfings are fiercely proud of their shared heritage with their human and elven neighbors. Many Halfings enjoy a life of dedicated hard work on their ancestral home, but frequently young or curious Halfings will strike out on their own to settle and work in unfamiliar and challenging environments. Nations across Merawien widely celebrate the inclusion of halfings for their good nature and hard work ethic, though no one is comfortable when a feral halfling decides to migrate nearby.

### Dwarves

Whilst diplomatically elves and dwarves get on very well, the old slights and rivalries from their ancient wars still burns within them and is often unmasked when they work closely together. For this reason Dwarves don't often migrate to Merawien but are sometimes sought after for their skill in masonry and mining. Most dwarves working on the island only do so for a few years before returning to the main continent of Telehar.

### Half-Elves/Valden

Despite the peaceful coexistence that humans and elves have carved for themselves in Merawien, Half-Elves are seen as abominations and are heavily discriminated against by both races. Many Half-Elves born in Merawien are the product of tainted human bloodlines, either by the ancient Valden or by mad elves who murdered humans to forge half-elves for their ancient wars. Most of these bloodlines left Merawien for more accepting lands but those who stayed behind are treated poorly by their peers. Even so some have stayed on the island in a stubborn attempt to make a place for themselves.

### Narolith

Seen as warmongers and beasts narolith are almost always refused entry into Merawien unless they are accompanied by a mercenary company willing to bribe their way onto the island. Narolith are almost only ever seen plying their trade on the battlefields that dot the island, but when these wars end the narolith are often left without enough gold to pay their way off the island and are forced to settle into degrading work.

### Helian

Mistrusted by the elves, helian are often unwelcome on the shores of Merawien. While helian enjoy travelling to and settling down in new and sometimes difficult situations, the island see's their advanced arcane understanding with a mix of suspicion and jealousy. Helian invited to advise on court matters or teach promonet individuals are often conspired against and forced out of their positions. Most helian living in Merawien amongst common people can sometimes find themselves discriminated against due to their great size and the island's long history of conflict with giant and ogre races.

### Toran

Since very few toran ever make it across all of Telehar to reach Merawien there are actually far fewer restrictions placed on their possible immigration. Whilst elves fiercely do not agree with their philosophy on beauty, the looks and songs of the toran are often celebrated. Travelling toran can find themselves in demand for festivals and even as courtroom entertainment. Unfortunately this means toran are seen more as a novelty and are occasionally treated as just a large bird rather than a full citizen.

### Porsla

Hailing from the distant sands of Zandur Porsla are a rare sight in Merawien, and many races on the island don't know how to react to them. There are many that consider them merely objects, while others are curious how the strange synthetic race even came into existence. For the most part their considered an oddity, though there's always a lingering fear that they might go 'wild' and become a danger to those around them.

## Other Races

Rarer or more exotic races are almost unheard of within Merawien, the few that make their way to the island are almost always treated with suspicion if not outright hostility. While the native races of Merawien might allow these strange races to visit their island it would be unthinkable to give them citizenship rights.

## Optional Building Rules

After you arriving in Dalmill your characters have the opportunity to purchase property in the city or a plot of land outside of it. Almost anything can be built on the land you own given enough time and gold. Below are some examples of the costs and time needed to go into construction. You can only construct one building at a time but you can build and furnish multiple rooms at once.

If a character has proficiency with the main type of tool a building needs then subtract a quarter from constructions build time. If more than one character has proficiency with the tool then instead subtract a third from the build time.



Building	Tool Type	Cost	Time
Small Shed	Carpentry	15gp	2 days
Cottage	Carpentry	500gp	10 days
House (Wood)	Carpentry	2000gp	40 days
House (Brick)	Masonry	2500gp	50 days
Watch Tower	Masonry	5000gp	80 days
Wood Fence	Carpentry	300gp	15 days
Brick Wall	Masonry	600gp	30 days
Basement	Masonry	1500gp	20 days
Extension*	---	1000gp	14 days
Garden	---	200gp	10 days
Forge	Masonry	1000gp	20 days
Theater	Carpentry	1800gp	30 days
Bird Tower	Carpentry	1000gp	15 days

\* Uses the original buildings Tool Type

Rooms	Cost	Time
Communal	100gp	3 days
Multiple Bedroom	400gp	5 days
Single Bedroom	200gp	4 days
Master Bedroom	1000gp	6 days
Shop	500gp	10 days
Bar	500gp	10 days
Kitchen	200gp	4 days
Common Room	200gp	3 days
Dining Room	400gp	4 days
Library	500gp	7 days
Prayer Room	500gp	7 days
Study	500gp	7 days
Training Room	500gp	7 days
Trophy Room	500gp	5 days
Secret Room	1500gp	10 days

**Converting a Room:** Rooms can be converted for a slight discount based on the current cost of the room. Subtract half the current rooms cost from the room you are converting it into. If this causes the cost to become negative you don't need to spend gold to convert the room but you don't gain any gold. It takes half the new rooms construction time to finish.

## Buildings

**Shed.** Can serve as either storage or as a temporary accommodation.

**Cottage.** Begins with one empty room

**House.** Begins with four empty rooms

**Watch Tower.** A three story tall stone tower that begins with six empty rooms.

**Wooden Fence.** A wooden fence surrounding your plot to keep animals out

**Brick Wall.** A short stone wall surrounding your plot to keep animals out

**Basement.** A below ground room.

**Extension.** An additional room built into the side of a House.

**Garden.** A place to grow herbs and plants.

**Forge.** A small building equipped with a furnace and all the tools needed to run a blacksmith business.

**Theater.** A wooden stage for running theater productions

**Bird Tower.** A Roost or large bird house, big enough to fit a small or medium sized creature.

## Rooms

**Communal Room.** Holds small cramped beds and basic cooking facilities.

**Multiple Bed Room.** Can hold between two to four beds.

**Single bedroom.** Spacious room with a single bed.

**Master Bedroom.** Wealthy furnished room with a king sized bed in the middle.

**Prayer Room.** Includes a wooden or stone shrine. Deity statues can be placed on it and prayed to for blessings.

**Shop.** Can be used to run a small business. When constructing a shop name a theme, (For example clothes, jewelry or blacksmith) that determines what the shop sells. The theme can be changed for a quarter of the rooms cost.

**Bar.** Can be used to run a small business. Attracts locals and rumors.

**Library.** A rich source of lore and information.

**Training Room.** A room filled with exercise equipment and targets.

**Kitchen.** A kitchen equipped with everything to make high quality meals.

**Common Room.** A shared room furnished with cheap tables and chairs.

**Dining Room.** A place to eat with and entertain guests.

**Study Room.** holds a writing desk and a small alchemist table.

**Trophy Room.** A place to hang trophies or store taxidermy.

**Secret Room.** Adds secret entrances to a current room.

## Credits:

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A Crown of Stone, Players Guide to Ramulia © 2016  
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