

# WRAITH RECON



Special Forces in a World of High Fantasy

THE LANDS AND WATERS  
OF

# NUERA

RESEARCHED BY  
THE ROYAL CARTOGRAPHER OF PARADISE

SCALE IN MILES  
1000 2000 3000



WILDLANDS  
DARABER  
RARD  
LORH  
FORRES

WINDMILLS  
SAIL HARBOUR

ZRIG

BAND

THE  
URAMAND,  
EMPIRE

WHERE THERE  
BE DRAGONS?

THE WINTERLANDS

PANG STRAITS

THE SEA

BLACK CHANNEL

WINDY CHANNEL





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# WRAITH RECON



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# Introduction

*With barely a whisper, a sword was drawn from its scabbard. Rauche peered up from the brush he had crawled behind, cocking his head in the night air to hear if the sound had alerted any patrols. With a silent mental command he activated the Spellcom lens over his right eye, and the blackness before him was transformed into shades of grey, as the device enhanced his vision.*

*The compound was just visible, at the extreme range of the lens, rising up into the overcast sky. Crude in construction, it looked like any other temporary orc fortress, with mismatched wooden stakes ringing the outpost, broken up by the occasional tower. The gateway was on the far side of the compound from their position, and Rauche had no intention of using it for entry.*

*The ground between him and the palisade was broken, the orcs having left their mark as they constructed the outpost, with ditches and troughs torn into the earth. Rather than clearing their wreckage, the orcs had utilised it for defence, and clusters of spikes abounded throughout the rough terrain, all intended to break an enemy's assault.*

*It also benefited the Wraiths, hiding their approach as they closed in on their target.*

*Tranter was a few paces to his left, sliding from a ditch as he warily padded across open ground, his twin axes already in his hands and ready for action. Wreathed in the standard issue cloak crafted by elves deep in Dardarrick, Tranter was barely visible even with the aid of the Spellcom lens. Glancing behind, he reconfirmed Allavandriel's position, her nod letting him know that her full repertoire of magic was ready to be unleashed.*

*'Durkin,' he whispered. 'You in place? You see anything?'*

*'Affirmative,' the rogue's voice sounded in his head. 'Their patrol stopped for a moment, but they are moving again. Look.'*

*As Durkin spoke, a light twinkled in the corner of Rauche's Spellcom lens, and he saw what Durkin could see as their arcane devices briefly linked together; three orcs bickering as they sauntered for the eighth time that night around the compound – what passed for adequate security among these creatures. It would prove to be no match for their Wraith Recon team, Rauche vowed.*

*'Okay, got them,' he said. 'Allvandriel, stay down – I want to save your magic for the main assault. Tranter, with me. We'll cut them off as they pass our twelve o'clock. Do it quietly, one each. Durkin, the last is yours.'*

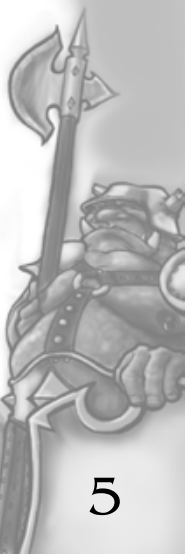
*'Already picked him out, just say the word,' Durkin replied, and Rauche could imagine him off on their left flank, motionless in some depression, his cloak shielding him from prying eyes as he looked through the scope of his magically charged crossbow. Even without the enchantments on his weapon, Durkin was fearsomely accurate – with them, he was plain lethal.*

*Flexing his muscles a few times to shake out the cramps before he moved, Rauche advanced at a crouch, picking his way across the rugged ground. He could have moved quicker, but he never depended entirely on his elven cloak and boots to keep him hidden. That was a rookie's mistake.*

*He heard the orcs before he saw them, and motioned for Tranter to sink to the ground just a few feet from him. Now the orcs were close, he dared not even whisper into the Spellcom to give orders, and he was well aware that the lens' low-light vision capabilities were something orcs enjoyed naturally. If he could see them, they had every chance of seeing him.*

*Freezing in position and slowing his breath, Rauche waited as the orcs walked out of the night, shambling with their rough gait, and chatting noisily as they approached.*

*'Just say the word,' he heard Durkin's voice in his head. 'I have the centre.'*



## Introduction

*He saw Tranter glance back at him, and he motioned with two fingers. You take the one on the left. Tranter nodded once in agreement.*

*One orc drew a wineskin and, pouring the contents into its mouth, belched loudly. Another orc seemed put out by this display, or perhaps it was hoping for wine itself, and it pushed the first hard in the chest. The wineskin was thrown into its face in retort.*

*'Now!' Rauche hissed, as he sprang into position, and rushed the few remaining yards between himself and his target orc. Tranter mirrored him almost perfectly, and a crackling whisper sang through the air as a magically charged bolt from Durkin's crossbow buried itself deep into the head of one orc.*

*Rauche's orc had time to briefly look round in dumb surprise as a sword cut into its neck, cutting off the strangled cry for help before it was properly formed. Looking up, he saw Tranter had similarly dealt with his target, and was covering its mouth as he lowered it to the ground, its life blood streaming away from the vicious wound deep in its chest.*

*He glanced around to see if the brief disturbance had brought undue attention, but the night remained silent. The whole fight had taken less than five seconds from beginning to end. Good – prolonged fights made for failed missions.*

*'Move up,' he whispered to Allavandriel through the Spellcom. 'Durkin, cover us. Prepare for entry.'*

*A few seconds later, the mage had padded out of the darkness, her elven form blending with grace into her cloak. For stealth, she could give Durkin a run for his gold.*

*'You want to breach?' she asked, her light voice almost carried away by the soft breeze.*

*Rauche shook his head. 'No, we stay silent. Break out the rope.'*

*As Allavandriel and Tranter reached into their backpacks, Rauche momentarily tuned his Spellcom lens into Durkin's again. The rogue had already taken a new position behind them, and was scanning the top of the palisade through the scope of his crossbow.*

*His other two team mates were already throwing their ropes upward, the enchantments bound within the threads causing them to snake around the wooden stakes of the compound with a grip that could support a light horse. Movement in the corner of his eye startled Rauche to action and he was moving even as Durkin's warning sounded in their heads.*

*'Orcs, above you – they've seen us!'*

*Another crackling bolt flew through the air over their heads as Durkin's bolt thudded into one of the figures peering over the palisade. Reaching to his belt, Rauche drew a dagger and flicked it up, but the blade went wide, sailing into the night.*

*They heard a guttural cry from above as the alarmed orc tried to summon help, even as Rauche cursed his luck. To have made their way so close to the outpost, only to have been spotted now. . . Well, there was nothing for it, the stealthy approach had just turned into a full blown assault.*

*Tranter, he saw, was already grinning as he sheathed he axes and started up the rope, while Allavandriel launched a bolt of bright arcane energy into the orc, burning away its face and hurling its body back into the compound.*

*More orcs appeared along both sides of the palisade. One gestured wildly with a staff as it chanted in its foul tongue, and a brilliant ball of flame illuminated the landscape as it was thrown from the walls. The shaman was too hurried though, and it's aim was off, causing Rauche to duck instinctively as a loud explosion threw up clods of dirt high into the sky behind them.*

*Show time.*

## What is Wraith Recon?

*Wraith Recon* is a fantasy setting where players take the role of a Wraith Recon team member – one of the elite and magically powerful armed forces in the Kingdom of Dardarrick. Dardarrick is the most powerful kingdom known to the world, with their advanced military and magical resources, but some things just cannot be won over with a catapult's stone or ink on vellum.

The world of Nuera is stricken by war and troubled times. Its six continents are made up of several kingdoms, each of which try to claim more of the world's resources than its neighbours; an effort to become the most powerful kingdom in the world. These warring kingdoms have seen a golden age come and go, seemingly now destined to fall into the darkness and sorrow of unending conflict. Although short lived times of peace occur on the grander scale, there is always the bubbling of new battles boiling to the surface. Each kingdom has a responsibility to protect or utilise its people in these battles and wars, contributing in their own way to the overall unrest of Nuera.

Only Dardarrick has repeatedly come out on top in these conflicts, raising itself over the centuries to become the most powerful Nueraen nation. Being on top means that all those below you covet your position, and Dardarrick is no exception. Despite the sheer power and grandeur of the Dardarrian government and military, enemies from all sides appear to take a bite from them. Like jackals trying to fell a lion, the enemies of Dardarrick are numerous and tenacious.

The Wraith Recon project was put into action to create a number of select teams of skilled and trained adventurers to secretly and covertly deal with the threats to Dardarrick in ways that a normal army unit or magistrate's office could never hope. They do what must be done to keep their kingdom and their people safe. Using advanced magical items and specialised training gained from Wraith Recon's patron organisation of SpellCom, team members will be immersed in a different type of game that is not based on 'killing the monster and taking its loot', but instead find themselves already outfitted with the equipment and information they will need for their assigned missions.

Instead of spending an hour divvying up the treasure that was lifted from the still-warm corpses of goblins

the players might find themselves running toward an important objective or dealing with a time-sensitive situation. They are a team given orders by a government that outfits them much better than any normal fantasy adventuring group could hope to be, and they are expected to get the job done or die trying.

With the book in your hands and the rules found in the D&D 4E PLAYER'S HANDBOOK, D&D 4E MONSTER MANUAL and the D&D 4E DUNGEON MASTER'S GUIDE, readers can create their own Wraith Recon team to save Dardarrick from its enemies or narrate the whole sordid tale of the conflicts of Nuera as the Games Master. *Wraith Recon* is a self-contained setting that uses the D&D 4<sup>th</sup> Edition rules to their fullest, creating the story in which players will be able to take part in.

## How to use Wraith Recon

This book is not just another fantasy roleplaying supplement. You will not find the knight in shining armour riding off to save the damsel in distress chained to a rock in front of a roaring dragon. You are not going to undo the tenets of some dark prophecy. Instead you will be called upon to fight alongside your team on a varied scope of missions for your kingdom; you are more likely to find the dragon being unleashed upon a city like the fantasy equivalent of a weapon of mass-destruction or being ordered to secretly kidnap the princess!

If Dardarrick's mighty army and navy are the sword and spear with which they defend their people and their freedoms, the Wraith Recon strike teams are the dagger behind its back. There is not a nation or kingdom on Nuera that could stand up to the might of the advanced Dardarrian army or its arcane support services, but with all of them slowly looming toward conflict with the mighty kingdom, doubt has crept into some of the king's advisors. Only through the exercise of vital powers via the Wraith Recon teams can Dardarrick be sure that none of these doubts become realities.

This book introduces readers to the world of Nuera of its kingdoms, focussing on the recent plights of Dardarrick and the special force of Wraith Recon created to deal with them. The *Wraith Recon* setting is designed around the players creating the members



## Introduction

of the esteemed Wraith Recon Four, the unit assigned to some of the toughest and most important missions that SpellCom Intelligence devises. Each player will serve a role within the team and they will collectively be responsible for the continued survival of the Dardarrick kingdom and the blissful abundance its people have enjoyed for so long.

*Wraith Recon* begins with a description of the Wraith Recon organisation itself, the focus of the main storyline of the setting. The Dardarrick governmental forces put together the Wraith Recon ideal to perform all the covert tasks and missions their capable but conventional military could not. The chapter looks at the Wraith Recon organisation, its tenets, and how it functions for the people of Dardarrick – even if they do not know of its existence.

The next chapter in the book explains how to create your campaign's version of Wraith Recon Four – the stars of all *Wraith Recon* campaign mission packs. Using the character creation rules found in the D&D 4E *Player's Handbook* to create the basic characters for the team or dropping existing characters into the setting, this book explains all the additional benefits and abilities that Wraith Recon members are given and how they are equipped in comparison to 'standard' characters in a fantasy world.

The book continues with a detailed chronicling of the world of Nuera. This chapter talks about the various continents, kingdoms, wild areas and that which calls them home across Nuera. It looks deeply into the kingdom of Dardarrick, as *Wraith Recon's* primary stage of conflict, but also covers the main places of interest and natural features of the world. With the information found in this chapter, Games Masters can create elaborate and detailed campaigns based in Nuera as a whole – and not just games centred on the Wraith Recon organisation. Future sourcebooks and campaign mission packs will go into greater detail for some of these locations, but this chapter will set the major pieces upon the map to describe the fantastic world of Nuera.

After learning about Nuera and Dardarrick in particular, the book moves on to describe the greater military aspects of the kingdom and how they function to make it the greatest nation ever known. Looking at how Wraith Recon works in tandem with the might assets of the Dardarrickian military, this chapter reveals exactly why the rest of the world covets what Dardarrick has managed

to accomplish. It also looks at the most powerful asset Wraith Recon has at its disposal – SpellCom. Shortened nomenclature for 'Spellcaster Command', SpellCom is the single reason why Wraith Recon runs like a well-oiled machine and how Dardarrick has managed to retain its position as the most powerful kingdom of Nuera despite all of its external conflicts. This chapter looks at what SpellCom does for Wraith Recon, what it means for the Player Characters, and the types of specialised gadgetry they have created for their use.

The book moves on to a series of chapters detailing Dardarrick's most infamous enemy factions, potential threats and some personalities may cross swords with. They vary from the most terrible of foes Dardarrick faces to neutral parties that must be swayed to the kingdom's side to avoid them joining forces with current enemies. Wraith Recon team members will need to familiarise themselves with this information in order to put up a good fight against whatever evils they have in store for the people of Dardarrick.

Wraith Recon does not commonly engage in run-of-the-mill fantasy encounters. Instead, they are assigned on important covert actions that normal soldiers or adventurers are not equipped or trained to perform. The next chapter in this book discusses the types of missions Wraith Recon teams are sent upon, how they are expected to deal with them, and a basic system of mission generation that Games Masters can use to create random missions for their Wraith Recon campaigns if they so choose.

The book ends with several missions forming Campaign 0: The Lorn Initiative. Campaign 0 is designed to be a series of assignments for a starting Wraith Recon Four team of Player Characters. It deploys the new team into the war-torn area between Dardarrick and Lorn, eventually moving them behind enemy lines where they will discover just how far the Lorn patriarchy is willing to go to topple the Kingdom of Dardarrick.

*Wraith Recon* offers a new style of roleplaying in a fantasy setting. It pits a team of elite Player Characters against surprising and challenging odds in a world rich with possibility and narrative flavour. It can prove to be good for short-term action in the form of randomised Wraith Recon missions, or readers can follow the rest of the *Wraith Recon* product line to help defend Dardarrick and shape the realm of Nuera forever.



# Wraith Recon: The Strike Teams

At the heart of the Dardarrick plan for survival against its numerous enemies lays the elite members of Wraith Recon. They are the servants of the Pillars of Dardarrick, the advisory factors behind the king, and answer only to their own command structure and that of SpellCom. Wraith Recon is the answer to the growing troubles surrounding Dardarrick – and it will stand or fall by their actions.

This chapter is devoted to the history and utility of the Wraith Recon organisation. It gives all of the information concerning the elite force that players will need to understand the covert strength of the Wraith Recon teams to bring their characters to life.

## The Role of Wraith Recon

A secret organisation within the confines of Spellcaster Command (SpellCom), Wraith Recon is an elite force of military-trained operatives sworn to covertly fulfil missions on behalf of the Dardarrian greater good. They are the unsung heroes of the age, stopping conflicts before they begin or finishing fights that the regular army cannot. They go where others cannot and do what is necessary to ensure Dardarrick comes out of these situations on top.

More directly, Wraith Recon trains and commands thirteen teams that are given incredible responsibilities and placed in remarkable situations for the betterment of the Dardarrian people. They operate outside of the normal scope of the military, performing duties that larger forces could not hope to achieve and lesser adventurer-types could never hope to finish successfully.

Trained and outfitted by the master mages in Dardarrick's many arcane institutions, the Wraiths are not your typical fantasy team of adventurers. They surpass common 'freelancers' in every way.

Unmotivated by gold and treasure like so many common sell-swords, Wraiths are paid and equipped by the Kingdom of Dardarrick – they already have everything they need to succeed in their missions without having to stop after every battle to loot bodies and turn over stones. A magical trinket that may have been held by a foe is more likely to be taken as evidence than as booty for personal gain, as SpellCom ensures the Wraiths are well-equipped for their duties. Even the need for travel caravans are rarely required for the Wraiths; travelling using the unique facilities at SpellCom's disposal.

Staying connected with constantly updated intelligence from diviners through the SpellCom Omnilens, Wraith Recon teams are assigned to missions that are integral to the success and survival of the Dardarrian way of life. These missions range greatly in their scope and difficulty; some require little combat at all, others are prolonged bloodbaths.



## The Strike Teams

The Wraith Recon teams are problem-solvers of the highest calibre. They do what must be done, when it needs to be done, and without questioning why it must be done. Sometimes it is better for them not to know – in case they are captured. It is their honour, duty and responsibility to push themselves to the limits in order to keep Dardarrick and its people safe from the myriad threats that lurk in the nations surrounding the great kingdom.

### The Organisation

Wraith Recon is a classified organisation that is self-governed by the Wraith Commander, who in answers to the collective Pillars of Dardarrick – the governmental supporters of the throne. Originally created by a select group of officers within Spellcaster Command and the Pillars in 1,201 YBD to begin seeking out internal problems of the kingdom, Wraith Recon did not get official royal sanction for six more years. Once given the permission to use the growing Wraith Recon force in a more decisive manner, SpellCom recruited and assigned the first true Wraith Recon teams.

The organisation itself is not arranged in the standard military command structure. The Wraith Commander, who takes his orders from the Arcanist General of Spellcaster Command and the three highest-ranking officers of the Pillars of Dardarrick (more details can be found in the chapter beginning on page 29), is the chief commanding officer within Wraith Recon. Unlike other armed forces branches with long chains of command, directly beneath the Wraith Commander are the various team leaders of the Wraiths themselves.

The Wraith Recon team leaders are the mouthpieces of their units, often dealing with organising the mission parameters and SpellCom assets before deployment and serving as the final say for team decisions while in the field.

There are wolves that work for Wraith Recon as well; lone agents that are frequently used for extremely sensitive missions that even a small group of elite covert operatives like the Wraiths would have a difficult time succeeding in. Wolves take their orders from the Wraith Commander as well, but are sometimes called upon to work alongside a Wraith Recon team. They are expected to follow the team leader's decisions; unless

of course they get in the way of the wolf's own goals – at which point the mission outweighs hurt feelings over ignored orders.

Wraith Recon does not exist as far as the common populace of Dardarrick is aware. The missions they undertake would make some citizens uneasy, despite being for the greater good of the kingdom. Assassinations, wholesale clean-and-sweep slaughters of enemy camps, kidnappings of important targets – these are the things that Dardarrians would be thankful not know their government is undertaking on their behalf. The Dardarrians are a throne-loving people that worship a deity of defence-over-offence; Wraith Recon was designed to seek out and accomplish the things that they must never understand, existing through the liberal use of Spellcaster Command's unique arcane assets.

There are rumours amongst the Dardarrian military about Wraith Recon's existence and some higher-ranking officers might know more than they should about the covert organisation. For the most part Wraith Recon exists outside of the attentions of others, making it a powerful hidden weapon against the enemies of Dardarrick.

#### Ranks Within Wraith Recon

The following are the badges of rank worn by Wraith Recon.

Wraith Recruit (incomplete WR skull insignia)

Wraith (WR skull insignia)

Wolf (a WR skull insignia in a hooded cowl)

Wraith Recon Strike Team Leader (WR skull insignia in front of crossed swords)

Wraith Commander (WR skull insignias in front of starburst)

The Strike Teams



Recruit



Wraith



Team Leader



Wolf



Wraith Commander



### The Teams

Recruited from all parts of the Dardarrian military, the Wraith Recon teams are normally made up of four to six members who are selected and trained as a single entity. They spend so much time together that they become like family; caring for and bickering with one another just like siblings. For Wraiths, the success of the mission and the survival of team members comes before all else.

The Wraith Recon teams live as one entity in the name of the organisation. Once sworn to Wraith Recon, a member is a lifelong operative. There is no 'retiring' from Wraith Recon; there is always more work to be done and new threats loom over Dardarrick that must be dealt with. There may come one day when the Wraiths can set aside their weapons and return to normal lives, but that day is long off.

There are thirteen individual Wraith Recon teams that have been recruited and trained by SpellCom and the Pillars of Dardarrick. The teams are given individual missions, but are often part of a larger chain of events that the team must fulfil to complete the total task.

As of the spring of 1,209 YBD, where the *Wraith Recon* series of campaigns begins with *The Lorn Initiative* (starting on page 125), the current status of the Wraith Recon teams are as follows:

- ◆ **Wraith Recon One** – Assigned in the Kingdom of Torres
- ◆ **Wraith Recon Two** – Assigned in the Wildlands
- ◆ **Wraith Recon Three** – Missing in Action/Whereabouts Unknown
- ◆ **Wraith Recon Four** – Awaiting First Assignment<sup>1</sup>
- ◆ **Wraith Recon Five** – Returning from Assignment in the Wildlands
- ◆ **Wraith Recon Six** – Assigned to Pierceling
- ◆ **Wraith Recon Seven** – Assigned in the Kingdom of Lorn
- ◆ **Wraith Recon Eight** – Assigned in Rivermarck
- ◆ **Wraith Recon Nine** – Awaiting Assignment
- ◆ **Wraith Recon Ten** – Returning from Assignment in Parenax
- ◆ **Wraith Recon Eleven** – Classified
- ◆ **Wraith Recon Twelve** – Recruits in Training
- ◆ **Wraith Recon Thirteen** – Recruits are selected for Training

<sup>1</sup> This is the team the Player Characters form.

The teams are the core of Wraith Recon; following orders into whatever lands or cities they are instructed in order to fulfil missions from Spellcaster Command. SpellCom gives them the directives, the goal, the transport to the location and the tools to get the job done. Wraith Recon has the comparatively easy part – survive and succeed.

### The Wraiths

The individual members of the teams, the Wraiths, are specialised soldiers who are trained in multiple fields and schools of tactics, fighting and spellcasting as recruits before given their full team status. They are selected from all walks of military life within Dardarrick, from woodsmen rangers to seafaring marines.

Each Wraith must be dedicated to the team and to the Kingdom, willing to lay down their lives for the Wraith next to them and the completion of the mission. They know they exist in a state of secrecy and classification that forces them to live separate lives; enjoying their normal hours as any other Dardarrian would, but throwing it all aside to join the Wraiths when the team is called to action. No matter what they are ordered to do they are expected to succeed, a daunting thought for all but the most dedicated of souls to the greatness that is Dardarrick.

Although paid well for their efforts, Wraiths are not in the organisation for the money. They are true patriots risking their lives for their fellow Dardarrians and the supremacy of their kingdom. Dragonborn or halfling, elf or dwarf; no matter what corner of the kingdom the Wraith hails from – they now think of every piece of it as their responsibility.

Every Wraith, once agreeing to join the organisation, is sworn into service. The oath they swear to Wraith Recon is taken *very* seriously, and more than a few lacklustre operatives have met with Wolves sent to 're-educate' them in keeping their word and promise to Dardarrick. The Oath of Service is spoken twice; once to the Arcanist General and Wraith Commander, and once as a group to one another within the team.

### The Wraith Oath of Service

*'I stand before you dying, setting my life aside.  
The wounds, poison and illness to my kingdom  
has killed me.*

*I now die, giving up what I was to cross back  
into the world as the spirit of my former self.  
Become Wraith, I now haunt the enemies of  
my people and give them reason to fear the  
darkness.*

*I long for the days of peace and tranquillity  
where I will no longer be needed, sent to my  
afterlife, but until the Lion of Dardarrick sleeps  
unthreatened I will go on.*

*I am the ghost of what was.*

*I am the risen vengeance of what has  
happened.*

*I am the cold chill falling upon the enemy.*

*I am Wraith.*

*So shall I be until the Heavens call my name.'*

### Team Leader

Every Wraith Recon team has a single member that has been charged with the overall decision-making of the team.

This field office does not give the team member any official ranking over his teammates, but it does mean that he or she should be listened to during the current mission. The Team Leader has many responsibilities

during an assignment; he is the one who is contacted by SpellCom for most updates, fed the most intelligence, and held to the highest standard in regards to mission debriefing. Much is riding on the knowledge and tenacity of the Wraith chosen as Team Leader.

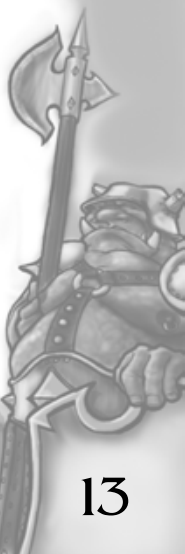
How a Team Leader is chosen varies from team to team. Sometimes it should be chosen for them by their commanders, volunteering, past experience or, given the individualistic natures of Wraiths, a team vote. However the Team Leader is chosen for an assignment, that role does not change unless the Team Leader is incapacitated or killed – at which point his chosen second will take over.

The completion of the mission is far more important to any Wraith Team than bickering over who holds the title of Team Leader, despite any additional resources he has access to (see the Asset section in the next chapter for details). Spending a great deal of time figuring out who is Team Leader is a waste, and if a team cannot decide the Wraith Commander will assign one.

### Wraith Recon Duties

Simply put, Wraith Recon teams do whatever they are ordered for the greater good of Dardarrick. Investigation of a potential enemy? Done. Clearing of a growing nest of dangerous beasts too close to an army barracks? No problem. Kidnap an enemy royal to scare them into backing down? Absolutely. *Assassinate* a rival leader growing in popularity amongst the king's foes? No question. It is a Wraith's duty to take on the missions assigned to them by the Wraith Commander, most commonly from the arcanists at SpellCom.

There are four main types of mission that Wraith Recon teams are sent upon; reconnaissance, retrieval, escort, and elimination. There are several sub-types built into each mission category (which are covered in the *Wraith Recon Missions* chapter starting on page 115), but they all work into one of these four main categories.



## The Strike Teams

Reconnaissance missions place the Wraiths in a position to do their duty without unnecessary conflict or bloodshed. They are sent to a place or region to gather information. These missions require the team to be stealthy and subtle, only resorting to violence when they cannot avoid getting caught any other way.

Retrieval missions are simple in design, difficult in execution. The Wraiths are instructed to take possession of an item or person in order to bring it back to Wraith Recon headquarters under Fort Brazen (see page 56). Depending on how far the target needs to be brought, where exactly it is to begin with, or what might be guarding it, these missions can be ultimately taxing on the team's skills and resources.

Escort missions are among the most arduous and painstaking assignments a Wraith Recon team can be given. Instructed to take some person or item from one place to another without it being damaged or captured by the enemy, the team has a great deal at stake. If the assignment is an item they have to worry about it being stolen or broken in transit. If the assignment is a person they instead have to worry about its well-being and safety. Many other missions are upgraded to escort missions in the field when captives or new information becomes available, making sure these new assets get to where they need to be.

The easiest to understand, elimination missions place the team on the offensive. They are handed a target; be it a person, building, item or group. The target is then tasked for destruction by the means outlined in the mission. Sometimes this means wholesale battle, other times it is a single dagger stroke across a sleeping throat. No matter who or what must be taken out, the Wraiths will ensure it happens.

When a Wraith Recon team receives its mission they are given a few hours or even days to prepare themselves. They must decide who in the team will

fill what roles, what equipment they will want to bring with them and if they will be needing specialised items or skills touched upon to fulfil the mission. Once they have determined that they are ready the team assembles for deployment.

Deployment comes in the form of several different methods, but the most precise and least likely to get the Wraiths caught is through the use of the arcanist spellcasters at SpellCom in a process called gate-dropping. Using detailed maps of where the team needs to be, powerful wizardry and rituals, the team is magically dropped as close as they can safely (or feasibly) get to the target area. Pegasus drops from the Air Cavalry are used occasionally when intelligence is insufficient for magical gate-drops, but the added danger and exposure of a physical insertion makes these rare. More on the Wraith Recon deployment options can be found in the *Wraith Recon Missions* chapter later in this book.

Once deployed, the Wraith Recon team must work toward the success of the mission. All else is secondary. Luckily, the Wraiths are never alone in their duties – the SpellCom is always with them.

## Spellcaster Command – Arcana Tactica

The group of collective spellcasters chosen by the most elite archmages and paragon clerics in Dardarrick, Spellcaster Command is the strength behind the curtain. Wraith Recon team members are skilled and highly trained, but so is any group of adventurers looking to make their fortune. The SpellCom system, how Spellcaster Command augments and enhances the tactical abilities of Wraith Recon, is the key that turns a common fighter or warlock into a Wraith Recon operative.

At Spellcaster Command there is a team of arcane savvy wizards, warlocks and clerics that use the unique abilities of an ancient artefact to watch over and send aid to the teams when they are hundreds or even thousands of miles away. By linking this artefact to the team through the SpellCom Omnilens system, warlocks can communicate, reinforce and track the teams as they move through their missions. Not only is the SpellCom lens a powerful magical item that aids the team in several ways, it is the conduit through which the Wraiths can request supporting spells, rituals and potentially even greater assets. It is the most prized possession of any Wraith Recon team member, and thankfully can only work through the ancient artefact – making it the power and providence of Dardarrick alone.

Spellcaster Command not only aids teams in the field, but also before they are transported to their deployment. The greatest crafting hands and minds in Dardarrick are constantly making new and interesting arcane items and alchemical potions for the use of their most secret military force. Through SpellCom these items end up in the hands of a Wraith Recon team member as they equip themselves for mission assignments, making sure that the right Wraith has the right gear for the job ahead. Wraiths never lack for the resources they need in a mission because of this, and it helps keep them focussed on the mission's success instead of which enemy to loot first when the bodies drop.

Better weapons, armour and equipment are just the beginning of what Wraith Recon gets from its connection to Spellcaster Command. The ability to call in Air Cavalry assets, see the enemy in the black of night, communicate with one another over long distances and even see the touch of others' magic without casting a spell to do so; these are all just the beginning of what the SpellCom system can do for the Wraiths.

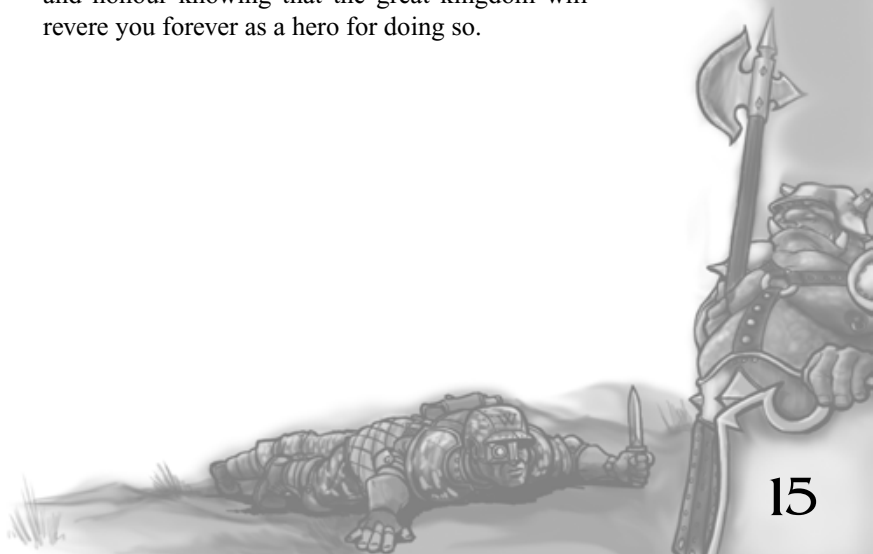
While Wraith Recon would still be a force to be reckoned with *without* the SpellCom assets at their disposal, they are truly formidable with them.

## Life as a Wraith

To become a member of the secret Wraith Recon organisation can mean a life of duplicity and danger. Once in, you are *in*.

The following points are important to remember when you take on the role of a Wraith Recon team member.

- ◆ **You are a patriot first and foremost.** Your love for Dardarrick and the Dardarrian way of life is paramount. Nothing can stand in the way of the great kingdom's peace and prosperity; you will see to that in any way you can.
- ◆ **Your role is classified.** You might be the hero of Dardarrick and the saviour of its people, but no one can ever know. The reason Wraith Recon works as well as it does is because no one knows that it exists.
- ◆ **You were selected for a reason.** You were brought into Wraith Recon for your own special brand of talents. Do not be ashamed of using your gifts as often as you have option to do so. The Wraith Commander wanted *you*, not the soldier others think you should be.
- ◆ **The mission comes first.** Wraith assignments are to be first priority above *all* else. These missions are all parts of a greater scheme at Spellcaster Command that individual Wraiths might not be privy to. Your life and the lives of your team must be thought of as secondary.
- ◆ **The greatest sacrifice may be necessary.** No one wants to die, but your service to Dardarrick and its people could call any Wraith to a situation where they have to lay down their lives for the greater cause. Should it be you, go to your death with pride and honour knowing that the great kingdom will revere you forever as a hero for doing so.



# Wraith Recon Four: Creating The Team

Although there are thirteen different Wraith Recon teams in the Kingdom of Dardarrick, it is important that we look at Wraith Recon Four. The fourth team on the assignment, this is the team the Player Characters are assumed to be part of throughout the *Wraith Recon* supplement series. Future sourcebooks and campaigns will also assume the players are filling the roles of Wraith Recon Four, giving the entire series a linear plot progression that will not seem awkward.

This chapter is devoted to the process that turns normal Player Characters created with the D&D 4E *Player's Handbook* into the members of Wraith Recon Four, how they are equipped as standard and what sets them apart from normal adventurers – the SpellCom Omnilems system.

## Part of the Team

Once the players have created their characters using the D&D 4E *Player's Handbook* (and any other relevant D&D 4E supplementary material allowed by their Games Master), they are ready to become a part of Wraith Recon Four.

The Player Characters are sworn in by their commanding officers and are outfitted with their standard equipment package (see below). The Wraiths are then assumed to have several weeks of training (earning their 1<sup>st</sup> level) in the use of the SpellCom Omnilems and the best ways to work alongside of their teammates.

*Wraith Recon* assumes the characters within Wraith Recon Four have had ample time to get to know and trust one another. The team is a family unlike any other and although individual characters might not view certain things in the same way, they all agree that the mission comes before petty differences. Wraiths count on one another more than anything else; trusting the teammates at your back is key to survival.

It would behoove any *Wraith Recon* Games Master to give his players in Wraith Recon Four some time to get to know each other's characters (*I am a dragonborn paladin of Mersmerro*), their backgrounds (*My parents died recently in the dracolich attack on Eastermarck*), and what everyone would know about them from their time in training (*I am terrible at ranged combat but a beast up close*). This will help turn the Player Characters into a cohesive team instead of a group of well-equipped adventurers, and will personalise the various characters within the team from the outset.

Once your version of the Wraith Recon Four team is assembled a mission can be generated for them to be assigned to, beginning their lives as covert operatives of Dardarrick, either through design of the Games Master or using the random method included in this book (chapter begins on page 115).

We suggest that the first few missions that a beginning Wraith Recon Four team be assigned to come in the form of the short series of linked missions we have included in this book, Campaign 0: *The Lorn Initiative*, beginning on page 125.

## Standard Issue Wraith Equipment

Every Wraith team member receives a standard package of equipment for their assigned missions, no matter what race, class or level. These packages can vary slightly from mission to mission and from character to character, but the core basics are always there.

Even though characters are created with a certain amount of starting money and equipment, such things are their *personal* belongings. That equipment is certainly going to be inferior to the items provided



### Existing Characters and Wraith Recon Four

Some players of D&D 4E might already have created characters, perhaps even experienced ones that they wish to use in the *Wraith Recon* setting. With the action-packed nature of this setting, we expected this as a possibility and have drawn a few tips and hints that will help the Games Master add these characters to his game.

- ◆ Make note of the new character's level. This will be used to determine what SpellCom assets and equipment the character will receive, just as any other Wraith Recon member would. Just because the character has not been with Wraith Recon for all of his levels does not preclude him from getting the tools needed to complete the mission.
- ◆ Any existing narrative experiences that the character has had in previous game sessions before joining a *Wraith Recon* group should be suitably altered to fit the setting and world of Nuera. If not, certain narrative differences could become problematic for general roleplaying continuity.

by SpellCom, taking up precious space on their person that could be used for more useful mission-based accoutrement. Wraith Recon team members are welcome to spend their money on their own personal items, but they will need to keep track of it themselves.

The following is the standard Wraith equipment package that every Wraith Recon strike team member receives when they are assigned to a mission. There are modifiers to this equipment based on level, class and team role; they are covered later in this chapter.

### Basic Wraith Recon Package

- ◆ 100 Silver pieces (sp)
- ◆ 20 Gold pieces (gp)
- ◆ Magic Armour (Enhancement +1)
- ◆ Magic Weapon (Enhancement +1) or Magic Orb (Enhancement +1) or Magic Wand (Enhancement +1) or Magic Staff (Enhancement +1)
- ◆ Magic Bow (Enhancement +1) with 30 Arrows or Crossbow Bolts
- ◆ *Elven Cloak* +2
- ◆ *Elven Boots*
- ◆ *Amulet of Health* (Enhancement +1)
- ◆ *Bag of Holding*
- ◆ *2 Potions of Healing*
- ◆ Backpack
- ◆ Flint and Steel
- ◆ 50 ft. of black Silk Rope
- ◆ Grappling Hook
- ◆ 2 Flasks
- ◆ 10 days worth of Journeybread
- ◆ *SpellCom Omnilevel Helmet* or *Circlet*

As the Wraiths grow in levels, they will be assigned to more difficult missions to overcome and will need to be suitably equipped for dealing with more difficult threats. The following table shows how, as the Wraith progresses in level, his basic Wraith Recon Package is altered.

Character Level	Alteration to Basic Wraith Recon Package <sup>1</sup>
3 <sup>rd</sup> – 5 <sup>th</sup>	Any one Enhancement +1 item can become Enhancement +2
6 <sup>th</sup> – 8 <sup>th</sup>	One <i>Potion of Healing</i> becomes a <i>Potion of Vitality</i> ; Silk Rope becomes magical <i>Rope of Climbing</i>
9 <sup>th</sup> – 12 <sup>th</sup>	All Enhancement +1 items become Enhancement +2
13 <sup>th</sup> – 16 <sup>th</sup>	All Potions of Healing become <i>Potions of Vitality</i>
17 <sup>th</sup> – 19 <sup>th</sup>	All Enhancement +2 items become Enhancement +3
20 <sup>th</sup> – 23 <sup>rd</sup>	All Enhancement +3 items become Enhancement +4
24 <sup>th</sup> – 26 <sup>th</sup>	All Enhancement +4 items become Enhancement +5
27 <sup>th</sup> – 30 <sup>th</sup>	All Enhancement +5 items become Enhancement +6

<sup>1</sup> All references to Enhancements refer to the basic Enhancement bonus of the listed item, not an equivalent item.



All of the above items are exactly as presented in the D&D 4E *Player's Handbook* other than some minor physical appearance differences (such as being marked with the skull of the Wraith Recon organisation).

The most important of the items above is a unique item of equipment that Spellcaster Command makes for the Wraiths and the Wraiths alone – the SpellCom Omnilems.

## The SpellCom Omnilems

The chief arcane asset of the Wraith Recon strike teams is undoubtedly the 'Spellcaster Command Omnicix-shard Lens System'; SpellCom Omnilems, or even just SpellCom, for short. The powerful and ancient artefact called the Omnicix (see references on page 43) is the hub of the SpellCom system, allowing the arcanists of Spellcaster Command to look in and magically interact with those who wear the specially-crafted SpellCom Omnilems.

The Omnilems itself is an alchemically-hardened disc of crystal wrapped in silver wire and sewn into a swivelling leather or metal socket that can be attached to any helm, circlet or other item that would otherwise take up the Head Slot of a character. It can be swivelled up and to the side of the wearer's head when not in use, and is virtually indestructible by normal means.

Inside the crystal lens of the SpellCom asset is a tiny fragment of the astral diamond that is the heart of the Omnicix, tying it directly to the artefact's powerful arcane nexus. This connection is where the Omnilems system draws all of its power and gains its benefits. Advances are always in the works to make the system better and more useful for the Wraiths, but the current utility of the device is quite potent. Nothing else in the world of Nuera can compare to it.

Wearing the SpellCom Omnilems grants the wearers several useful and powerful abilities akin to those of several existing magical items, but combined into a single device. The item entry for the SpellCom Omnilems is as follows:

### SpellCom Omnilems Level Special

*This item is the prized design of Spellcaster Command, tying the wearer into the arcane might of the Omnicix no matter how far away it might be.*

**Item Slot:** Head Slot (but may be combined with another Head Slot item) 5,000,000 gp

**Property:** Gain a +2 item bonus to Perception checks when worn over eye.

**Property:** Gain darkvision or low-light vision when worn over eye.

**Power (Encounter):** Minor Action. Until the end of your next turn, you can see any magical effects, illusions or magic items currently in your line of vision.

## The Other Uses of the SpellCom Omnilems Asset

Spellcaster Command is in a constant state of looking for new and better ways to tap into the power that is the Omnicix artefact. They dedicate entire teams of arcanists to the research of the complex and powerful device, and they have managed to discover several interesting abilities of the SpellCom Omnilems.

The following are all utilities of the Omnilems; requiring a Minor Action to activate with a verbal command word (uniquely programmed to each SpellCom Omnilems):

- ◆ The wearer of the SpellCom Omnilems can whisper up to twenty-five words in a single Minor Action that will be heard audibly by the SpellCom arcanist diviner currently watching over the team or any other SpellCom Omnilems wearer within 500 spaces.
- ◆ The wearer may change his personal visual point-of-view to any Omnicix shard within 50 spaces, allowing him to 'see' through the diamond instead of seeing his current point-of-view.
- ◆ The wearer may 'zoom in' his personal point-of-view, allowing clearer sight and reducing the ranged attack penalty for firing at Long Range to only -1 instead of the normal -2.

- ◆ While not exactly a utility of the device itself, the Omnicix shard in the SpellCom Omnilens allows for the use of *arcana tactical*. More on *arcana tactical* and how it is utilised can be found under the Team Leader role information later in this chapter (page 26).

The arcanists at SpellCom are always finding new and interesting ways to utilise the Omnicix and their Omnilens system. Games Masters are encouraged to find new ways for their own games, but readers should watch future *Wraith Recon* sourcebooks and supplements for official advances in SpellCom technology as the arcanists discover them!

## Additional Equipment for Mission Assignments

After Wraith Team Four has seen the mission parameters they are going on and once they are assigned their basic equipment, SpellCom will oftentimes grant additional equipment to the team members in order to make sure they have everything they will need.

While certain missions might arrange for extremely specific items given to Wraith Team Four, most of the specialised equipment will be based on the characters' class, level and the decisions of the Team Leader. A 15<sup>th</sup> level Warlock that has chosen to support the team from afar will have different access to specialised equipment that a 3<sup>rd</sup> level Warlord first trying to be Team Leader does.

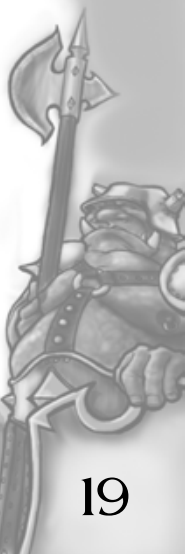
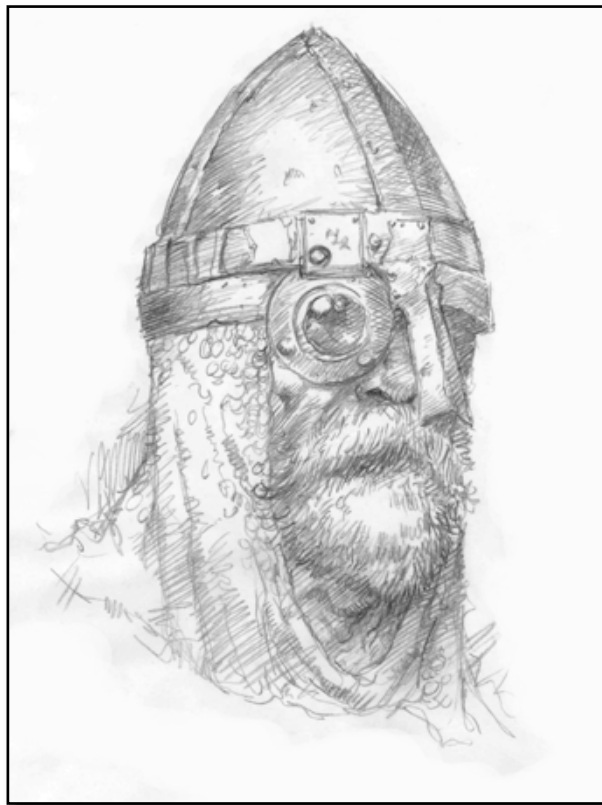
The following tables show the additional equipment that Wraith Team Four team members can requisition from Spellcaster Command before deploying on any given mission.

Any character can choose to vary the type of equipment that they requisition as additional items. As long as the total equipment does not exceed the characters level they may choose any combination of items. Thus, a 12<sup>th</sup> level member of Wraith Team Four could choose an item from the 12<sup>th</sup> level line, two 6<sup>th</sup> level items, three 4<sup>th</sup> level items, or any other combination.

### Alternate Races from D&D 4E Monster's Manual

The shifter and warforged are two races that did not appear in the D&D 4E *Player's Handbook* for use as Player Characters, but would work just fine in the world of Nuera because of *Wraith Recon's* narrative history. A warforged character may make the following alterations to his Wraith Recon equipment package.

- ◆ May exchange the *Elven Boots* for a *Shield of Protection* (Lvl 3).
- ◆ Does not receive the flasks or *Journeybread*, as Warforged do not drink or eat.



## Creating the Team

### Cleric

Wraith Recon members that are of the Cleric class lean toward the healing and support of their team members. Clerics have the equipment and the skills to patch up the wounds of his teammates. As a Wraith Recon strike team gets into the thick of certain situations they

will get cut, bashed, burnt, drained and more besides before the mission is finished. The cleric's priority is to keep the strike team in good health. Their additional equipment reflects their ability to put themselves on the line for their teammates.

Equipment Level	Additional Equipment Options
Lvl 1	<i>Magic Holy Symbol; Potion of Healing</i>
Lvl 2	<i>Symbol of Life; Belt of Vigour</i>
Lvl 3	<i>Symbol of Hope; Shield of Protection; 2 Potions of Healing</i>
Lvl 4	<i>Scale Black Iron Armour; Thunderburst Weapon of Character's Choice</i>
Lvl 5	<i>Chainmail Exalted Armour; Bashing Shield</i>
Lvl 6	<i>Magic Holy Symbol; 4 Potions of Healing</i>
Lvl 7	<i>Symbol of Life; Cloak of Resistance; Belt of Sacrifice</i>
Lvl 8	<i>Hide Elven Battle Armour; Thundering Weapon of Character's Choice</i>
Lvl 9	<i>Symbol of Victory; Helm of Battle</i>
Lvl 10	<i>Chainmail Exalted Armour; Guardian Shield</i>
Lvl 11	<i>Magic Weapon of Character's Choice; Ritual Candle</i>
Lvl 12	<i>Symbol of Life; Shield of Deflection; Bracers of Mighty Striking; Keoghtom's Ointment</i>
Lvl 13	<i>Symbol of Hope; Shield of Protection; Periapt of Wisdom</i>
Lvl 14	<i>Chainmail Tombforged Armour; Shield of Warding; 6 Potions of Healing</i>
Lvl 15	<i>Symbol of Battle; 2 Ritual Candles; Potion of Vitality</i>
Lvl 16	<i>Magic Holy Symbol; 2 Keoghtom's Ointments</i>
Lvl 17	<i>Dwarven Greaves; Belt of Sacrifice; 2 Potions of Vitality</i>
Lvl 18	<i>Thundering Weapon of Character's Choice; Periapt of Wisdom; 2 Potions of Vitality</i>
Lvl 19	<i>Plate Soulforged Armour; 4 Keoghtom's Ointment</i>
Lvl 20	<i>Guardian Shield; Helm of Heroes; Cloak of Feywild Escape; 8 Potions of Healing</i>
Lvl 21	<i>Magic Weapon of Character's Choice; 4 Ritual Candles; 4 Potions of Vitality</i>
Lvl 22	<i>Symbol of Life; Shield of Deflection; Belt of Vigour; 4 Potions of Vitality</i>
Lvl 23	<i>Forgemail Exalted Armour; Symbol of Hope; Shield of Protection; 6 Potions of Vitality</i>
Lvl 24	<i>Shield of Warding; Ring of Regeneration; 6 Keoghtom's Ointments</i>
Lvl 25	<i>Symbol of Battle; Guardian's Cape; Potion of Recovery</i>
Lvl 26	<i>Magic Holy Symbol; 6 Ritual Candles; 10 Potions of Healing; 6 Potions of Vitality</i>
Lvl 27	<i>Symbol of Life; Cloak of Resistance; 2 Potions of Recovery; Potion of Life</i>
Lvl 28	<i>Thundering Weapon of Character's Choice; Periapt of Wisdom</i>
Lvl 29	<i>Helm of Battle; 8 Potions of Vitality; 3 Potions of Recovery</i>
Lvl 30	<i>Symbol of Radiance; Guardian's Cape; 2 Potions of Life</i>

### Fighter

Fighters that join with Wraith Recon find themselves put quickly to their bloody work, crossing blades with the enemies of Dardarrick in short order. Wraith fighters are equipped to deal with any creature or

enemy that could cross their paths. Heavier armour and weaponry designed to inflict serious injury gives the Wraith the ability to wade into combat and still come out victorious.

Equipment Level	Additional Equipment Options
Lvl 1	Magic Armour of Character's Choice; Magic Weapon of Character's Choice
Lvl 2	<i>Chainmail Dwarven Armour</i> ; Vicious Weapon of Character's Choice
Lvl 3	<i>Hide Delver's Armour</i> ; Duellist's Weapon of Character's Choice; <i>Shield of Protection</i>
Lvl 4	<i>Hide Bloodcut Armour</i> ; Thunderburst Weapon of Character's Choice
Lvl 5	<i>Plate Battleforged Armour</i> ; Flaming Weapon of Character's Choice; <i>Gauntlets of Ogre Power</i>
Lvl 6	Magic Armour of Character's Choice; Magic Weapon of Character's Choice
Lvl 7	<i>Scale Dwarven Plate</i> ; Resounding Weapon of Character's Choice; <i>Dwarven Greaves</i>
Lvl 8	<i>Plate Mountain Armour</i> ; Thundering Weapon of Character's Choice; <i>Gauntlets of the Ram</i>
Lvl 9	<i>Plate Black Iron Armour</i> ; Dragonslayer Weapon of Character's Choice
Lvl 10	<i>Plate Battleforged Armour</i> ; Flaming Weapon of Character's Choice; <i>Helm of Heroes</i>
Lvl 11	Magic Armour of Character's Choice; Magic Weapon of Character's Choice
Lvl 12	<i>Wyrmscale Dwarven Armour</i> ; Vicious Weapon of Character's Choice; <i>Bracers of Mighty Striking</i>
Lvl 13	<i>Forgemail Eladrin Armour</i> ; Duellist's Weapon of Character's Choice
Lvl 14	<i>Plate Flamedrinker Armour</i> ; Dragonslayer Weapon of Character's Choice; <i>Iron Ring of the Dwarf Lords</i>
Lvl 15	<i>Wyrmscale Trollskin Armour</i> ; Flaming Weapon of Character's Choice; <i>Belt of Giant Strength</i>
Lvl 16	Magic Armour of Character's Choice; Magic Weapon of Character's Choice
Lvl 17	<i>Wyrmscale Dwarven Armour</i> ; Resounding Weapon of Character's Choice
Lvl 18	<i>Forgemail Hydra Armour</i> ; Duellist's Weapon of Character's Choice; <i>Gauntlets of Destruction</i>
Lvl 19	<i>Forgemail Tombforged Armour</i> ; Thundering Weapon of Character's Choice; <i>Helm of Battle</i>
Lvl 20	<i>Wyrmscale Trollskin Armour</i> ; Lifedrinker Weapon of Character's Choice
Lvl 21	Magic Armour of Character's Choice; Magic Weapon of Character's Choice
Lvl 22	<i>Plate Dwarven Armour</i> ; Vicious Weapon of Character's Choice
Lvl 23	<i>Plate Mountain Armour</i> ; Duellist's Weapon of Character's Choice
Lvl 24	<i>Wyrmscale Black Iron Armour</i> ; Dragonslayer Weapon of Character's Choice; <i>Cloak of Survival</i>
Lvl 25	<i>Plate Battleforged Armour</i> ; Flaming Weapon of Character's Choice; <i>Ironskin Belt</i>
Lvl 26	Magic Armour of Character's Choice; Magic Weapon of Character's Choice
Lvl 27	<i>Wyrmscale Razor Armour</i> ; Vicious Weapon of Character's Choice
Lvl 28	<i>Spiritmail Dwarven Armour</i> ; Thundering Weapon of Character's Choice; <i>Heavy Shield of Defiance</i>
Lvl 29	<i>Elderscale Black Iron Armour</i> ; Dragonslayer Weapon of Character's Choice; <i>Helm of Battle</i>
Lvl 30	<i>Elderscale Trollskin Armour</i> ; Vorpall Weapon of Character's Choice



## Creating the Team

### Paladin

Wraith Recon team members who are Paladins are usually the guiding force behind Wraith Recon Four. They inspire their team members through faith and

fervour, and their sword is never dulled against the enemies of the great kingdom. Paladins make excellent Team Leaders. Their additional equipment is a mix between weaponry and support items.

Equipment Level	Additional Equipment Options
Lvl 1	Magic Armour of Character's Choice; Magic Weapon of Character's Choice; <i>Magic Holy Symbol</i>
Lvl 2	<i>Resounding Weapon of Character's Choice; Symbol of Life</i>
Lvl 3	<i>Symbol of Hope; Shield of Protection</i>
Lvl 4	Terror Weapon of Character's Choice
Lvl 5	<i>Chainmail Exalted Armour; Lightning Weapon of Character's Choice; Symbol of Battle</i>
Lvl 6	Magic Armour of Character's Choice; Magic Weapon of Character's Choice; <i>Magic Holy Symbol</i>
Lvl 7	<i>Symbol of Life; Circlet of Authority; 2 Potions of Healing</i>
Lvl 8	Thundering Weapon of Character's Choice; <i>Shield of Defiance</i>
Lvl 9	Terror Weapon of Character's Choice; <i>Helm of Battle</i>
Lvl 10	<i>Chainmail Exalted Armour; Guardian Shield; Helm of Heroes</i>
Lvl 11	Magic Armour of Character's Choice; Magic Weapon of Character's Choice; <i>Magic Holy Symbol; Ritual Candle</i>
Lvl 12	<i>Symbol of Life; Bracers of Mighty Striking; 2 Ritual Candles</i>
Lvl 13	Duellist's Weapon of Character's Choice; <i>Symbol of Hope; Shield of Protection</i>
Lvl 14	<i>Chainmail Tombforged Armour; Iron Ring of the Dwarf Lords</i>
Lvl 15	<i>Chainmail Exalted Armour; Symbol of Battle; Belt of Giant Strength</i>
Lvl 16	Magic Armour of Character's Choice; Magic Weapon of Character's Choice; <i>Magic Holy Symbol</i>
Lvl 17	<i>Crown of Command; Belt of Sacrifice</i>
Lvl 18	Duellist's Weapon of Character's Choice; <i>Symbol of Hope; Gauntlets of Destruction</i>
Lvl 19	<i>Plate Soulforged Armour; Helm of Battle</i>
Lvl 20	<i>Forgemail Exalted Armour; Symbol of Battle; Guardian Shield</i>
Lvl 21	Magic Armour of Character's Choice; Magic Weapon of Character's Choice; <i>Magic Holy Symbol</i>
Lvl 22	<i>Symbol of Life; Symbol of Power; Bracers of Mighty Striking</i>
Lvl 23	Duellist's Weapon of Character's Choice; <i>Symbol of Radiance; 4 Ritual Candles</i>
Lvl 24	<i>Forgemail Tombforged Armour; Dragonslayer Weapon of Character's Choice</i>
Lvl 25	Holy Avenger Weapon of Character's Choice; <i>Halo of Fallen Stars; Ironskin Belt</i>
Lvl 26	Magic Armour of Character's Choice; Magic Weapon of Character's Choice; <i>Magic Holy Symbol; Star Opal Ring</i>
Lvl 27	<i>Symbol of Life; Belt of Sacrifice; Potion of Recovery</i>
Lvl 28	<i>Symbol of Hope; Symbol of Radiance; 2 Potions of Recovery</i>
Lvl 29	<i>Plate Flamedrinker Armour; Dragonslayer Weapon of the Character's Choice</i>
Lvl 30	Holy Avenger Weapon of Character's Choice; <i>Guardian Shield; Helm of Heroes; Potion of Life</i>

### Ranger

Rangers that join Wraith Recon are tapped for their instinctive use of the natural world to the advantage of the team's manoeuvres. The scouts of the Wraith Recon strike teams, rangers are equipped for stealthy

exploration and investigation. They are the first members of a team to venture into most locations, mapping it out for the team before they move upon it. Their additional equipment is extremely varied to reflect this versatility.

Equipment Level	Additional Equipment Options
Lvl 1	Magic Weapon of Character's Choice; Magic Armour of Character's Choice
Lvl 2	<i>Amulet of Protection; Belt of Vigour</i>
Lvl 3	<i>Leather Sylvan Armour; Duellist's Weapon of Character's Choice; Bracers of the Perfect Shot</i>
Lvl 4	Thunderburst Weapon of Character's Choice; <i>Wavestrider Boots; Everlasting Provisions</i>
Lvl 5	<i>Hide Barkskin Armour; Boots of Spider Climbing</i>
Lvl 6	Magic Weapon of Character's Choice; Magic Armour of Character's Choice; <i>Amulet of Protection</i>
Lvl 7	<i>Hide Sunleaf Armour</i>
Lvl 8	<i>Leather Elven Battle Armour; Duellist's Weapon of Character's Choice</i>
Lvl 9	Thunderburst Weapon of Character's Choice; <i>Boots of Striding; Cloak of Survival</i>
Lvl 10	<i>Handy Haversack; Rope of Climbing</i>
Lvl 11	Magic Weapon of Character's Choice; <i>Sending Stones</i>
Lvl 12	<i>Helm of the Eagle; Elven Cloak</i>
Lvl 13	<i>Chainmail Eladrin Armour; Flameburst Weapon of Character's Choice; Bracers of the Perfect Shot</i>
Lvl 14	Phasing Weapon of Character's Choice; <i>Boots of Striding and Springing; Cloak of Survival; Feather Boat</i>
Lvl 15	<i>Boots of Spider Climbing; Ring of Freedom of Movement</i>
Lvl 16	Magic Weapon of Character's Choice; Magic Armour of Character's Choice
Lvl 17	<i>Elven Cloak; 2 pair Sending Stones</i>
Lvl 18	Duellist's Weapon of Character's Choice; Flameburst Weapon of Character's Choice; <i>Safewing Amulet</i>
Lvl 19	<i>Feyleather Darkleaf Armour; Ring of True Seeing; Cloak of Survival</i>
Lvl 20	<i>Cloak of Feywild Escape; Flying Carpet</i>
Lvl 21	Magic Weapon of Character's Choice; Magic Armour of Character's Choice
Lvl 22	<i>Boots of Balance; Helm of Ghostly Defence; Elven Cloak</i>
Lvl 23	<i>Starleather Elven Battle Armour; Flameburst Weapon of Character's Choice; Bracers of the Perfect Shot</i>
Lvl 24	<i>Darkhide Darkleaf Armour; Cloak of Survival; Ring of Regeneration</i>
Lvl 25	<i>Elderhide Barkskin Armour; Cloak of Feywild Escape</i>
Lvl 26	Magic Weapon of Character's Choice; Magic Armour of Character's Choice
Lvl 27	<i>Elderhide Sunleaf Armour; Elven Cloak</i>
Lvl 28	Flameburst Weapon of Character's Choice; <i>Boots of the Infinite Stride; Cloak of Invisibility</i>
Lvl 29	Dragonslayer Weapon of Character's Choice; Phasing Weapon of Character's Choice
Lvl 30	<i>Elderhide Trollskin Armour; Perfect Hunter's Weapon of Character's Choice</i>



## Creating the Team

### Rogue

Rogues that choose to use their stealthy and quick-fingered ways for Wraith Recon can be expected to be used to open doors and discover unseen threats to the team. SpellCom is always in the need for additional information and intelligence on the world of Nuera

around Dardarrick, and rogues are well-suited to gather it for them. Useful as an unseen spy, he carries several items that help him send important facts or images back to the arcanists for future use. The additional equipment available to them mostly helps augment their ability to move about unseen to dispatch their targets.

Equipment	
Level	Additional Equipment Options
Lvl 1	Magic Weapon of Character's Choice; <i>Burglar's Gloves</i>
Lvl 2	Vicious Weapon of the Character's Choice; <i>Bracers of Mighty Striking</i> ; <i>Acrobat Boots</i>
Lvl 3	<i>Hide Sylvan Armour</i> ; <i>Bracers of the Perfect Shot</i> ; <i>Gloves of Piercing</i>
Lvl 4	<i>Leather Darkleaf Armour</i> ; Thunderburst Weapon of Character's Choice
Lvl 5	<i>Leather Deathcut Armour</i> ; Lifedrinker Weapon of Character's Choice; <i>Boots of Spider Climbing</i>
Lvl 6	Magic Weapon of Character's Choice; Magic Armour of Character's Choice
Lvl 7	Vicious Weapon of Character's Choice; <i>Bracers of Defence</i>
Lvl 8	<i>Hide Elven Battle Armour</i> ; Duellist's Weapon of Character's Choice
Lvl 9	<i>Feyweave Ghostphase Armour</i> ; <i>Dynamic Belt</i>
Lvl 10	<i>Leather Deathcut Armour</i> ; Lifedrinker Weapon of Character's Choice; <i>Handy Haversack</i>
Lvl 11	Magic Weapon of Character's Choice; Magic Armour of Character's Choice
Lvl 12	Vicious Weapon of Character's Choice; <i>Rogue's Gloves</i> ; <i>Elven Cloak</i>
Lvl 13	<i>Leather Shadowflow Armour</i> ; <i>Safewing Amulet</i>
Lvl 14	<i>Hide Darkleaf Armour</i> ; Phasing Weapon of Character's Choice
Lvl 15	Lifedrinker Weapon of Character's Choice; <i>Ring of Freedom of Movement</i>
Lvl 16	Magic Weapon of Character's Choice; <i>Eladrin Boots</i>
Lvl 17	Vicious Weapon of Character's Choice; <i>Elven Cloak</i>
Lvl 18	<i>Feyleather Shadowflow Armour</i> ; Duellist's Weapon of Character's Choice; <i>Ring of Invisibility</i>
Lvl 19	<i>Darkhide Sylvan Armour</i> ; <i>Dynamic Belt</i> ; <i>Portable Hole</i>
Lvl 20	Dancing Weapon of Character's Choice; Lifedrinker Weapon of Character's Choice; <i>Cloak of Feywild Escape</i>
Lvl 21	Magic Armour of Character's Choice; <i>Amulet of Protection</i>
Lvl 22	Vicious Weapon of Character's Choice; <i>Boots of Balance</i> ; <i>Elven Cloak</i>
Lvl 23	<i>Darkhide Elven Battle Armour</i> ; <i>Cloak of Invisibility</i> ; <i>Safewing Amulet</i>
Lvl 24	<i>Starweave Ghostphase Armour</i> ; Phasing Weapon of Character's Choice
Lvl 25	<i>Feyweave Bloodthread Armour</i> ; Dancing Weapon of Character's Choice; <i>Ironskin Belt</i>
Lvl 26	Magic Weapon of Character's Choice; <i>Amulet of Protection</i>
Lvl 27	Vicious Weapon of Character's Choice; <i>Bracers of Defence</i> ; <i>Elven Cloak</i>
Lvl 28	<i>Elderhide Elven Battle Armour</i> ; <i>Cloak of Invisibility</i> ; <i>Safewing Amulet</i>
Lvl 29	<i>Starweave Ghostphase Armour</i> ; <i>Dynamic Belt</i>
Lvl 30	<i>Starweave Bloodthread Armour</i> ; Dancing Weapon of Character's Choice; <i>Cloak of Feywild Escape</i>



## Warlock

Likely trained members of the Brotherhood of Magnus, warlocks in Wraith Recon are a special type of supporting operative. They wield powerful offensive magic that is just as handy as any crossbow or javelin, placing them in frontline positions. The support

Wraith for arcane attacks, warlocks are trained to deal with enemies from afar. Using spells and magical items designed solely for offensive capabilities along with any inherent ones of the Wraith. The additional equipment they have at their disposal is designed to give them an even greater mastery over their abilities.

Equipment Level	Additional Equipment Options
Lvl 1	Magic Armour of Character's Choice; Magic Rod or Wand
Lvl 2	<i>Rod of Dark Reward</i> ; <i>Cloak of Resistance</i> ; Scroll of Level 2 or lower Ritual
Lvl 3	Pact Blade of Character's Choice; <i>Rod of Corruption</i> ; Wand of (power level 1)
Lvl 4	<i>Leather Bloodcut Armour</i> ; Scroll of Level 4 or lower Ritual
Lvl 5	<i>Rod of Reaving</i> ; <i>Ironskin Belt</i>
Lvl 6	Magic Armour of Character's Choice; Magic Rod or Wand; <i>Shadowfell Gloves</i>
Lvl 7	<i>Rod of Dark Reward</i> ; <i>Bracers of Defence</i>
Lvl 8	Pact Blade of Character's Choice; <i>Rod of First Blood</i> ; Wand of (power level 3 or lower)
Lvl 9	<i>Cloak of Survival</i> ; 2 Scrolls of Level 6 or lower Rituals
Lvl 10	<i>Rod of the Pyre</i> ; <i>Rod of Reaving</i> ; Scroll of Level 10 or lower Ritual
Lvl 11	Magic Armour of Character's Choice; Magic Rod or Wand; <i>Amulet of Protection</i> ; <i>Ritual Candle</i>
Lvl 12	<i>Leather Sunleaf Armour</i> ; <i>Rod of Dark Reward</i> ; <i>Helm of the Eagle</i>
Lvl 13	Pact Blade of Character's Choice; <i>Rod of First Blood</i> ; Wand of (power level 7 or lower)
Lvl 14	<i>Cloak of Survival</i> ; 3 <i>Ritual Candles</i> ; 2 Scrolls of Level 10 or lower Rituals; Scroll of Level 14 Ritual or lower
Lvl 15	<i>Rod of Reaving</i> ; <i>Stormwalker's Cloak</i> ; <i>Ironskin Belt</i>
Lvl 16	Magic Armour of Character's Choice; Magic Rod or Wand; <i>Eladrin Boots</i>
Lvl 17	<i>Bracers of Defence</i> ; <i>Circlet of Authority</i> ; <i>Cloak of Resistance</i>
Lvl 18	<i>Rod of First Blood</i> ; <i>Wand of Soul Flaying</i> ; <i>Basilisk Helm</i>
Lvl 19	<i>Ring of True Seeing</i> ; <i>Portable Hole</i> ; 2 Scrolls of Level 18 or lower Rituals
Lvl 20	Dancing Weapon of Character's Choice; <i>Rod of Reaving</i> ; <i>Ring of Flight</i>
Lvl 21	Magic Rod or Wand; <i>Amulet of Protection</i> ; <i>Ring of Wizardry</i>
Lvl 22	<i>Rod of Dark Reward</i> ; <i>Cloak of Resistance</i> ; Scroll of Level 22 or lower Ritual
Lvl 23	<i>Rod of Death's Grasp</i> ; <i>Wand of Witchfire</i> ; <i>Phoenix Helm</i>
Lvl 24	<i>Ring of Regeneration</i> ; 5 <i>Ritual Candles</i> ; Scroll of Level 24 or lower Ritual
Lvl 25	<i>Rod of the Pyre</i> ; <i>Halo of Fallen Stars</i> ; <i>Stormwalker's Cloak</i>
Lvl 26	Magic Armour of Character's Choice; Magic Rod or Wand; <i>Shadowfell Gloves</i>
Lvl 27	<i>Bracers of Defence</i> ; <i>Iron of Spite</i> ; <i>Cloak of Resistance</i>
Lvl 28	<i>Rod of First Blood</i> ; <i>Wand of Fiery Bolt</i> ; Scroll of Level 28 or lower Ritual
Lvl 29	<i>Cloak of Survival</i> ; 10 <i>Ritual Candles</i> ; 2 Scrolls of Level 28 or lower Rituals
Lvl 30	<i>Rod of Reaving</i> ; <i>Scarab of Invulnerability</i> ; 5 Scrolls of Level 18 or lower Rituals



## Creating the Team

### Warlord

Wraith Recon is always on the lookout for good leadership or officer material, and warlords often fit the description. Warlords are good at leading their team

from the front whether giving orders or not, making them excellent Team Leaders or regular operatives. Their additional equipment helps them take command more efficiently or survive to lead by example.

Equipment	
Level	Additional Equipment Options
Lvl 1	Magic Weapon of Character's Choice; Magic Armour of Character's Choice
Lvl 2	<i>Chainmail Dwarven Armour</i> ; Resounding Weapon of Character's Choice; <i>Bracers of Mighty Striking</i>
Lvl 3	<i>Chainmail Delver's Armour</i> ; <i>Gloves of Piercing</i> ; <i>Amulet of Health</i>
Lvl 4	Thunderburst Weapon of Character's Choice; <i>Everlasting Provisions</i>
Lvl 5	<i>Bashing Shield</i> ; <i>Gauntlets of Ogre Power</i> ; <i>2 Potions of Healing</i>
Lvl 6	Magic Weapon of Character's Choice; Magic Armour of Character's Choice; <i>Amulet of Protection</i>
Lvl 7	<i>Chainmail Dwarven Armour</i> ; Resounding Weapon of Character's Choice; <i>Dwarven Greaves</i>
Lvl 8	<i>Chainmail Eladrin Armour</i> ; Frost Weapon of Character's Choice; <i>Shield of Defence</i>
Lvl 9	<i>Helm of Battle</i> ; <i>Cloak of Survival</i> ; <i>4 Potions of Healing</i>
Lvl 10	<i>Guardian Shield</i> ; <i>Helm of Heroes</i> ; <i>Ironskin Belt</i>
Lvl 11	Magic Weapon of Character's Choice; Magic Armour of Character's Choice; <i>2 Sending Stones</i>
Lvl 12	<i>Scale Dwarven Armour</i> ; Resounding Weapon of Character's Choice; <i>Bracers of Deflection</i>
Lvl 13	<i>Chainmail Eladrin Armour</i> ; Frost Weapon of Character's Choice
Lvl 14	<i>Shield of Warding</i> ; <i>Cloak of Survival</i> ; <i>4 Sending Stones</i>
Lvl 15	<i>Bashing Shield</i> ; <i>Belt of Giant Strength</i> ; <i>6 Potions of Healing</i>
Lvl 16	Magic Weapon of Character's Choice; Magic Armour of Character's Choice; <i>Amulet of Protection</i>
Lvl 17	<i>Plate Dwarven Armour</i> ; <i>Crown of Command</i> ; <i>Belt of Sacrifice</i>
Lvl 18	<i>Forgemail Eladrin Armour</i> ; Frost Weapon of Character's Choice; <i>Shield of Defiance</i>
Lvl 19	<i>Helm of Battle</i> ; <i>8 Potions of Healing</i>
Lvl 20	<i>Plate Battleforged Armour</i> ; <i>Guardian Shield</i> ; <i>Helm of Heroes</i>
Lvl 21	Magic Weapon of Character's Choice; Magic Armour of Character's Choice; <i>Amulet of Protection</i>
Lvl 22	<i>Forgemail Dwarven Armour</i> ; Resounding Weapon of Character's Choice
Lvl 23	<i>Forgemail Eladrin Armour</i> ; <i>Shield of Protection</i> ; <i>8 Sending Stones</i>
Lvl 24	Thunderburst Weapon of Character's Choice; <i>Shield of Warding</i>
Lvl 25	<i>Bashing Shield</i> ; <i>Belt of Titan Strength</i> ; <i>10 Potions of Healing</i>
Lvl 26	Magic Weapon of Character's Choice; Magic Armour of Character's Choice; <i>Amulet of Protection</i>
Lvl 27	<i>Spiritmail Dwarven Armour</i> ; Resounding Weapon of Character's Choice; <i>Bracers of Defence</i>
Lvl 28	<i>Plate Mountain Armour</i> ; <i>Shield of Defiance</i> ; <i>2 Potions of Recovery</i>
Lvl 29	Resounding Weapon of Character's Choice; <i>Helm of Battle</i>
Lvl 30	<i>Spiritmail Exalted Armour</i> ; Vorpall Weapon of Character's Choice; <i>Helm of Heroes</i>

## Wizard

Wizards that join with Wraith Recon Four are almost completely supporting characters due to the varied nature of their spellcasting capabilities. They excel at being the link between SpellCom and the team, leading them to performing of arcane rituals that

might be required of the team. Wizards are frequently given all of the ritual equipment they need before a mission begins and are expected to get the other team members to help them perform the ritual if they have to. Additional equipment for Wraith wizards leans toward the augmentation of their spells and rituals.

Equipment Level	Additional Equipment Options
Lvl 1	Magic Staff or Magic Wand of Character's Choice; Scroll of any Level 1 Ritual
Lvl 2	<i>Staff of Fiery Might</i> ; <i>Scroll of Endure Elements Ritual</i> ; <i>Scroll of Eye of Alarm Ritual</i>
Lvl 3	<i>Cloth Fireburst Armour</i> ; <i>Staff of the War Mage</i> ; 2 Scrolls of Level 2 or lower Rituals
Lvl 4	<i>Cloth Darkleaf Armour</i> ; <i>Staff of Winter</i> ; <i>Scroll of Arcane Lock Ritual</i>
Lvl 5	<i>Staff of Storms</i> ; <i>Ironskin Belt</i> ; 2 Scrolls of Level 4 or lower Ritual
Lvl 6	<i>Shadowfell Gloves</i> ; <i>Scroll of Discern Lies Ritual</i>
Lvl 7	<i>Orb of Indisputable Gravity</i> ; <i>Bracers of Defence</i> ; 2 Scrolls of Level 6 or lower Rituals
Lvl 8	<i>Cloth Fireburst Armour</i> ; Wand of (power level 3 or lower); <i>Scroll of Linked Portal Ritual</i>
Lvl 9	<i>Cloth Ghostphase Armour</i> ; 2 Scrolls of Level 8 or lower Rituals
Lvl 10	<i>Cloth Bloodthread Armour</i> ; <i>Scroll of Detect Object Ritual</i>
Lvl 11	<i>Amulet of Protection</i> ; <i>Ritual Candle</i> ; 2 Scrolls of Level 10 or lower Rituals
Lvl 12	<i>Staff of Fiery Might</i> ; <i>Belt of Vigour</i> ; <i>Scroll of Passwall Ritual</i>
Lvl 13	<i>Wand of Fire Burst</i> ; 2 Scrolls of Level 12 or lower Rituals
Lvl 14	<i>Cloth Ghostphase Armour</i> ; <i>Staff of Winter</i> ; <i>Scroll of Eye of Warning Ritual</i>
Lvl 15	<i>Stormwalker's Cloak</i> ; <i>Ring of Freedom of Movement</i> ; 4 <i>Ritual Candles</i>
Lvl 16	<i>Eladrin Boots</i> ; <i>Shadowfell Gloves</i> ; <i>Amulet of Protection</i>
Lvl 17	<i>Staff of Fiery Might</i> ; <i>Bracers of Defence</i> ; 2 Scrolls of Level 16 or lower Rituals
Lvl 18	<i>Feyweave Fireburst Armour</i> ; <i>Staff of the War Mage</i> ; 6 <i>Ritual Candles</i>
Lvl 19	<i>Staff of Power</i> ; 2 Scrolls of Level 18 or lower Rituals
Lvl 20	<i>Feyweave Bloodthread Armour</i> ; <i>Dancing Weapon of Character's Choice</i> ; <i>Orb of Invasive Fortune</i>
Lvl 21	<i>Ring of Wizardry</i> ; <i>Amulet of Protection</i> ; 2 Scrolls of Level 20 or lower Rituals
Lvl 22	<i>Staff of Fiery Might</i> ; <i>Belt of Vigour</i> ; 8 <i>Ritual Candles</i>
Lvl 23	<i>Wand of Fire Burst</i> ; <i>Phoenix Helm</i> ; 2 Scrolls of Level 22 or lower Rituals
Lvl 24	<i>Feyweave Ghostphase Armour</i> ; <i>Scroll of Observe Creature Ritual</i>
Lvl 25	<i>Orb of Invasive Fortune</i> ; <i>Halo of Fallen Stars</i> ; 2 Scrolls of Level 24 or lower Rituals
Lvl 26	<i>Shadowfell Gloves</i> ; <i>Amulet of Protection</i> ; <i>Scroll of Voice of Fate Ritual</i>
Lvl 27	<i>Bracers of Defence</i> ; <i>Iron of Spite</i> ; 2 Scrolls of Level 26 or lower Rituals
Lvl 28	<i>Starweave Fireburst Armour</i> ; <i>Staff of the War Mage</i> ; <i>Scroll of True Portal Ritual</i>
Lvl 29	<i>Staff of Power</i> ; 12 <i>Ritual Candles</i> ; 2 Scrolls of Level 28 or lower Rituals
Lvl 30	<i>Starweave Bloodthread Armour</i> ; <i>Staff of Storms</i> ; <i>Stormwalker's Cloak</i> ; 3 Scrolls of any Level Rituals



## Additional Equipment and Assets for Team Leaders

Spellcaster Command applauds Wraith Recon operatives that want to be better prepared for their assignments, and they have stockpiles of tools that they reserve for the Wraiths. From specific weaponry required to deal with expected enemies and items believed to be important to the mission to requisitioning specific asset usage on the team's behalf; these are the things that SpellCom grants to the teams through the requests made by the assigned Team Leader.

The Team Leader for the mission assignment compares his current level to the chart below to see how many additional equipment choices he can make for his team. These choices are given to the other Wraith Recon team members by the Team Leader, allowing them to choose an additional single item of his level or lower on their corresponding additional equipment

table above. He may not use more than one of these choices for himself to gain equipment.

Team Leader Level	No. of Choices
1 <sup>st</sup> – 3 <sup>rd</sup>	1
4 <sup>th</sup> – 6 <sup>th</sup>	2
7 <sup>th</sup> – 9 <sup>th</sup>	3
10 <sup>th</sup> – 12 <sup>th</sup>	4
13 <sup>th</sup> – 15 <sup>th</sup>	5
16 <sup>th</sup> – 18 <sup>th</sup>	6
19 <sup>th</sup> – 21 <sup>st</sup>	7
22 <sup>nd</sup> – 24 <sup>th</sup>	8
25 <sup>th</sup> – 27 <sup>th</sup>	9
28 <sup>th</sup> – 30 <sup>th</sup>	10

*For example, a 10<sup>th</sup> level Team Leader would gain four additional equipment choices for his team for the upcoming assignment. Knowing that the mission will be very bloody, he gives two of the choices to his 7<sup>th</sup> level Fighter teammate who can then make two additional equipment choices from the Fighter*



table above at 10<sup>th</sup> level or lower (and cannot split the choice further). The other two choices are given to an 11<sup>th</sup> level Cleric, who can only use them for 10<sup>th</sup> level or lower equipment even though he is a higher level character.

In addition to giving out these additional choices to the team members, the Team Leader may spend these choices himself to gain special Wraith Recon/SpellCom assets that are unique to the organisation. Called Arcana Tactical, these are unique and powerful abilities that Wraith Recon teams can call upon when in the field in order to exercise their organisation's superiority over enemy forces.

A Team Leader wishing to requisition Arcana Tactical must choose them in order as a prerequisite for the next levels; one of the Arcana Tactical I selections must be chosen before a Arcana Tactical II, and so on. This means that it requires a Wraith Team Leader to be at a minimum of 4<sup>th</sup> level to gain access Arcana Tactical II (2 choices), and 7<sup>th</sup> level to gain access to Arcana Tactical III (3 choices).

The initial Arcana Tactical options are detailed in the entries below.

**Arcana Tactical I – Need-to-Know Intelligence.** The Team Leader can use his SpellCom Omnilems to get useful information about a given enemy or object. Once per Encounter as a Minor Action the character can verbally request 'tactical information' about anything his Omnilems can currently see. At the beginning of the character's following turn he receives some kind of lore or knowledge concerning the target. This can range from 'the beast is known to have a taste for halfling flesh' to 'the mob's leader is the bald man second from the left'.

**Arcana Tactical II – Emergency Requisition.** Sometimes the Wraith Recon team gets into a situation that they simply do not have the right tool for. The Team Leader can, once per mission segment in an assignment (see *Wraith Recon Missions*) call SpellCom for any single piece of equipment (magical or otherwise) that is not higher in power level than half of the Team Leader's current level. This item will then be teleported to the Team Leader's current location in 2d6+6 rounds.

**Arcana Tactical II – Battle Magic Assistance.** The Team Leader can, once per Encounter, call upon the magical abilities of the Brotherhood of Magnus to smite his enemy. This requires a Minor Action and verbal confirmation of the target in question, which must be visible and within 10 squares of a member of Wraith Recon Four. At the beginning of the Team Leader's next turn one of the following Spells is unleashed upon the target as if cast by a 15<sup>th</sup> Level Warlock with ability modifiers of +6: *Witchfire*, *Flames of Phlegethos*, *Fiery Bolt*, *Avernian Eruption* or *Hunger of Hadar*. The nature of the Omnicix allows the SpellCom system to project these effects as if cast from the nearest Wraith Recon team member's position.

**Arcana Tactical II – Arcane Artillery.** The Team Leader can, once Daily, call upon the magical abilities of the Wizard's Guild of Thrace to hurl empowered spells at foes at long distances. This requires a Minor Action and verbal confirmation of the target area in question, which must be visible and within 100 squares of a member of Wraith Recon Four. At the beginning of the Team Leader's next turn one of the following Spells is unleashed upon the target as if cast by a 25<sup>th</sup> Level Wizard with ability modifiers of +7: *Blast of Cold*, *Cloudkill*, *Acid Storm*, *Necrotic Web* or *Prismatic Spray*. The enhancing power of the Omnicix *triples* the Area of the spell's effects, and visually the spell seems to manifest from out of thin air (actually the *True Portals* of the Omnicix).

**Arcana Tactical III – Air Cavalry Airstrike.** The epitome of military support, the Team Leader can call upon a unit of Dardarrian Air Cavalry to drop spells, ranged attacks and such upon a group of enemies or other targets. This asset can only be used once per assignment and only against targets in the open air (not indoors, underground, etc.). It requires the Team Leader to have a full five turns to describe the area of the target to SpellCom, and then 3d6 additional turns to take effect while the SpellCom agent arranges for the airstrike, although it can take longer if the Team Leader is cut off from his own lines. When the airstrike arrives it is a hit-and-run barrage that can take several forms (pegasus-riding warlocks dropping eldritch bolts, griffon charges, wyvern fly-by stings, etc.) but it inflicts 4d10 damage upon anything caught in the open within 25 squares of the targeted area each turn for 2d3 turns before the Air Cavalry flies away.

## The Superior Equipment of Wraith Recon

All of the equipment requisitioned to Wraith Recon Four is specially crafted for their use. It will always be sized appropriately, modified to accommodate physical differences, and made of the highest quality materials Nuera has to offer. If it is made for the use of the Wraiths it will be made of sterner stuff than anything the enemy will be carrying.

The Dardarrian Forge of Engineers has gone to great lengths to make sure that these items are resilient as well as useful, and all Wraith Recon gear is of a higher calibre in terms of durability and resistance to damage. Crossbow cords and bowstrings are made from woven griffon hairs around a thin brass wire, leather items are soaked in an alchemical hardening solution and even the wood and metal of weaponry is rubbed with secret chemicals to protect it. Great lengths are taken to make sure the Wraiths are not left with broken equipment in the middle of a mission assignment.

This does not mean that their items are indestructible unfortunately; it merely means that common damage from weather and wear can be ignored. *Only* attacks directed against the items themselves can hope to damage them in any way, as otherwise they are designed to function through the toughest of circumstances.

## All Geared Up...Ready to Go!

Once the Player Characters have been fully briefed on the mission assignment they are about to go on, chosen their team roles and equipped themselves sufficiently – they are ready to head over to Spellcaster Command for deployment. The specifics of this are covered in the *Wraith Recon Missions* chapter.

Wraith Recon Four should be ready to tackle the harsh reality that the Kingdom of Dardarrick is surrounded by enemies and the centuries of peace and prosperity could come to an end if they all struck at once.

The threats might be many and powerful, but Wraith Recon Four will do its part to ensure they are not victorious and the Lion of Dardarrick roars triumphantly over the carcasses of its enemies once more.

Now you are ready to step into the world...



# The World of Nuera

**N**uera (pronounced 'new-err-ah') is made up of six continents; two large temperate landmasses, three smaller ones that lay closer to the equator of the world, and one frigid polar land mass at the realm's magnetic south. Each of these continents are covered briefly in the sections below, but the following are all important facts about Nuera that will help define it for layers.

- ◆ The Nueraen day is thirty hours long.
- ◆ The Nueraen annual cycle is made up of 308 days broken into seven-day weeks, occasionally referred to in four-week months. These eleven months are called, in Dardarrick, Dawning, Fatherstime, Greening, Bloom, Sunning, Goldentime, Harvest, Browning, Shadestime, Hearthings and Resting. Dates are represented by stating the day within the month; such as '3<sup>rd</sup> day of Greening' or '21<sup>st</sup> day of Shadestime'.
- ◆ The Nueraen spring season begins in Dawning and is eight weeks long, summer is fifteen weeks, autumn is nine weeks and winter lasts twelve weeks and ends in Resting.
- ◆ The ocean water of Nuera is highly saline, making it impossible to use for drinking purposes and extremely well suited for buoyancy. Certain plants have adapted to use it as a resource, but non-oceanic animals will find that it is toxic to their biologies.
- ◆ The primary language spoken on Nuera is Common, but each kingdom or culture has its own specific dialect or accent that can be readily noticed. Characters may try to hide their accents using the Bluff skill versus a listener's Will Defence.
- ◆ Gold coins are a universal monetary system, but each kingdom or nation mints their own coinage. Depending on what type of coin is being spent and where, local rates sometimes adjust their worth. Many people of Nuera carefully rub or sand off the minted symbols of their coins in an effort to make them 'kingdom neutral'.
- ◆ There are a multitude of sentient races on Nuera, but humans make up a full 40% of the world's sentient population. The next most populous are goblins with roughly 20%. Other races vary in their proportions across the kingdoms and cultures.
- ◆ The chronological tracking for Nueraen history is kept track of in terms of 'years beyond the Dawn' or YBD. In all historical references used upon Nuera by sentient civilisations, the date 0 YBD is when the All Father (see page 36) is said to have removed the veil of ignorance from the world. As a point of reference, the *Wrath Recon* series starts at 1,209 YBD.

## The Continents

The following entries cover the six continents of Nuera. Each entry discusses the geography and major points of interest found on that continent. More can be found on the specifics later in this chapter.

### Rardarri

This is the larger of the two major Nueraen continents. It lies slightly north of the equator and is geographically divided into five major sections by natural features. Each of these sections has evolved over the centuries into their own political/cultural entities.

The central section is the kingdom of Dardarrick – the great Lion. It is made up of rolling hills and grasslands for the most part, scattered lowland rivers cutting across the terrain. There are two major mountain ranges in the north central part of Dardarrick, the Claws in the west and the Stone Forest in the east. Much of southern Dardarrick comprises of wetlands leading to the swamps of Torres, with most rivers on the continent emptying into that area. There is one main river system that nearly cuts Dardarrick in half; the Walker River and all of its tributaries lead from its sources in the mountains in the north down to a swampy mouth in the south. Further details on Dardarrick and its surroundings can be found later in this chapter.



The eastern side of the continent is made up by the sandy beaches and wooded flats of Lorn. The kingdom of Lorn is older than any other culture on Rardarri and its landscape shows the wear and tear to prove it. There are long stretches of deforested flatlands covered in weathered stumps and deep grottoes where resources have been strip mined from the ground by the Lornish industrialisation. The only mountainous area of Lorn is its northernmost shores; cliffs called the Whinaugh (pronounced *weh-nai*) spill into the surf hundreds of feet below their plateaus. A single wide river, the Mettanbaugh (pronounced *meh-tan-bai*), runs from these highlands southward into Dardarrick to become the Redwater River and eventually into Torres. Further details on Lorn can be found later in this book (page 78).

The southern chunk of Rardarri that is the 'kingdom' of Torres is covered almost completely by wetlands, marsh and swampy morass. It is the emptying point for the continent's rivers and a thick and depressing landscape. The muddy tracts of what little farmable land are used as paddies for rice or plants that thrive in the waterlogged fields, and every metre of solid ground is used to build upon. It is however, home to some of the most rare and interesting flora and fauna that the continent has to offer. More can be found on Torres later in this book (page 89).

The remaining one-third of the continent, all of the north and west of its mass, is collectively called the Wildlands. Not a kingdom to speak of, the Wildlands area is a dusty plains marked with scattered prairies and dominated in the southwest by the tallest mountain range on Nuera – the Godsreach. At the centre of the Godsreach lies the Venghattermount, the tallest peak known. Its name means 'Fang of the World Dragon' in the Giant tongue. The Wildlands are scattered with tribes of goblinoids, orcs, ogres and giants that are in a constant state of warfare with one another. They occasionally will band together under a particularly charismatic or controlling warlord, but overall are viewed much in the way as any monstrous threat would be. More on the Wildland Tribes can be found later in this book (page 97).

## The Uramandi Empire

The second of the large land masses of Nuera, the continent enigmatically known to outsiders as the

Uramandi Empire lies in the southern hemisphere of the world, nearly perfectly on the opposite side of the globe as Rardarri. It lies at the heart of tumultuous waters, making it nigh impossible to sail to without magical aid of some kind. The dragon riders of the Uramandi have been seen coming to and from the continent in the past, alluding to the possibility that they do not use ships at all to travel overseas.

Little to nothing is known about the ancient and powerful Uramandi Empire, or the land they live upon. Ships from off shore have said that the continent looks green and vibrant with very tall trees and several coastal cities that bear spires reaching to the heavens. This cannot be verified however, as the Uramandi seem to have a very strict policy of not interacting with outsiders except to sink any ships of theirs that draw too close to their Empire's shores using deadly dragon-riding cavalry unseen elsewhere on Nuera.

More will be told in future sourcebooks about the Uramandi Empire, but for now it remains a mystery.

## Parennox

Located directly upon the equator of Nuera, this small jungle continent is encircled by small islands and treacherous coral reefs. It is difficult to sail in the waters surrounding Parennox without having intimate knowledge of the area, giving those who live upon the island continent extreme privacy if they chose not to lead visitors to navigable straits and anchor capable coves. Most of the people that live on Parennox are dragonborn; tough enough to survive the harsh landscape and predatory fauna while resourceful enough to build shallow-hulled ships to sail away and engage in piracy against outsiders. Parennox is well known for its pirate ships, the most notorious of them all being the *Venerable Crimson*, a red-sailed corsair vessel crewed solely by dragonborn.

## Sando

Sando is a small, flat continent covered mostly by ashen wastes and scrub lowlands at the feet of three active volcanoes, surrounded on all sides by harsh pumice-sand beaches. It is a dangerous place that few journey to without good reason. The three volcanoes – Buertan to the north, Muarte to the southwest and Countar to the southeast – mark the three boundaries



to the triangular Kingdom of Aphaxus. The kingdom of the fire giants and all of their ilk, it is the only place on Nuera where the skills and materials reside that are required to forge warplate and godplate armour (see the equipment section of the *D&D 4E Player's Handbook*).

The fire giants, ruled by King Bandovaur and his three mysterious efreet advisors named for the volcanoes (or perhaps the other way around?), have made a firm niche in the Nueraen economy with their masterful smithing skills. The kingdom is based around the fire giants' ruling over the fiery azer dwarves, who perform the vast majority of the commonplace tasks for their giant masters. This leaves the giants to their forging and smithing, which are unmatched on Nuera. Bandovaur has standing trade agreements with Lorn and several tribes living in the Wildlands on Rardarri, and is rumoured to have direct dealings with the Uramandi Empire. The fire giant's enormous slave-rowed galleons are known for their soot-blackened



hulls and the Aphaxusian flag flying from the aft pennants – a flaming hammer striking an anvil.

More can be found on the Kingdom of Aphaxus later in this book (page 111).

## Zritec

Inhospitable to common travellers, Zritec (pronounced *zz-reh-teeek*) is a tiny continent covered in craggy mountains and un-traversable valleys. It is the home to the seven noble houses of the drow, each claiming a spiralling chunk of the vast underground world that has been built over the centuries beneath the mountains. Not a kingdom so much as a collection of noble bloodlines, the drow are constantly fighting and squabbling amongst one another for territory. Zritec is very dangerous to travel above ground without the most experienced of mountaineers as a guide, but several sea-level caverns can allow small watercraft to be rowed into the underground civilisation easily enough. Guards are always posted at these entrances, requiring visitors to quickly barter or beg for their safe passage. The collective drow culture is called the Black Covenant; more can be found on the Black Covenant later in this book (see page 113).

## The Winterlands

A large expanse of arctic wastes, the Winterlands are several small landmasses all connected by a sheet of ice and dozens of feet of centuries-old snow. It never thaws at the southern pole of the realm, and the cold there is bitter to the point of damaging. The Winterlands are home to several creatures that thrive in cold climates, but none are so well organised as to be considered a kingdom. There are a high number of white dragons that nest on the continent, but the most commonplace threat to travellers coming to this frozen world are the staggering numbers of chillborn zombies that wander the snowy desolation in search of warm meat to freeze and devour. It is a dangerous place that has little to offer anyone except cold, snow and isolation.



## The Nueraen Ocean

Seventy-five percent of Nuera is covered by its ocean. Although certain areas of the ocean are named by locals, the whole of it on its own is simply known as 'the Sea' or 'the Ocean'. There are ancient elven writings that call it 'the Forever Blue', which leads some elves to using that nomenclature. Unless discussing a specific area of water, likely within a few days' sail from a coast, the ocean is not titled normally by the Nueraen cultures.

Some of the specific areas of the Ocean are noted on the list below.

**Black Channel** – The rocky stretch of water between the southwest islands of Parennox and the eastern shore of the Uramandi Empire. It is named for the deep colour of the water and the black sands of its bottom, but most believe it is more to do with the numerous black dragon riders that patrol the area to sink pirate boats sailing from Parennox.

**Blooded Harbour** – The recessed portion of the sea that cuts into the northwest coast of the Wildlands of Rardarri. Small frontier port villages exist around the shore of the harbour, each one allegedly aligned with a different savage tribe further inland.

**Fang Straits** – The area of coral-laden waters between the western shore of the Wildlands and the northeast islands of Parennox. It is dangerous and foolhardy to sail in without an experienced sailor or magical assistance.

**Hoarfrost Channel** – The thin but turbulent waters between the southern edge of the Uramandi Empire and the Winterlands. It is dangerous waters because of the severe weather changes that assault ships crossing the hundred miles of open water.

**Hyrric Tempest** – The two hundred mile radius hurricane-grade storm that ravages the northern pole of Nuera is called the Hyrric (pronounced *heer-ick*) Tempest. It is considered non-navigable, and any ships that have sailed off course have been swallowed up by its grey-black fogs and lightning storms. Some claim that there might be a land mass at its centre, but this has not and cannot be verified using normal naval means.

**Salt Bay** – The only port access for the kingdom of Dardarrick, Salt Bay is located on the northern side of Rardarri. It is the only naval trade access point for the Dardarrick port city of Pierceling, and protected by dozens of naval ships and artillery towers that rise out of the surf. The bay received its name from the huge crystalline salt deposits that have formed upon the northern cliffs of the Dardarrick mountain ranges from the constant spray of the surf, a resource that is responsible for over half of the continent's salt.

### Sailing the Open Waters

Using the huge expanses of the Ocean for travel and trade has pushed the naval technologies of Nuera to a higher degree than some overland techniques. Huge galleons and fast clippers use magic and skill to cross weeks or months of open water at a time, and naval captains do everything they can to keep their crews happy and healthy between long trips.

The most active navies in Nuera are those that sail from Salt Bay in Dardarrick, the pirate islands of Parennox, the kingdom of Aphaxus and the numerous ports of Lorn.

Although only accessed through the Salt Bay port city of Pierceling, the Dardarrian Armada is the most powerful naval force on the planet. Roughly half of the Salt Bay coast is dedicated to the docks and wharfs used to maintain and mobilise the armada, sending a hundred ships a year into the Ocean to defend the trading vessels of Dardarrick. Ballista-equipped cutters speedily race towards the enemy while enormous flat-topped wyvern rookeries carry their flying cavalry into battle.

The dragonborn pirates from Parennox use magnetic lodestone compasses and elaborate centuries-old maps to best the trading vessels and coastal towns of Rardarri, but lack the magical rituals needed to reach Zritec. The fire giant ships from Sando are dangerous targets, but well worth the risk if successful. Only the foolish try to reach the shores of the Uramandi Empire, but those who have done so and returned bring back strange and wonderful things that are a cross between art and magical artefacts that fetch a hefty price on the open market. The pirates use fast ships designed to get the dragonborn into range to board the enemy, but magical and conventional artillery are never out of the question.

Aphaxusian galleons are huge ships capable of carrying at least two fire giants and fifty of their azer slaves along with their precious cargo. Their ships are made from fire-tempered cypress they buy from Torres, making them terribly slow and un-manoeuvrable should combat ever occur, but the existence of at least one fire giant on any vessel can make for an interesting naval engagement when the fire pillars begin to fall upon their enemies.

The Royal Navy of Lorn is the second most powerful fleet anywhere on Nuera, being inferior only to its longstanding enemy – Dardarrick. Although the southern waters around Lorn and Torres are well-patrolled and littered with Lornish scout clippers and war galleys, the existence of the Hyrric Tempest makes naval journeys to the north too dangerous to risk, leaving their ships too weary and damaged to possibly put up a fight with any Dardarrian vessels.

Longer trips around the southern and western end of Rardarri are possible, but travel through the pirate-infested Fang Straits and through the savage waters of Blood Harbour are less than appealing to the Lornish commodores. As it is, the kingdom of Lorn uses its navy to protect its own trading vessels; especially those heading back and forth from Sando and Zritec.

### Dangers in the Water

The ships that sail the Ocean are not alone out in the tens of thousands of miles of water; beneath the waves lurk countless potential hazards and threats to oceangoing travellers. To help recognise what sorts of dangers could occur in the journeys of ocean vessels, use the following table. All encounters refer to a monster entry in the D&D 4E *Monster Manual*, and that book should be referred to in order to run such an encounter properly.

### Ocean Encounters

D20 Result	Oceanic Encounter
1	Local Pirates (2d6 Levels of Human Fighters and 2d6 Levels of Human Rogues)
2	Parenaxian Pirates (Level 6 Dragonborn encounter)
3	Zriteci Night-Clipper (Level 13 Drow Encounter with no mezzodemon)
4	Dwarven Trading Tug (two Level 4 Dwarf Encounters with no cavern chokers)
5	Thunderblast Cyclone Elemental
6	Ghost Ship (two Level 4 Ghost Encounters)
7	Aphaxusian Trade Galleon (Level 17 Fire Giant Encounters with 2d6 additional azer warriors)
8	Savage Tribe Raiders (Level 5 Goblin Encounter)
9	Lornish Traders (Level 3 Human Encounter with no spitting drakes)
10	Lornish Royal Warship (two Level 4 Human Encounters)
11	Kuo-Toa Night Raid (Level 12 Kuo-Toa Encounter)
12	Torresh Mercenary Ship (Level 6 Lizardfolk Encounter)
13	Savage Tribe Warboat (Level 10 Ogre Encounter)
14	Orcish Pirates (two Level 4 Orc Encounters with no dire boars)
15	Sea Devil Raiders (Level 9 Sahuagin Encounter)
16	Shadow Galley (Level 6 Shadar-kai Encounter with no mad wraith)
17	Death Galley (six Decrepit Skeletons and three Skeletons)
18	Death Galley (ten Zombie Rotters, three Zombies and one Corruption Corpse)
19	Black Corsair (Level 12 Vampire Encounter)
20	Uramandi Dragon Rider (one 15 <sup>th</sup> Level Eladrin Fighter and one random Adult Dragon)



## The Accepted History and Timeline of Nuera

- 1,000,000** The rise of the All Father and his Godly Court; The pouring of the Ocean and the shaping of the continents; The creation of all life as an experiment on Nuera.
- 750,000** Life falls into Chaos and the War of Creation pits the Godly Court against one another to protect their creations.
- 100,000** The All Father brings the War of Creation to a close and lowers the veil of ignorance over the world, making them forget their problems and stop fighting.
- 50,000** The god Praxious attempts to lift the veil of ignorance without the All Father's permission, claiming to love the strength of the mortals more than he did. He was caught and exiled, creating unrest amongst the Godly Court.
- 1,000** The All Father disbands the Godly Court after eons of argument; the gods go to their creations to become the various deities of Nuera.
- 100** The Great Dragons oversee the creation of the Uramandi Empire.
- 0** The Dawn; the All Father lifts the veil of ignorance and exchanges the power of magic to the races of the realm for their promise to rule themselves and form civilisations. The Kingdoms of Nuera are designated by the gods.
- 50** King Lorn himself unites his people under his banner through nationalism and pride, taking the kingdom of Dar through strength of arms and magic. The All Father turns his back upon the kingdom of Lorn for their betrayal of peace.
- 72** The Sando volcanoes erupt all at once with the arrival of the efreet; the kingdom of Aphaxus is formed as the ash settles. The fire giants enslave the azer dwarves and their first king claims the onyx throne.
- 90** The swamp kingdom of Torres become trading partners with the Aphaxusians and the Lornish. Despite their differences, they all become allied.
- 208** A peasant leader named Darrick begins an uprising against the Lornish monarchy, creating their own kingdom named Dardarrick, named after for their martyred leader.
- 211** Dardarrick intensely focuses upon Torres as an economic resource and begins to move southward along the rivers to claim territory and assets that they think they might need if Lorn retaliates.
- 222** The First Lornish War falls upon the eastern boundary of Dardarrick. Lornish cavalry and warlocks smash deeply into the kingdom and inflict huge casualties.
- 230** The archmages Magnus and Thrace lead a massive arcane counter-offensive against the Lornish, delivering a blow against their wizard population and winning the war. King Saerdsson of Dardarrick is killed, leaving his infant heir unable to rule. Thrace and Magnus create the Pillars of Dardarrick to uphold law until the boy comes of age.
- 300** The first warlord from the Wildlands, an earth titan called Granix, leads a huge army against Dardarrick's western border, razing the city of Pyr to the ground. The Brotherhood of Magnus sends a mystic assassin that kills Granix and sends the savage tribes scattering.

- 315** Dragonborn pirate ships from Parenmax first begin to raid against trading vessels off the shore of Torres. Dardarrick offers to step in and help defend the Torresh, but they refuse.
- 428** The first Zriteci ships land at Torres and Lorn, drow from House Xuan find their new home in the Lornish catacombs.
- 501** The elven River King Uesificus begins to convey neutral trade amongst all kingdoms from his riverboat fleet.
- 624** The Pirate Council of Parenmax is formed.
- 700** The Wizard's Guild of Thrace discovers the Omnicix and becomes the most powerful collection of known magicians on Nuera.
- 810** King Bandovaur usurps the Aphaxusian throne from his uncle with the help of the three Sando efreets.
- 900** Tensions begin to rise again between Lorn and Dardarrick as the Lornish begin to openly speak against the teachings and honour of the Dardarrian people.
- 992** Halfling mercenaries begin sudden hit and run assaults on farms and mills along the eastern border of Dardarrick. When captured they give up Lorn as their employers. Dardarrick sends ten thousand troops into Lorn and the Second Lornish War begins.
- 995** Torres is attacked by Dardarrick forces after refusing to aid them in their war against Lorn.
- 1,001** Lornish forces claim nearly half of eastern Dardarrick due to martial superiority and a lack of clerics in the Dardarrick soldiery.
- 1,004** Worship of the All Father in Dardarrick declines and is set aside due to promises made by the growing cult of Praxious. Warpriests join the ranks of the army in staggering numbers.
- 1,006** The Grand Cleric of the All Father is murdered by 'Lornish' assassins in the capital of Dardarrick. A charismatic leader named Tomar begins to call himself 'Hierophant' and preaches to the masses about the might of Praxious.
- 1,010** The Brazen Legion of Praxious crush the Lornish troops on Dardarrian soil, following them deeply into Lorn. Civilian casualties are particularly high and King Guntheor II of Lorn signs a surrender to stop the sudden and horrible suffering of his people.
- 1,055** The Hierophant Tomar claims the throne of Dardarrick and decrees the kingdom belongs to the Praxious church; all All Father temples and shrines are razed and open worship of the All Father becomes a flogging offence.
- 1,060** Dardarrick is called a theocracy by the masses; Torres suffers greatly from evangelising Praxious pilgrims from the north.
- 1,121** Hierophant Tomar dies, leaving his congregation in the hands of Hierophant Tomarsson. Tomarsson gives speeches about Dardarrick superiority and the common folk love him – despite public relations elsewhere.
- 1,184** The Pillars of Dardarrick name a new king and King Archiveltdt takes the throne. Archiveltdt is well-loved and makes wondrous leaps in public opinion of his rule. Tomarsson quickly becomes less important to the common people in the wake of Archiveltdt's ascension.



- 1,190** SpellCom is formed by the Pillars of Dardarrick to help defend the kingdom, based around much of the powers and abilities discovered in the Omnicix. Wizardly spies and mystic reconnaissance becomes their role, keeping track of all dangers the kingdom could be subjected to.
- 1,200** King Guntheor V of Lorn disappears mysteriously and Hierophant Tomarsson tries to instigate a ‘final blow’ against the Lornish; but is publicly silenced by King Archiveldt, who uses All Father scripture to rebuke the Hierophant.
- 1,201** Publicly speaking against the rule of the king, Hierophant Tomarsson is removed from power and the worship of the All Father is reinstated as the primary religion of Dardarrick. The Pillars of Dardarrick and SpellCom begin creating the Wraith Recon organisation.
- 1,205** King Guntheor V of Lorn reappears and Lorn shuts its borders to anyone travelling from Dardarrick.
- 1,207** The savage tribes of the Wildlands begin to mobilise under the flags of several warlords; The lizardfolk and troglodyte mercenaries sign their banners over to the kingdom of Torres; a significant rise in undead encounters occurs all across Nuera. King Archiveldt gives SpellCom the go ahead and Wraith Recon begins to send out strike teams to investigate.
- 1,208** A dracolich – the first of its kind on Nuera – attacks fortifications on eastern Dardarrick flying the pennants of Lorn. The Third Lornish War is declared in response.
- 1,209** Current Day; the launch of *The Lorn Initiative*.

## Religions of Nuera

While there are several smaller deities that exist throughout the world, there are seven main gods that are worshipped on Nuera, for the most part.

### The All Father

*Lawful Good*

The leader of all the gods and the creator of all civilisation, the All Father is the most commonly worshipped god in Dardarrick because of his strong convictions toward doing the right thing for the whole of society. He rules the rest of the gods, but he does so fairly and without guile. He has a few orders of his worshippers:

- ◆ Defend your home and neighbours. Do not seek conflict; it is better to be the shield than the sword.
- ◆ Magic is a gift that should be studied and used for the growth of the community, not the strength of the individual.
- ◆ Be loyal to your rulers and elders. They have lived and learned, and so you should learn from them to better teach those that come after you.



## The King of Beasts

*Unaligned*

Tribal god of all savage things, the King of Beasts is known to look after those who give in to their baser natures as often as he protects those who hide and seek shelter from his other followers! He is a mysterious being that is said to have a small piece of every creature in him, and his shrines are often mounds of trophies and sacrifices made by his worshippers. He is very popular with the savage tribes of the Wildlands. He does not ask anything of his worshippers, but there are rules to follow in his faith:

- ◆ Do not hesitate to kill for food, respect or territory – never for enjoyment or robbery.
- ◆ All life has needs that cannot be ignored. Natural instincts cannot be dumbed down for the sake of so-called civilisation.
- ◆ The weak must follow the strong for protection and survival. If you are strong, take over the weak; if you are weak, find the strong to take care of you.



## Matriarias

*Good*

Matriarias (pronounced *matt-tree-arr-ee-ehs*) is the dwarven goddess of warmth, welcome and safety. Her soup can warm the bones of the frostbitten, the smell of her baking bread can bring the dying back from the brink, and a fireside song from her lips could put a dragon to ease. Her temples are often seconded as inns or hostels, and she is very popular in Dardarrick and the civilised villages in the Wildlands. She asks only common things of her worshippers:

- ◆ Share what you have with those that do not. You must always give what you can to those less than fortunate than you.
- ◆ An invitation is honour bound. Should you allow someone into your home or shelter, they must be treated as an honoured guest.
- ◆ Those who break hospitality are forsaken. Fighting or stealing from a honourable host is an offence worthy of challenge or combat (outside, of course!).

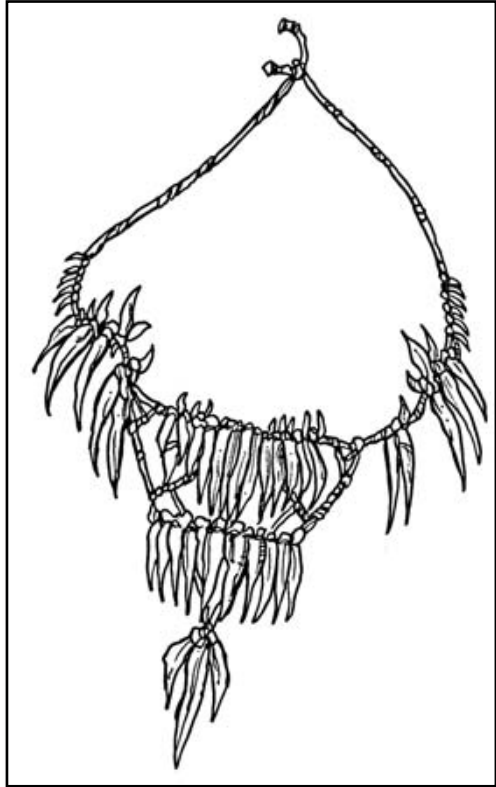


## Mersmerro

*Unaligned*

The god of all swamps and the Ocean, Mersmerro (pronounced *muhz-marro*) is a nature god that is tied to the plants and animals of these places as much as his worshippers. There are no temples or shrines to the god, just heavily adorned priests and storytellers that carry the faith with them. He is the patron god of lizardfolk, troglodytes and all merfolk. He asks of his followers:

- ◆ Choose a natural path – prey or predator. Prey worshippers must work for the community and the people, predatory followers must seek battle and conquest over ‘infidels’.
- ◆ You must risk life and limb to appreciate a foe. Ranged combat is forbidden if it does not use the strength of the attacker (no bows or crossbows, but blowguns and javelins are fine).
- ◆ Do not hunt for sport – always use some of what you kill or capture.

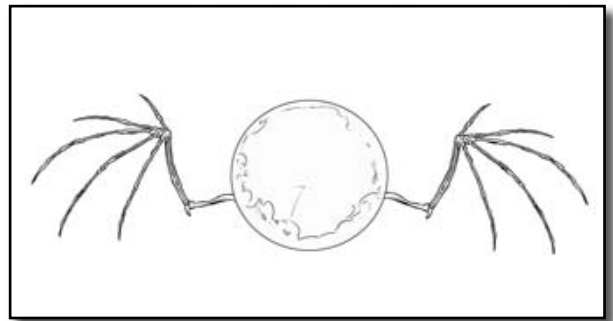


## Mortessal

*Chaotic Evil*

Queen of darkness and the damned, Mortessal (pronounced *moor-tess-ahl*) is the goddess of night and death. She also happens to be a favourite amongst the drow and other nocturnal species. Her temples are always underground, occasionally even in occupied mausoleums, and are frequently guarded by undead minions that her priests have created. Her faith is cultish and is illegal in Dardarrick. Her followers are not asked to do much:

- ◆ Death is a tool to be used and studied, never feared.
- ◆ The sun is the enemy. Nothing of worth can be created or undertaken in the daylight hours because of it.
- ◆ Eternal unlife is the ultimate goal. To shed your mortality and serve the Queen for all time as an undead thing is the primary goal of all worshippers.





## Praxious the Brazen One

*Evil*

The god of freedom and revolution, Praxious (pronounced *pracks-ee-us*) was the first to rebel against the All Father in pre-history. He is a warlike god that has always believed in the symbiosis between strength of arms and strength of faith. Due to recent events, his worship has become secretive in Dardarrick – but seems to be strengthening in Lorn. He demands the following:

- ◆ The weak should not rule the strong. Any laws or leaders that say or show otherwise must be discarded for the betterment of the world.
- ◆ Undeath is a tragic denial of the strength of nature itself, the living dead should be destroyed wherever they can be found.
- ◆ Force others to help themselves. Charity is a supplicant to weakness.



## Vulka

*Evil*

God of flame, fire, heat and ash, Vulka (pronounced *vool-kah*) is the patron god of sieges and mass destruction as well as the father of all fire giants. Supposedly he was also the father of the azer dwarves, but they are not allowed to say so any longer and the fire giants refuse to relate themselves to their slaves. Vulka is where all forge furnaces came from, and in his hands all metal is workable like clay. His anger can only be sated if his worshippers pay attention to his laws:

- ◆ If it can be fire-forged and crafted from metal, it should be. Worshippers should not be strangers at a furnace and anvil.
- ◆ Everything will be destroyed in time. If you are forced to hurry the process along, never regret doing so.
- ◆ Argument and debate gets the blood boiling. Try not to initially agree on anything, and if you can fight over something – do it!



## Dardarrick: The Jewel of Rardarri

The most powerful of kingdoms in all of Nuera, Dardarrick is the central focus and primary setting for *Wraith Recon*. The following section is a guide to

a kingdom that hangs in the balance. Dardarrick is a nation that does not know that it is teetering on the edge of a razor – one side is victory and the survival of their advanced way of life; the other is a slow defeat by gathering enemies on all sides. It is up to Wraith Recon to make sure which side they fall.



## The History of Dardarick

Located in the central heart of the continent of Rardarri, Dar was one of the original kingdoms created by the All Father at the Dawn of mortal life (0 YBD). It began as a series of small villages and their surrounding farms, but quickly swelled into several cities and towns; the largest of which was called Graenwich and quickly became the royal capital of the kingdom.

From Graenwich the first royal families of Dar tried in vain to defend their borders from expansionist forces from Lorn. Although the teachings of the All Father spoke that the mortal kingdoms would not war, Lorn ignored his decree and invaded anyway. Their assault took the Dar people by surprise, who had no skills yet to defend themselves, and the overrunning of the kingdom was brutally fast.

The following century and a half put the Dar people into a subservient role to anyone of Lornish descent, forcing them to become stiff-backed labourers and stalwart believers in the All Father – whose hidden priests promised would save them if they stayed faithful. The Dar peoples remained vigilant and shouldered the weight of their problems knowing that their salvation would one day come.

Salvation, when it came, took the form of a muscular young man named Darrick. Darrick was the first paladin of the All Father, and he gathered his strength and the strengths of the people around him to create an uprising throughout the kingdom. In just a few months of Darrick's travels he had created an army ten thousand strong to push the Lornish back to their own kingdoms. The fighting was terrible and Darrick never left the front lines, battling the retreating Lornish the whole way until he suffered a terrible and mortal wound.

Darrick's death was the single act that steeled the Dar forces to victory. In the nine days following his demise, the uprising managed to fully overthrow their Lornish oppressors and reclaim their kingdom for the free peoples of Dar. Darrick's right-hand banner man throughout the whole ordeal, Reginald Saerd, took up the throne and claimed the kingship of the nation.

When he put on the crown for the first time, historians quote him as saying, *'Dar owes its life to its favoured son, and it shall always be ruled in his name. This*



*kingdom shall always bear his honour; this kingdom of Dardarrick.'*

King Saerd passed the crown to his heir, Argayn Saerdsson, who would quickly lead the Dardarrians to new heights. The worship of the All Father became more prevalent as temples and shrines devoted to him were built in many major cities. So much growth required Dardarick to expand into the southern wetlands of Torres; at first using political leverage to try and gain access to the thick cypress groves and black oak timber farms, but quickly turned to the presence of soldiers on the rivers and borders between them in order to sway their opinion. Although they did manage to claim small parts of the river banks from the local lizardfolk tribes, it made them seem like oppressors themselves to the Torresh. It would be one of the reasons why the Torresh would harbour ill feelings toward Dardarick for the rest of time.

Dardarick spent fourteen years under King Saerdsson's ideas that integrated faith, magic and nationalism into its people's lifestyles. He sheltered his people from the harsh facts that spies were



abound from other kingdoms, the Torresh and Lorn were allying themselves against them, and that the burgeoning navy in the northern port city of Pierceling was proving to be far more costly than first expected. He made sure that they were well fed, educated in the mystic arts if they wished to be and protected by both soldiers and clergy under the All Father. Graenwich grew to enormous expanse and other large cities began to spring up across the kingdom.

On the first springtime thaw of 222 YBD, the Lornish army began their warlock-assisted march upon eastern Dardarrick. Thankfully not as brutal as their first invasion, the Lorn claimed a deep portion of the kingdom and several small villages were razed. Declaring war upon Lorn, King Saerdsson put on his armour and led his royal knights to battle.

For eight bloody years the First Lornish War rages on, turning miles of eastern Dardarrick and western Lorn into fields of trenches, bulwarks and besieged citadels. Thousands of soldiers, clerics and warlocks on both sides of the battle were lost, and no end seemed possible. The two sides were evenly matched and willing to sacrifice many lives, leaving no room for bargaining. King Saerdsson turned to his two closest arcane advisors, High Feytouched Magnus and Guildmaster Thrace, for a plan.

Magnus and Thrace organised their magical brethren for months to assemble a collection of the most powerful items and enchantments they could create and gave them to Saerdsson and the royal guard. The two archmages would join them on their impending assault, bringing with them the combined might of nearly every warlock and wizard left in Dardarrick. Mages of all kinds were used sparingly in minor battles up to that point and they felt that a spearhead charge of magical might never before seen could break Lorn asunder.

They were right. In a mobilisation that what would later be called 'Saerdsson's Spear', the forces of Dardarrick sundered the battle-weary lines of the Lornish and two of their three Patriarch Generals were killed outright in the slaughter. King Turien of Lorn surrendered, one of his brothers being amongst the dead.

The war was over with Dardarrick victorious, but they had not left the battlefield unscathed. King Saerdsson

was wounded terribly in the last hours of the war, and he would soon succumb to his injuries, which defied all magical healing. When he died, he left his son Weiran in the hands of his advisors. The Queen had died in childbirth – forcing the archmages to become the boy's foster parents.

Thrace and Magnus formed three organisations within the royal capital to halt talk of an 'arcanocracy' (rule by wizards) forming due to their control over the infant king. These organisations would each have equal say in Dardarrick's future until the throne could be filled again, falling then to the role of advisory services once more. These three organisations were called the Pillars of Dardarrick; the Wizard's Guild of Thrace, the Brotherhood of Magnus and the Forge of Engineers.

The Wizard's Guild of Thrace, named for its founding member, is responsible for the training and policing of Dardarrick's wizards and serves as the educational arm of the government. There is a longstanding tradition of wizardry in Dardarrick; so much so that the use of arcane magic for everyday purposes (lighting candles, cleaning laundry and so on) has made things far easier in the course of regular life. Wizardly magic is accepted as part of a Dardarrick's culture and society. The mentors and teachers employed by the Wizard's Guild are considered some of the finest wizards anywhere on the continent, and most live to help the common population of the kingdom.

The Brotherhood of Magnus is the military arm of Dardarrick, the main source of martial might in the kingdom. Magnus, a powerful warlock and a veteran soldier, sought to integrate magic and military force into one cohesive army through his Brotherhood. Combining warlocks, clerics and paladins all under his tutelage and command, the Brotherhood is the highest echelon of the Dardarrick military. The Brotherhood is responsible for ensuring Dardarrick is well protected from mundane or arcane threats, and equipped to deal with anything hurled against the kingdom. Many of the ideas and experiments of the Brotherhood are what makes the Dardarrickian army and navy so powerful.

The industrial and labour faction of the Dardarrick government, the Forge of Engineers is responsible for the building of towns, cities, walls, fortifications and war machines throughout the kingdom. Originally headed by Chief Unionist Tinderman, the dwarven

stonemason responsible for the laying of Graenwich's thick walls, the Forge is a union of skilled craftsmen and inventors that were given full reign over the physical growth and development of the kingdom. They also have the closest ties to the common public due to the sheer number of townsfolk that are linked directly to it as lay members.

The three Pillars support the rulers of Dardarrick, advising the king while keeping the kingdom safe. They might still answer to the king's orders, but tradition has always placed the leaders of the Pillars at the ear of the king. Ever since they were created the king of Dardarrick relied upon them to help him rule his people fairly and with wisdom. This relationship between the Pillars and the kings has remained in place unchanged for nearly a millennia.

Since the Pillars' founding, Dardarrick has grown in power and strength. Its command of magic has become legendary and some of the grand cities in the kingdom are visited by travellers solely on the account of their architecture. Threats came and went from the Wildlands and occasionally minor skirmishes with Lorn or Torres, but Dardarrick remained proud and powerful at Dardarrick's centre.

It was not until four hundred and seventy years after the Pillars were created, in 700 YBD, that a major find revolutionised the scope of arcana in Dardarrick forever. Such a long time of peace and prosperity gave way to many new facets of science and exploration of Nuera. Guildmaster Baestra had been heading several exploratory missions into the deep tunnels and catacombs under the Stone Forest Mountains for years, her guild wizards scrying into every nook and pitfall they could in order to fully understand the nature of the world. In the Guild's explorations they found a chamber that seemed as old as Dardarrick itself – perhaps as old as Nuera. Within this chamber they discovered the oldest and most powerful artefact ever known – the *Omniciex*.

The Omniciex (pronounced *ohm-nish-ecks*) is a circular collection of linked mirrors woven together around a perfectly clear and massive diamond. After months of experimentation the Wizard's Guild discovered that the Omniciex was a powerful divination device. The mirrors around the diamond were found to be connected to the diamond and it was found that anyone

who looked into the mirrors of the Omniciex could see, hear and communicate with whomever was with the diamond found in its centre. More importantly it was found that this property would also affect any smaller diamond that was cut from the main gemstone. One of these diamonds was given to the king as a safety precaution, and the Omniciex was taken to the Brotherhood's citadel in Graenwich and kept under strict guard and constant supervision in order to better protect the king. No matter where he went or what he was doing, the Brotherhood of Magnus would be able to watch over him. The Omniciex would prove to be the single most important arcane discovery in Nuera's history – and the future source of the most ingenious communications system known to mortal beings.

Two hundred years of relative peace passed following the discovery of the Omniciex, and Dardarrick flourished. Magical and technological advances turned the kingdom into the most powerful nation on the continent, Dardarrickians enjoyed an easy life with plentiful food and no shortage of pleasurable activities. Sports, games and theatre were common in Dardarrick cities, and the application of basic magics



gave few people reason to want for much at all. The Forge of Engineers had built aqueducts in most major cities, childhood schools in many towns and villages, and artillery-laden watchtowers along the border to the Wildlands.

During this age of wonders however, rumours began to trickle in from the eastern border towns. The Lornish people had a different view of Dardarrick; one that had been born of bitter hatred and spite because of events centuries before. Lorn's common belief of the Dardarrians were that they were a soft and debased people, unable to do common work without the aid of magic and whose religion taught only laziness and debauchery. What few traders were allowed to travel between the kingdoms quickly brought word of Lornish anti-Dardarrick sentiments with them, and any Dardarrian living within a day's ride from Lorn began to sleep with crossbows loaded at their windows and armour ready to don. The powerful and matchless army of Dardarrick readied themselves in several strongholds along the eastern border. Neither kingdom seemed ready to discuss their difficulties with the other, and the common folk suffered with the prospect of conflict ever growing. Mutual distrust increased and citizens grew up using the other as scapegoat for anything that went wrong in their homeland.

In the winter of 992 YBD, Dardarrian wizardly messengers began to send word of burning farms and sacked granaries back to the Brotherhood. Witnesses spoke of diminutive shadows that left havoc in their wake, and within two weeks several plantations were ablaze. These 'shadows' were lethally quick and efficient, using alchemist's fire and minor spells to great effect upon the hapless farmers and fields. Any valuables belonging to these plantations would too disappear along with the shadows, giving the leaders of Dardarrick reason to believe these dangers were mortal instead of otherworldly. Wherever these attacks took place the Dardarrian army always arrived a few hours too late to stop the destruction. No amount of planning or training could get the soldiers to where they needed to be in time to save lives and property.

Archmage Brinann of the Brotherhood removed a number of tiny chip from the Omnicix's diamond and seeded them bags of riches that he sent to the most logical next targets of these marauders. When they struck at one of these, Brinann used the ancient

artefact to look upon the holder of the diamond chip – scrying perfectly the location of what was revealed as a gang of dastardly halflings! Brotherhood agents were teleported quickly to the location of the diamond chip and the halflings were taken quickly by surprise and arrested. The chip was reclaimed and given to the captain of the royal guard; its future uses only beginning to show.

The halflings were interrogated and found to be mercenaries. Trained by the drow of House Xuan and hired by the Lornish, they were to inflict as much damage to the food production capabilities of Dardarrick as they could, eventually moving deeper inland to target forges and resource storehouses as soon as they could. The halflings were jailed and the Pillars put the information before the king.

King Saerd IV was disgusted by his neighbour's actions and had been pushed too far. Assembling the legions, he bid the Brotherhood the order to invade Lorn. Disregarding the cries for peace from the worshippers of the All Father, ten thousand pikemen, crossbowmen and legionary warlocks marched across the border into Lorn – the Second Lornish War had begun.

The initial fighting was bloody and surprising for the Dardarrians. The initial charge crashed against heavy soldiers and cavalry wearing Aphaxusian-made warplate armour like waves against the rocks while morale-shattering assassins struck out at Dardarrian leaders at every turn. Despite the training and advanced equipment of the Dardarrian forces, the momentum of the offensive was broken and thousands of casualties and wounded were sent back to Dardarrick. Followers of the All Father claimed that he had withdrawn his support of such a foolish offensive action, and many of his most devout worshippers – clerics and paladins alike – recoiled from the idea of fighting a war declared by their king.

King Saerd IV turned to his neighbours in the south and requested that Torres give aid to the war, if only to avoid it bleeding over into their lands and harming their citizens. The king of Torres, a swarthy half-elf paladin named Foeswar, denied Dardarrick openly in the name of the water god Mersmerro. He claimed that Dardarrick was a 'dry and unholy place that deserved to learn humility'. Seeing such a statement as a threat, Saerd sent troops into the marshes of Torres to

hopefully keep from fighting a full war on two fronts. This turned the Torresh people even farther away from Dardarrick, and forced an otherwise neutral religion to look upon them as enemies.

The weakened forces on the east gave way as some of their reinforcements headed south, and the venerable King Guntheor ordered his troops to attack. Lizardfolk mercenaries were hired from the swamps of Torres, pushing into Dardarrick alongside Lornish heavy infantry and cavalry, and the great kingdom lost almost a third of its land to the invaders. The smoke from war camps could be seen from the towers at Graenwich, and the people of Dardarrick began to know the fear of impending defeat for the first time.

At this juncture an unexpected unveiling of cultists across the kingdom, the ancient and once-forbidden worship of Praxious the Brazen One revealed itself to be very strong in Dardarrick. Bronze-masked evangelists of the scandalous faith stood on street corners proclaiming how their god would win this war; blaming the weakness and abandonment of the clergy of the All Father for how Dardarrick failed in what should have been a straightforward victory. They sent bronze-armoured paladins and zealous warpriests by the dozen to the front lines of battle and began to score early successes against the forces of Lorn.

With these victories more converts to Praxious grew plentiful, trust in the All Father became thinner and thinner until the Pillars of Dardarrick were shaken by petitions to the king to legitimise the cult of the Brazen One. Victories along the eastern front were attributed to the addition of Praxious clerics and paladins, but the war was far from over. King Saerd IV had no choice but to appease his people and Praxious was named an official church in Dardarrick. The morning after this proclamation was made High Cleric Hindersson was found murdered in the worship gardens of Graenwich, a note written in blood fixing blame upon the Lornish.

With the dubious demise of the High Cleric, an eladrin knight commander named Tomar approaches the king and claimed he was the Hierophant of Praxious. He wore beautifully cast godplate made of bronze, etched in ancient scriptures of the Brazen One, and he demanded the newly vacant role of faith-leader in the capital. The king, beset by enemies and scrutinised by allies, agreed and gave the mantle of faith to Tomar.

Given access to the Pillars' resources as the highest leader of faith in the kingdom, Tomar used the coffers of the Forge to hire a shipload of dragonborn mercenaries from Parennox and supply the arcanists of the Brotherhood with instructions and resources to build one hundred mighty warforged soldiers. Putting these living constructs and scaly sell-swords into a single legion led by warlocks and warpriests, Tomar urged the Brotherhood to give them free access to the battlefield; to which the aging Archmage Brinnan begrudgingly agreed.

The regular army parted to allow Tomar's legion into the war torn front and marvelled at the might of the Praxious worshippers. The followers of the Brazen One and their brothers-in-arms began to cut a swathe through the Lornish as if they were conscripts instead of hardened soldiers. The warforged crushed lighter infantry under their iron feet while the dragonborns' powerful breath dealt with cavalry and support troops alike. The worshippers fought with zeal and fanaticism as if their faith itself was being tested, and they offered no mercy to the Lornish.

Using the damage inflicted by Tomar's offensive, the Dardarrian forces took back those lands of their kingdom which had been lost and reinforced the borders, taking up defensive positions. Without being ordered and without asking the king's grace to do so, the Brazen Legion continued their assault into Lorn itself. The retreating enemy troops were cut down by the weapons and spells of the Legion, and the Lornish casualties reached enormous numbers. The worshippers of Praxious did not show mercy to anyone they came across; soldier, livestock or civilians. They left a bloody ruin wherever they went, and King Guntheor II could not stand to see his people suffer any longer.

In 1,054 YBD Guntheor surrendered on the morning of his son's first birthday, signing over a massive reparation wergild and handing it to the Brazen Legion to return to Dardarrick's king. The war had ended, but trouble in the kingdom was only just beginning.

Upon the Legion's return to Graenwich with the massive wergild, Hierophant Tomar called for a 'gathering of the pious' outside the royal palace. Thousands of commoners, craftsmen, soldiers and noble folk – all worshippers of Praxious – assembled



at the Graenwich palace awaiting the return of the triumphant Brazen Legion. When the victorious troops marched into the city's courtyard to the fanfare of tens of thousands, the Hierophant raised his voice over them all and declared sovereignty over the kingdom of Dardarrick. The king was forced to step down from the throne by this sudden coup, and Tomar took up the crown. King Saerd IV was allowed to live by the 'mercy of Praxious', but could no longer claim a royal line.

In five short years the Hierophant consolidated his control over the Pillars of Dardarrick, inserting 'faithful' officers at their heads and making the kingdom his theocracy. The High Temple of the All Father was torn apart and rebuilt in brass and bronze, dedicated to the church of Praxious. All other shrines and churches were similarly torn down and replaced, and anyone found worshiping the All Father are beaten or flogged in public places by templars (paladins) of the Brazen One.

Pilgrims of Praxious were sent southward into Torres and westward into the Wildlands to preach and evangelise the way of the faith. Those who went into the Wildlands never returned, almost certainly killed or captured by the savage tribes that ruled there. Torres however, proved to be a different sort of challenge. Faith in Mersmerro within the swamp kingdom was absolute amongst all the races that call it home, and the pilgrims were often met with stubborn defiance wherever they went. Following the martial teachings of the Hierophant, they used violence and magic to try and show the superiority of Praxious. As these 'lessons' were almost always directed at common masses, the people of Torres suffered greatly and anti-Dardarrickian feelings grew deeper and more bitter.

When the Hierophant died of natural causes in 1,121 YBD, his young child was bequeathed the title. A different sort of leader, Hierophant Tomarsson pulled back his father's pilgrims and missionaries immediately, claiming that only Dardarrick should be 'saved'. Instead of preaching expansion or domination to the masses, he spoke gently of repairing old wounds and raising Dardarrick to new and wonderful heights. He gave the people the leader they *wanted* to follow instead of the leader they *had* to follow, even if he had to lie boldly to them about the state of things with every breath he took in public. Tomarsson puts

more emphasis in keeping the people happy and once more the common folk of Dardarrick believed in the government and were happy to know that their kingdom was ruled by 'good people'.

The common people might have been pleased with the government, but the reality of the situation was dire. Incursions by savage Wildlands tribes began growing in frequency and ferocity, but Tomarsson claimed that they were nothing to worry about. Lorn remained a cold and smouldering point of hatred and disgust; an eerie silence hanging in the air over the eastern borderland despite Tomarsson's claims that the ancient enemy kingdom was shattered and no threat. Torres was still licking wounds caused by the first Hierophant's pilgrims, and relations with them could only be called 'caustic'. Although Dardarrick flourished and thrived once more, the world looked upon it from all sides with hatred.

Several higher officers within the Pillars utilised a long forgotten right of their collective organisations – the ability to name a new heir to the throne when no one of noble blood sits the royal throne. As that the theocracy of Praxious ruled from the High Brazen Temple and not on the royal throne, the Pillars could enact this right and hoped to turn Dardarrick from the brink of disaster. Several faithful officers were eliminated by those loyal to the kingdom and not the church, and research into the noble bloodlines began.

Over one hundred and twenty-five years of theocratic rule ended when Guildmaster Arcos, High Archmage Daramin and Chief Unionist Oruzach came forward with the new royal king of Dardarrick. Descendant of one of the heroes of the First Lornish War, the abruptly crowned King Archveldt the First immediately proclaimed that the Hierophant would remain his chief advisor and that together they raise the kingdom of Dardarrick to new heights. Not wanting to harm his reputation, Tomarsson agreed and spoke openly well of their new king – even though secretly he was already scheming against the new ruler.

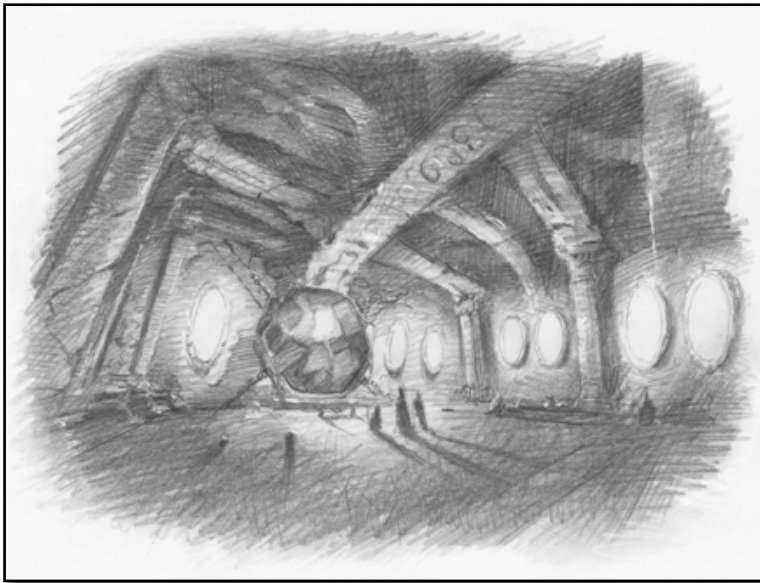
The Pillars upheld the king's will, and many of the harsher laws from Tomar's era were repealed or mitigated. The commoners of Dardarrick trusted their new king, and secret groups of All Father worshippers surfaced to rebuild some of their temples and churches. Seeing a happier populace, Archveldt saw no threat



in having two religions to draw strength from, and lifted the ban on outside beliefs. Tomarsson and his followers roared their disgust at religious freedoms, but this was drowned out by the cheers of the crowds that loved Archiveldt and his policies.

The Brotherhood of Magnus replaced the Brazen templars in watching over the king again, believing that they could better protect his rule with new innovations in magical studies and tactics they had been experimenting with. The diamond of the Omnicix had cut from it a hundred and one pieces, the largest placed in the royal crowns, one placed in a ring for the Hierophant to wear, and the rest preserved for use by covert Brotherhood spies, messengers and elite scouts. Needing constant monitoring of the mirrors of the Omnicix due to the added vantages upon the diamond shards, the Brotherhood tapped into resources in the Wizard's Guild and put together an organisation dedicated solely to the use of the Omnicix.

Calling this group Spellcaster Command, or SpellCom in common parlance, those who carried the shards of the Omnicix could be looked in upon, sent messages to or even have items teleported to if the SpellCom arcanist wished to do so. It revolutionised Dardarrick's ability to scout, spy or issue military commands. With a quick spell and a few minutes of devotion to a mirror facet in the artefact, SpellCom could know what one of their agents were doing and send aid to them if possible.



Just as Dardarrick began to see real improvements to its government, Lorn suffered a terrible loss. King Guntheor V disappeared heirless from his fortress in Lorn's capital of Moratlis and the Patriarch Generals fall upon one another in a civil dispute for the throne.

Hierophant Tomarsson instantly called upon his dwindling faithful to mobilise against the Lornish once and for all, preaching that Guntheor was taken by Praxious to give them a chance to finally topple their kingdom's enemy forever and to extinguish them. In a show of force for the defence of an age-old enemy nation, King Archiveldt addressed the masses in contrary to what the Hierophant was saying. He quoted the All Father's scriptures and silenced his 'advisor', finally showing his true faith was that of ancient Dardarrick. The idea of invading Lorn was quashed in the same moment that raised the church of the All Father once again to the chief religion of the kingdom.

Over the course of the next year Tomarsson continued to hold masses to Praxious in public areas. The Brazen Legion disbanded without funds to pay or repair them. The dragonborn mercenaries became part of the citizenry or sailed home. The warforged were added to the common military and scattered throughout the legions. The faithful of Praxious returned to near-cult status. The Hierophant's sermons were devoted to speaking against the All Father and the 'Usurper King', and he even went so far as to claim that he would one day be struck down for his infidelity to the True God. Using SpellCom's eavesdropping capabilities through the ring Tomarsson then wore, the Brotherhood informed the king and agents were sent to arrest him. The Hierophant was stripped of his title of Leader of the Faith and banished from the capital city of Graenwich, most of his followers chose to follow him.

Seeing the usefulness of their arcane spying and tactical advantage over the rest of the world, the Arcanist General of SpellCom, a mysterious eldarin named Raspeng, brought forward an idea on how to use the Omnicix to a greater degree to the leaders of the Pillars.



His dream was to create a military organisation of secret operatives trained as elite soldiers that could perform duties that the common military could not. Using the connection of the shards with the Omniciex at SpellCom these teams could move in and out of territory both foreign and domestic with ease. Moving in secret in this way, their activities would be precise and untraceable back to the king – as if ghosts performed the deeds. Although the king never gave his consent to the idea, the Pillars believed it would be useful in the future and the Wraith Recon organisation began to take shape behind closed doors.

Exactly five years to the day of his vanishing, King Guntheor V returned to his palace in Lorn; much to the awe and shock of his people. Unleashing a powerful magic he was never known to have before upon the unfortunate Patriarch General that sat in his throne, Guntheor reclaimed his rule and immediately closed all border travel between Lorn and Dardarrick. Anyone who travels from Dardarrick onto Lornish soil would be set upon by Guntheor's new Black Knights, a fact that only needed be proven once or twice before no one else dared try again.

As if his return was a trigger for troubles abound, the Pillars began to take note of increasing problems and threats to all sides.

A lizardfolk warlord named Bloodak took the throne of Torres, uniting the troglodytes and lizardfolk into the kingdom and bringing a new and predatory fanaticism to the kingdom. The sharp-toothed zeal in his aspect of Mersmerro made the people of Torres hungry for long-awaited revenge upon Dardarrick.

Sightings and encounters with horrible undead creatures all over the continent gave rise to rumours of a new and dark deity in Dardarrick, perhaps even the machinations of Tomarsson and his hidden cult. Even they would occasionally lash out in Praxious' name, making them a threat to the kingdom from within. It was the cult of Praxious that saved Dardarrick in the Second Lornish War and led them through the years into their current position of power; there is no way to know how many faithful Brazen One worshippers still lurk unmasked within the kingdom's governmental hierarchy.

The Wildlands had been a worry for centuries, although any attacks from there were small and easily scattered, but the ascension of new and powerful leaders in their tribes seemed to give them more credence. Tribes that would sooner kill and eat one another were all of a sudden working under the same banner, and a mysterious force seemed to drive them toward the edges of Dardarrick. Having not seen a full Wildlands army march against them for centuries, the western military fortifications prepared for the worst.

All of these things when combined with the frigid silence of Lorn put Dardarrick's leaders at great unease. King Archiveltdt was at an impasse, frustrated to insomnia over not knowing where the next attack would come from. It was then that the Arcanist General brought to him the idea of Wraith Recon.

They could investigate these unknown quantities and deal with them out of hand if needs be. They would wear no markings of kingdom or allegiance, and they would all rather die than fail in their missions. Dardarrick could be made safer each day they are in the field, doing what they do, and not a single Dardarrick citizen would ever even know they existed. The people of the kingdom would stay happy and continue their normal ways of life while this covert organisation would put a stop to threats to the kingdom.

King Archiveltdt yielded to the idea of putting the teams together, and when Raspeng explained that the first Wraith Recon teams would be ready for deployment in less than thirty hours, the king was shocked. Seeing that this was obviously in motion long before he was ever asked, Archiveltdt disapproved of such secrecy – but knew that he must overlook the deceit in favour of hopefully making things better for his people.

Wraith Recon sent its first three strike teams into the world; missions to investigate and report with each of them. Their newly crafted SpellCom 'Omnilems' helmets giving them assorted benefits along with a constant connection to the watchful arcanists at the Omniciex, which had become the heart of the organisation under Arcanist General Raspeng. Outfitted with some of the best weapons, armour and equipment that the Wizard's Guild and Forge of Engineers could craft while being supported by the magical aptitudes of the Brotherhood, Wraith Recon proved their worth.

Within one year they had managed to stop two Wildlands warlords from rising up, sank a dragonborn pirate ship before it could attack trade ships outside of Salt Bay and mapped out the entire Torresh riverbed troglodyte war colony. All of this – and the world was none the wiser. Lorn remained a mystery however. No Wraith Recon team had been sent over the eastern border as of yet, the Pillars not wanting to risk stirring up problems with Dardarrick’s oldest enemy. Although, perhaps they should have.

In 1,208 YBD, on the anniversary of Guntheor II’s surrender to the Brazen Legion a great beast was sighted flying over the eastern border of Lorn into Dardarrick. The creature, a terrible undead dragon of bone and rotted sinew wrapped in godplate barding and streaming the pennants of Lorn, descended riderless upon the border towns of Dardarrick and unleashed pure death upon them. Nothing was spared its necrotic breath, and when it was done with the farming and plantation villages it moved to the military fortifications. Hundreds died in just a few twilight hours of this thing’s attacks, many of them rising up as the undying damned to plague any survivors. As quickly as it arrived to destroy, it turned back toward Lorn and winged its way home.

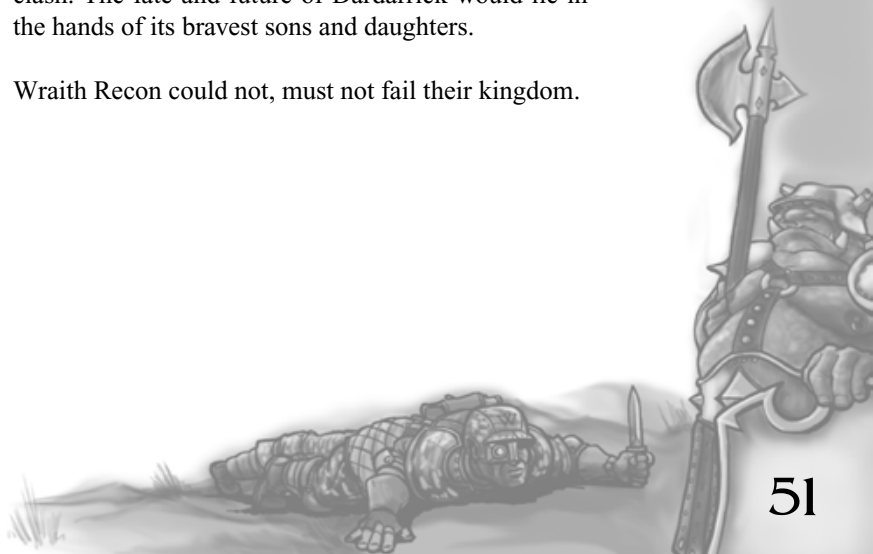
Dragons had been outlawed in warfare by treaty for many centuries due to their threat to civilian lives, and King Archiveltdt was horrified to think that Guntheor would stoop so low. As he read countless reports from the eastern side of his kingdom being left in ruin, he grew angrier. The threat of Lorn unleashing such devastation again was enough to make Archiveltdt question his attempts at the simple defence of his kingdom as the All Father teaches.

With tears in his eyes and an apology to the peaceful teachings of the All Father, King Archiveltdt declared war upon Lorn for their use of such a weapon of mass destruction upon civilians, and the army of Dardarrick – the most powerful army in the world – mobilised, moving toward the eastern border.



Having committed his forces to the Third Lornish War as a means to defend his people, Archiveltdt summoned the Arcanist General and commanded him to put his best teams to work behind the scenes. Lorn had to be defeated before the other threats to the kingdom smelled blood and came running. While the kingdom’s military was powerful enough to deal with the Lornish threat, the last thing that Dardarrick needed was a war on multiple fronts. Its only hope could be the sorts of missions that Wraith Recon were designed to accomplish. Archiveltdt would not stoop to the level Lorn had fallen to in this war, instead he would rely on the precision of SpellCom and their covert missions to win this war – perhaps even before the armies would clash. The fate and future of Dardarrick would lie in the hands of its bravest sons and daughters.

Wraith Recon could not, must not fail their kingdom.



## Important Sites in Dardarrick

### Cities

These are the major cities of Dardarrick. There are hundreds of smaller towns and villages found throughout the kingdom, but they are not important enough to list here.

### Graenwich, Royal Capital of Dardarrick

The capital city of Dardarrick, Graenwich (pronounced *grane-itch*) is a massive walled metropolis that has existed for over a millennium. It has been the home of the royal palace of Dardarrick and seat of the Dardarrian Throne for as long as the city has stood, and is the heart of the kingdom's government. Dozens of kings and queens have called Graenwich home over the centuries.

Graenwich is an advanced city with dwarven-made stone walls two metres thick surrounding it on all sides. Huge gates open to the north and south roads, and a hundred-metre wide portcullis can be drawn across the river harbour to keep hostile ships from docking at the city. Seven tall towers topped with enchanted trebuchets overlook the surrounding lands and two score of ballistae are placed amidst the battlements of the wall; all defences added after Graenwich was freed from Lornish oppression ages ago.

Once inside the city, Graenwich offers all of Dardarrick's splendours in one form or another. Along its magically cleaned cobblestone streets (a common punishment for delinquent wizarding students at the Guild) are hundreds of shops and crafting houses, artiste galleries, smith forges and sprawling cottages and dormitories. Silks from Parenax, Torresh cypress timber, dwarven forged weaponry; all of these things and more can be found in the market streets of Graenwich.

The five largest building complexes in the capital make up the northwest quarter of the sprawling city. The area covers nearly three square kilometres of city and is referred to as 'Royal Quarter'.

First and foremost is the towering royal palace; its protective walls holding in a beautiful courtyard and chapel to the All Father. The palace itself is an enormous collection of towers and cathedral-style main buildings, complete with stained glass windows ten metres tall that depict the various kings of Dardarrick. It is made up over a hundred separate rooms aside from its massive banquet hall and throne room, whose balcony overlooks the palace wall into the main square of the city.

Next largest within the Royal Quarter is the army's Grounds Martial. A campus of smaller linked buildings, stables and storehouses, the Grounds Martial is where the royal guard of Dardarrick live and train. Platoon and legion leaders of the other branches in Dardarrick army also have quarters here, but it is primarily used to house the thousand paladins, warlords and fighters that protect Graenwich and the royal family.

Situated closest to the river in order to pipe in running water to use in their machines, the Forge of Engineers unionhouse is a clanking and banging building that belches smoke and soot from its thirteen chimneys at all hours. Behind its iron-shuttered windows and wrought portcullis lie a dozen forge workshops and several testing grounds for new mundane or mechanical apparatuses, many of which end up in the hands of the Dardarrick populace. There is a hidden thirteenth workshop beneath the others where secret projects are undertaken, some for use by the Wraith Recon teams in special missions.

Built like a gigantic schoolhouse, the University of Wizarding is the home and headquarters of the Wizard's Guild of Thrace. It is a simple enough building on the outside, only notable by its size and banner of Thrace flying from its central belfry, all of its marvels are contained within. With a staff of fifty wizards teaching its students, the University is a constant site for magical wonders and manipulations. Other than the marble and glass graduation hall, only students and teachers are allowed into the University.

Constructed to be a single hexagonal tower of over twenty floors, each one as large and complex as a nobleman's mansion, the Commune of the Brotherhood of Magnus is an ominous and looming sight that looks over the entirety of Graenwich. Its cold grey surface is made seamless through magical manipulation, and

a dozen balconies sprout from its sides to allow for warlocks and warpriests to step out and look upon the world. The Commune is said to have a dozen basement floors digging deep into the bedrock of Nuera, but only the highest ranking Brotherhood members could say this for sure.

Graenwich is a city of happily complacent citizens and very little distress, protected by the soldiery and seen to by the abundance of magic users living within its walls. It is not terribly expensive to live there, with a yearly taxation of only one hundred gold pieces, and it is the safest of the cities in Dardarrick.

- ◆ **Population:** 50,000 (60% Human, 20% Dwarf, 10% Elf, 5% Dragonborn, 5% Miscellaneous)
- ◆ **Government:** The decisions and rulings of King Archiveldt and the Pillars of Dardarrick. Faction leaders hold localised power, but collectively bow to the crown.
- ◆ **Defence:** Large army of professional soldiers, warlocks and supporting clergy. City watchmen are well paid and trained to arrest. Some noble families hire mercenary or professional protectors.
- ◆ **Commerce:** Nearly any good or service can be made available. Taverns, inns, temples and common areas can be found throughout the city.
- ◆ **Organisations:** Numerous temples and service-based guilds form individual factions. The three Pillars of Dardarrick and the Church of the All Father are the most powerful factions within the city.

### Pierceling, Port of Salt Bay

Nestled in the rock salt beaches between the Claws and the Stone Forest mountain ranges, Pierceling is a bustling city devoted to the naval ships it produces and handles. It is a sprawling collection of dockhouses, taverns, shops and wharf homes. The city sprang up around the homes and businesses of the support personnel for the Dardarrian Armada, whose massive port facility looms dark and grey on the coast of Salt Bay.

Aside from the dozens of military ships and wyvern carriers floating at the edge of the city's visibility, the port is used for commercial vessels as well. A dozen or so trading galleys and other sailing ships can always be seen patrolling the bay in between the

ballistae-laden sea towers rising out of the surf. Pirates or enemy vessels would be foolish to attempt a naval attack upon Pierceling; as the great kingdom's only oceanic port, it is capable of dealing with any threat with extreme prejudice. More information on the Dardarrian Armada and the military port at Pierceling can be found in the next chapter (page 71).

The civilian portion of the city is based on oceanfront and river commerce. The north fork of the Three Falls Rivers was diverted down from the mountain using powerful magic in order to connect the river to the city's docks. Cargo taken from the shipyards or salt cliffs can be ferried using small rafts through town on canals to the riverside, where it can then be loaded into a wheel boat so it will make it to Rivermark or Graenwich in just a few short days of downstream travel. Troops are also sometime ferried this way, but much more rarely, as most naval soldiers live and work in Pierceling.

The salt cliffs that surround the city and the bay are the chief domestic resource of the city, seconded by fish and fish oils. The white, crystalline surfaces of the hard mountain cliffs are covered in constantly regenerating salt deposits that are scraped off and pressed into salt bricks before being sent elsewhere for various uses. It is not easy or pleasant work to endure, and few salt 'miners' perform the duty for more than few seasons before moving on to a different career.

- ◆ **Population:** 15,000 (70% Human, 15% Dragonborn, 10% Dwarf, 5% Miscellaneous)
- ◆ **Government:** The naval personnel of Pierceling are part of the military command under Admiral Brinetalon, who answers to the Pillars of Dardarrick. The civilian population are ruled by the Dardarrian crown through the local magistrate, Burgo Denesson.
- ◆ **Defence:** The city is defended from all oceanic threats by the Dardarrian Armada and the fourteen artillery towers built into the waters of the bay. The city has a modest town watch made up of local volunteers and off-duty soldiers.
- ◆ **Commerce:** Primary export is salt mined from the bayside. River imports and some dwarven goods from the Stone Forest can be found in several shops, but the city is designed to export goods from ocean trade.



- ◆ **Organisations:** The Dardarrian Armada, the Seafarer's Guild, Merchant's Row and a number of privateer crews hired to work for Dardarrick make up the major forces at work in the city. There is a small but popular temple to Mersmerro located on the northern edge of town dedicated to safe sea travels.

## Fisherslane

'The town on the lake' is another name for Fisherslane. A small city by Dardarrick's standards, it is roughly a kilometre across its widest point and does not have city walls. A dozen streets of hard-packed clay arrange the city in a semi-circle around the southern banks of Lake Pale, and several acres of plantations spread out from its edge. It is a farming community that has always used the lake as a recreation as well as a resource – but no longer.

With the recent savage dracolich attacks on settlements upriver on the Dawn, the lake docks and beaches are no longer safe. Formerly home to a dozen fishing and houseboats, the lakeside is now patrolled by soldiers and vigilant citizens in search of the risen dead that have washed downriver. A week after the attacks the first undead crawled out of the lake to attack the city, catching it by surprise, but now Fisherslane keeps a constant guard against any remaining creatures that might wash up to threaten them.

- ◆ **Population:** 2,000 (60% Human, 20% Half-Elf, 10% Elf, 10% Miscellaneous)
- ◆ **Government:** Legal and civil matters are adjudicated by the local Dardarrian magistrate, Freidrich Woodsblud.
- ◆ **Defence:** Fifty trained Dardarrian soldiers protect the town from external threats and undead rising from the lake. A small and publicly organised town watch monitors crime.
- ◆ **Commerce:** Formerly strong fishing and farming exporting has been stifled due to the increase in undead threats. Unsurprisingly more shops now sell weaponry.
- ◆ **Organisations:** The local soldiery form their own faction. The Fisher's Guild was once a powerful local group, but most have moved away recently.

## Eastermarck

Once a busy city that kept a sizeable militia and city-guard in case the Lornish invaded, Eastermarck now lies in ruin. When the dracolich attacked eastern Dardarrick, Eastermarck was the first to feel its might. Buildings were smashed, fields were burned, and any townspeople caught in the streets or revealed by a rooftop being torn away was soon driven into undeath by the creature's black breath. Those who were not outright killed by the terrible hit and run attack were soon swarmed by the animated corpses of their former neighbours and family.

Now the ruins of Eastermarck are little more than a collection of broken and burned buildings surrounded by zombies and ghouls. Many corpses, moving or not, washed away into the Dawn or Redwater rivers, but enough of the living dead remain that Eastermarck is considered too dangerous for normal military to deal with at this time. Should the infection of undeath spread into the ranks of the Dardarrian army, much more than simple fishing revenues would be lost.



- ◆ **Population:** 500 (All Undead)
- ◆ **Government:** None, the undead are seemingly mindless and uncontrolled.
- ◆ **Defence:** None, the undead only hunt living flesh and do not specifically defend themselves.
- ◆ **Commerce:** None
- ◆ **Organisations:** None

### Southwatch

Southwatch is a large and busy city placed near the southern border of Dardarrick, near the beginning of the kingdom of Torres. The ground is too muddy and wet the nearer one gets to Torres, so military stonework keeps and citadels are out of the question, making the city all-wooden in its. It is home to the Southwatch Guard, a legion of rangers and fighters that are trained in dealing with the natural threats that wetland glades and swamps can pose.

The city performs minor trade on a personal level with many Torresh villages; especially the gypsy-like families of half-elves that thrive there and the mercenary tribes of lizardfolk. Unlike with Lorn, the king of Dardarrick would like to make allies of the religious zealots in Torres, making the best impression that Southwatch can give should be one of careful but polite interactions.

- ◆ **Population:** 2,500 (40% Human, 25% Elf, 15% Hal-Elf, 10% Halfling, 5% Lizardfolk, 5% Miscellaneous)
- ◆ **Government:** A council of three administrators for the Dardarrian crown; Magistratrix Anna Valumm, Leftenant Rogerre Bennet and Chieftain Jadescales.
- ◆ **Defence:** There is a strong armed garrison of regular Dardarrian army, the Southwatch Guard, and Chieftain Jadescales' tribal greenscale warriors that all help protect the city.
- ◆ **Commerce:** Trade with some Torresh villages and tribes, some common Dardarrian goods and products are sometimes sold at slightly elevated prices.
- ◆ **Organisations:** The Southwatch Guard seem to be in charge of most aspects of martial living in the town, the local lizardfolk who live in town all pay direct homage to Jadescales – making them his de facto tribe.

### Grainington

This expansive city was built in the centre of a massive stretch of rolling fields and prairies in and this region of Dardarrick has been turned into a chain of plantations. For several hundred years it has provided roughly one third of the kingdom's flax, sorghum and milling grains. It was a slow and peaceful place that ran on sweat and aching muscles as much as wizardly magics...up until the dracolich came and turned the whole area to necrotic ash.

Now the city is a bleak, grey landscape of dead crops and fallow fields. While the abomination took flying strafing runs on the crops most of the city's inhabitants managed to escape into the Stone Forest foothills to the north, lowering the number of casualties in the attack dramatically. Although it did not kill too many of Grainington's inhabitants, the damage done to Dardarrick's next harvest and food stores could well prove to cause more misery and death through famine in the seasons to come.

- ◆ **Population:** 250 (75% Human, 15% Dwarf, 5% Miscellaneous)
- ◆ **Government:** Currently the town ruins are under martial law headed by Sergeant Brunos Verisson.
- ◆ **Defence:** Four-fifths of the current population are garrisoned soldiers trying to watch over the reconstruction of farms and plantation services.
- ◆ **Commerce:** The town was once a primary source for food and feed-class grains and other agriculture, but now has no outside commerce at all.
- ◆ **Organisations:** The soldiers and the workers. The Dardarrian army watches over, protects and helps the fifty or so farmers when they can.

### Rivermarck

Located at the point where Southfork River splits away from the main body of the Walker River, Rivermarck is not only the primary point where river-based trade joins up with land-based caravans and traders, but it also is the home of the (in)famous entrepreneur, 'River King' Uesificus. The elven merchant lord owns a floating palace of a wheelship that he generally keeps anchored at Rivermarck from which he rules his riverboat fleet. The elf claims utter neutrality in his trading between all of the kingdoms that his boats can reach, but it is no secret that he prefers the quality of life being in Dardarrick offers.



The city is made up of several open air markets and bazaars that sprawl throughout the streets, the exact merchandise reflecting the goods that arrive with the massive caravans and barges that arrive on most days. One day the entire eastern half of the city will be overrun by textile kiosks and canvas merchants, the next might see those streets empty and the rest filled with blade masters and warrior trainers.

One thing in Rivermarck is constant however, the Out Knot Inn. A huge pub and inn combined into a three-story building at the centre of town, the Out Knot Inn was built around the oldest tree in all of Dardarrick – possibly all of Rardarrion. The huge black elm stretches up through the many levels of the inn and even through the tar-shingled rooftop. The inn's owner and manager, a green-eyed human that calls himself 'Drake', has the finest drinks and meals in the kingdom and sells them for two gold pieces a sitting. Drake has only one rule; only fair fights. Anyone caught stacking the odds in a brawl will soon find themselves at the mercy of Drake's powerful eldritch abilities.

- ◆ **Population:** 8,000 (65% Human, 15% Elf, 8% Half-Elf, 5% Eldarin, 5% Halfling, 2% Miscellaneous)
- ◆ **Government:** The city answers to Magistrate Tessa Dawnchilde; the riverboat personnel mainly answer to River King Uesificus. All still pay heed to the crown of Dardarrick as citizens or guests in the kingdom.
- ◆ **Defence:** The River King keeps a personal protection force of river marines nearly a hundred strong, many of which are dragonborn from Parennax. The city itself is protected by a well-trained city watch that doubles as the area's militia. Numerous Brotherhood warlocks are assigned to the monitoring and protection of the city as well.
- ◆ **Commerce:** Major nomadic riverside markets and bazaars. Most goods can be found in at least small amounts somewhere within city limits.
- ◆ **Organisations:** The River King's 'people' tend to stick together and think of themselves as separate from the common townsfolk. The church of the All Father has a large congregation that perform many duties requested of them by the High Cleric in Graenwich.

### Tradeston

Well protected by the two spires overlooking it, Tradeston is Dardarrick's only attempt at honest trade and neutral interaction with the tribes of the Wildlands. Small for a walled city, Tradeston was built as a point of recreation and hospice for the troops sent to man the spires and artillery posts on the Wildlands borders. It is made up of rows of rentable quarters, brothels and taverns arranged around a central pavilion that opens as the daily bazaar.

The bazaar is not only always crawling with traders and merchants looking to part soldiers on leave with their wages, but also emissaries from the tribes and nomads from the Wildlands. There are lots of resources that end up in the bazaar that the harsh lands west of Dardarrick cannot hope to grow or craft themselves, and they know that they can peaceably travel to the spires to Tradeston to get them.

With so many outsiders allowed into the town, some from notoriously belligerent or dangerous races, Tradeston is thankful for its massively increased military presence. Between those soldiers garrisoned there and those visiting from the border keeps, well over two hundred fighters, warlords and clerics can always be found in town. Only the most powerful Wildlands tribe would ever dare try to attack Tradeston; most of the would-be conquerors are turned away long before they reach it.

- ◆ **Population:** 3,000 (30% Human, 25% Goblinoid, 20% Dwarf, 15% Tiefling, 10% Miscellaneous)
- ◆ **Government:** The town is run by a co-effort between a civilian magistrate, Piotr Savaen, and a military commander, Tybalt Four-Fingers.
- ◆ **Defence:** The town is well defended by military personnel and an organised city watch. Individual visiting tribal groups often bring their own warriors with them to defend their members.
- ◆ **Commerce:** Gemstones and metal ore from the Wildlands are available, as are rare animals and plants. Goods from Dardarrick are traded at a significant discount in order to help 'civilise' the tribals, but anyone can take advantage of such good deals.
- ◆ **Organisations:** The individual members of visiting Wildlands tribes will stick together while in town. The military, off duty or not, form a faction within the town. There is a sizeable rogue's guild that is predominantly of tiefling racial stock.



## Goldston

A strange pioneer town that rose to power in the early 11<sup>th</sup> Century, Goldston was originally nothing more than a grain-milling village that dipped several waterwheels into the Goldpan River and its easterly tributary. Run by fastidious dwarves and greedy dragonborn, the village bloomed into a much greater city as soon as the first discovery of gold was pulled from the shallow waters. It did not take long for every able hand in the city to ignore the grain mills in order to strike it rich, causing arguments and chaos to break out all over the area. The king's soldiers were forced to move in and quell the situation, forcing the mills back into production, but gold panners still spent their off shift hours wading through the river in search of their fortunes.

The Forge of Engineers soon built coinage mints and revolutionised the gold-scouring methods used to draw up the metal from the silt and mud. Their new methods increased production of gold and turned most of it into coins for the kingdom to use, but the king added a new incentive for workers to do a good job – coin topping. Gold coins were minted in stacks of twenty six, and the king told every worker that they could keep the top coin of every stack they were responsible for minting. This made the minting process go smoother and rewarded those who worked harder; a perfect relationship in the king's eyes.

The city itself is not much more than a half-dozen water-powered coinage mints and a few gold-working crafting shops located along the river, with several taverns and shops scattered amongst the simple cottage and cabin-styled housing that has sprung up all around it. It is not as metropolitan as some of the older cities in Dardarrick, but it certainly is one of the richest.

- ◆ **Population:** 1,500 (40 % Dwarf, 30% Dragonborn, 20% Human, 10% Miscellaneous)
- ◆ **Government:** Unionist Leader Urbeard Smithesson serves as the general minting manager and legal voice of the Forge of Engineers, who claims operational rights to the city.
- ◆ **Defence:** Each minting facility keeps an individual all-day guard to watch over the expensive industry. There is no real town watch, but fifty heavy Dardarrian infantry are garrisoned within city limits to ensure safe and legal practices take place.

- ◆ **Commerce:** The city is the source of five-sixths of the coined moneys in Dardarrick. There is some light shopping available in the town market, but mainly panning gear and other common equipment are what is available this close to the Wildlands border.
- ◆ **Organisations:** The minting facilities make up one giant faction within the city, all organised under Smithesson. The Freelance Panner's Union is a group of outside gold panners that are allowed to try and make their finds south of the minting sites, leaving them little to discover.

## Military Fortifications

These are the major military fortifications of the Dardarrick military. The army of Dardarrick is well trained and treated well by the government. The crown takes good care of its armed forces, particularly in the light of growing threats from outside the kingdom's borders. More can be found on the Dardarrian military forces themselves in the next chapter.

There are many smaller camps and forts that do not appear here or on the main Dardarrick map; these simply are more important to the greater story than those minor instances.

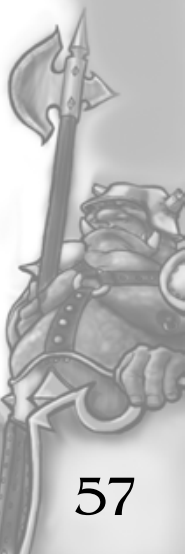
### Sentinel Keep

The primary military citadel on the border between Dardarrick and Lorn, Sentinel Keep was home to two thousand soldiers and support personnel up until 1,208 YBD – when the Lornish dracolich appeared and attacked the keep. Ruthlessly it smashed the citadel's defences as if they were toys and its breath killed most of the soldiers within its walls.

New soldiers have been dispatched to repair and re-occupy the broken and blasted ramparts, but it could be months before it might withstand a Lornish assault.

### Saerding Keep

Named for the first line of kings of Dardarrick, this large and sprawling citadel of walls and short ballistae towers was also beset upon by the Lornish dracolich attack, but did not suffer nearly as badly as other targets did. Many of the keep's personnel



retreated down into the vast array of catacomb tunnels under the keep, remnants of mining that occurred in the area by 1<sup>st</sup> and 2<sup>nd</sup> Century Lornish occupants. After the attack had passed messengers were sent to Graenwich to inform the king of the attack – the first eye witnesses to the deadly abomination laying waste to the eastern borderlands.

When repair crews and a new garrison of replacement soldiers arrived back at the keep however, there was no one left. It was completely deserted and emptied of resources, assets, livestock and personnel. Even the remains of those who were killed by the dracolich had disappeared. It was as if they never had been there at all. The mystery of Saerding Keep remains unsolved...

## Fort Brazen

Built upon the ashes of the original High Church of the All-Father, this fortified structure of stone and bronze was Hierophant Tomar's deathblow to the older faith in his ascension to leadership in 1,055 YBD. Originally called the Temple Brazen, the building is a huge complex of thick walls and bronze doors that cost millions of gold pieces to craft, which is why King Archiveldt chose to retain it as a military structure after the faith was exiled from Dardarrick.

The bronze and stone structure is three upper floors and two sub-floors that extend forty feet into the ground below. It is used as the main military housing and storehouse for commonplace army supplies that Dardarrick uses, and is protected by dozens of arcane wards and a constant presence of the Brotherhood of Magnus.

This Brotherhood presence is not just to protect the fort's supplies, but also hides the most important facet of the Dardarrick military – SpellCom and the Wraith Recon headquarters. In a secret third basement level there is a complex of barracks rooms, reliquaries, meeting rooms and the SpellCom divination centre. It is where the covert organisation plans, trains and undertakes all of Wraith Recon's missions, and it is where the Omnicix is pored over day and night by SpellCom arcanists to better aid their teams in the field. Some believe that it is somewhat odd that Wraith Recon is based out of the old centre of the Praxious

cult, but the Arcanist General believes that it makes for the perfect hiding place of something so integral to Dardarrick's survival.

## Clawspire

One of the two 'spires' built on the Wildlands border, this is the northernmost military fortification on the western boundary. Named Clawspire due to its close proximity to the Claws mountain range, it is a large tower fitted with several artillery platforms surrounded by several small barracks for the spire garrison. The platforms house catapults and ballistae aimed toward the Wildlands, ready to take long-range shots at invading armies or tribal forces that are not flying banners of peace – a rare sight.

## Riverspire

The second of the two spires, Riverspire is named for its roots that dig deep into the silted waters of the Goldpan River. The towering fortification not only has several bunkers arranged around its western limits, but also has a built-in riverside dock that it uses to ferry troops across the kingdom or receive re-supply ships. It is armed with an array of ballistae platforms as well as a single heavy trebuchet on its parapet, making it deadly to any invading force.

## Westwatch

A fully stocked and garrisoned military citadel on the main route leading into and out of the Wildlands' harshest tribal territories, Westwatch is constantly on the look out for goblinoid hordes or ogre incursions. They repel more giant and orc attacks each year than many other assets in Dardarrick do combined. It is a dangerous place that requires double-guard be placed at all times and a ringing copper claxon hangs from every bend in the jagged stone walls. Five hundred soldiers man Westwatch, and each one has likely shed savage blood at some point since his or her assignment to the citadel. It makes veterans out of good soldiers, and corpses out of bad ones.

## Fort Vigilant

Once home to a large Dardarrian military contingent, Fort Vigilant now stands broken, beaten and occupied.

In 1,204 YBD, a powerful new race of savages yet to be seen on Dardarrick soil called gnolls erupted in massive numbers out of the morning gloom and set siege to the fort. Allied with horrible demons and huge trained hyenas, the gnolls stormed the walls and gave no pause in their slaughter. Those soldiers and support personnel that managed to escape with their lives tell of horrible sounds that echoed from the fort's walls at night as they crept away from hiding.

Now the fort is theirs, these savage hyenas and their gnoll masters. They do not seem to be pushing any further inland, satisfied with the territory they have claimed thus far. They are not allies with any of the other savage tribes, and have been reported as defending the fort from other Wildlands invaders on many occasions. Why they took the fort and how long they plan to keep using it as their lair is unknown to even the most cunning of Dardarrick spies or researchers.

## Natural Points of Interest

### The Claws

The large and craggy mountain range on the northwestern border of Dardarrick, the Claws bleed slightly over into the Wildlands. They are rough and difficult to traverse, but are thick with metal ore veins and rumours of precious metal claims deeper into the range. Few unskilled mountaineers would ever try to go up into the snowy peaks of the Claws, and many who have tried have never come back again.

The Claws are home to at least two dragons, possibly a mated pair that can occasionally be seen soaring in the clouds above the mountain peaks. It is also frequented by a huge colony of kobolds that wear indigo war paint on their snouts and chests when they emerge from their subterranean world to hunt and raid.

### Stone Forest Mountains

The sister range to the Claws, the Stone Forest mountain range makes the northeastern border between Dardarrick and northern Lorn leaving just enough room between the two ranges for the Walker River and the city of Pierceling. Rounder and more easily travelled than the Claws, the Stone Forest is thick with evergreen trees and is dangerous because

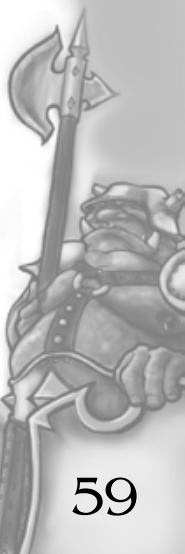


of the high number of natural predators like bears and mountain lions that thrive there.

There is a small dwarven separatist settlement located in the valleys between two of the largest mountains called Stoutholme, where the stubborn people believe they can wait out the troubles that have befallen Dardarrick and Lorn both. Dwarves from both kingdoms go to Stoutholme to live, never turning back, and never again having to see another non-dwarf face if they choose to remain behind the enclosed granite walls forever.

### Three Falls Rivers

These are the three waterfall-fed riverlets that cut through the northern pass of Dardarrick to join up into the Walker River. The three riverlets are named for where they flow from. Claw Falls River is a cold spring-fed waterway that flows like white water from the Claws mountains. Stone Falls River is the shortest but most violent of the Three Falls, coming crashing down over shallow rocks from the Stone Forest. The last, Salt Falls River, is a man-made water canal that



was dug out using magic to give Pierceling freshwater access to the rest of the kingdom. The three riverlets join together in a single large waterfall called Father's Step, which then becomes the Walker River.

## Walker River

The main waterway of Dardarrick, the Walker River is said to run the same path that the All Father took when he first walked across Dar to remove the veil of ignorance from its people. It is a wide and muddy river from the sediment that the Three Falls Rivers drops into it, but it is not very rapid and easily traversed by canoe or wheelboat.

The Walker River is used by both Dardarrick and the so-called 'River King' to ferry troops, supplies, cargo and wounded all around the kingdom. Much faster than trying to cross overland, large riverboats driven by paddlewheel, sail or even magical means are frequently seen floating up and down the Walker River, all the way down into the muddy marshes of Torres.

## Southfork River

An offshoot of the Walker, Southfork River is the connecting waterway that eventually leads to the Goldpan River and from there further west into the Wildlands. Due to the ingenious devices created by the Forge of Engineers, nearly all of the muddy sediment and pollution coming downstream on the Walker is diverted into the Southfork, leaving the rest of the Walker clean and easily drinkable by the time it reaches the capital. The Southfork then empties into Mudblack Lake, adding its own mud and filth to that, already foul, body of water.

## Dawn River

Once a glittering and clear river whose depth could barely be gauged because of seeing the stones at the bottom; the Dawn River has been recently turned into a disgusting tributary of ash, rot and corpses. The number of dead and undead bodies that ended up in the Dawn have made travel on its surface dangerous at best and toxic at worst.

## Redwater River

Named for the red clay particles that gave its water a ruddy hue from the Lornish mountain mine runoff, the Redwater River now is jokingly called 'Blood River' due to the death and destruction that was unleashed upon Eastermarck and the smaller fishing villages along its eastern banks.

The river itself flows as the Mettanbaugh all through Lorn before it becomes the Redwater at the Dardarrick border. It then heads down into and through Torres, and is used by fast-moving Lornish riverboats trying to cut through Dardarrick to meet with their swampland allies. Guards at Fisherslane often set up boat-traps in the Redwater in an effort to stop these trips downriver, but the boatsman skills of the Torresh and the tenacity of Lorn rarely make this an easy task.

## The Goldpan

This muddy, sandy and stony river that flows down from the massive mountains of the Wildlands is rich with gold flakes and nuggets from its long trip through the ore-rich prairie flats. It is not deep over most of its course, discouraging the most dangerous aquatic predators, making it ideal for the panning and excavating of gold for Dardarrick's coinage mints in Goldston.

Up until the Dardarrians discovered the treasure in the Goldpan, the kingdom of Torres was collecting all of the deposited wealth in Sunrise Marsh, deep in the wetlands of the southern kingdom. The usurping of their wealth-production from the river has become just another reason to believe Dardarrick is a greedy and careless nation of infidels.

## Lake Pale

The large body of freshwater at the end of the Dawn River, Lake Pale was once named thus for the alabaster stones and white sands of its shores. It was a source of food-fishing and home to many small houseboats all across its surface, but the fallout from Lorn's draconic strike upon Eastermarck and the surrounding villages have made that all but impossible.

Locals now call it by the same name for the white, bloated bodies that crawl up from out of the waters. Thick with pollutants and corpses, many of which are

the risen dead, Lake Pale is nothing more than a terrible reminder of what lengths the Lornish are willing to go in order to harm the people of Dardarrick.

### Mudblack Lake

A natural depository for the rock silt and runoff from the upper Goldpan River, Mudblack Lake was always a thick and dark pool that seemed more swamp than lake. When the Forge of Engineers began to strain the sediment from the Walker, dumping it into the Southfork River to flow down to this unfortunate retention lake, Mudblack Lake became an inhospitable mess.

Besides being the chief growing site of carnivorous plants and toxic fungus in Dardarrick, it is home to several dangerous and predatory beasts. Insects, reptiles and long-toothed fish flourish here; often at the expense of those who have to boat their way through the thick, black water. There is also a family of Torresh troglodytes – the Rockback Clan – who are infamous for their thirst for humanoid flesh and their uncanny trapping and hunting methods throughout the area surrounding the lake.

## People of Interest

### King George Archiveldt I

George Archiveldt the First grew up being taught the scriptures of the All Father in the fruit cellar of his parent's Grainington cottage from his father, a secret cleric of the old faith. As he matured into adulthood he began to see how the theocracy of Praxious mistreated the meek and forcibly attacked other peoples' faiths as if their gods were somehow unholy. He hid his faith from their judgmental eyes and trained as if he was a common militia swordsman, when in truth he held the power of a paladin in his heart.

When the archmages came to see his parents' farm, shortly after his father's death, to see the boy they had scryed upon in the bloodline texts, he sensed the good intentions in their hearts and agreed to serve in their plan to retake the throne for the common Dardarrian instead of the priests and clerics of Praxious. He would take on the heavy and controversial crown of his people if it meant saving them from religious persecution.



Upon becoming king he was able to unveil his abilities as a paladin, going amongst the common people to heal the sick and defend the weak – just as the All Father teaches. He is a well-built, handsome man with golden blonde hair and deep green eyes. He is a mighty swordsman and terrifyingly stalwart warrior that refuses to stand aside and witness atrocity when he can do something about it. Unfortunately, he is sometimes too short-sighted in his focus, and has yet to take a queen or produce an heir; claiming that his responsibilities to Dardarrick are far more important than worrying about who next will wear the crown.

### Archmage Arcos, Guildmaster of Wizards

The topmost leader of the Wizard's Guild of Thrace, Arcos – his surname lost to time as far as he is concerned – was born to a small nomadic human settlement in the near-western Wildlands. His peoples' camp was sacked by orcish raiders when he was an adolescent, and he and the rest of the survivors were taken prisoner. It was a relief mission of several paladins and warpriests devoted to the All Father that freed him and saved his people, bringing them back to Graenwich as refugees. It was not long before the curious long-haired young man asked if he could learn the 'magics of the east', and the Guild happily accepted him.

For one hundred and eight years he has worked with and eventually led the Guild, using alchemic tinctures to stave off the effects of age in order to continue to remain a strapping man. He has always felt that he owed

his life and freedom to the church of the All Father, and only managed to stay silent during the Praxious theocracy with the knowledge that he would be key to its downfall. It was Arcos' studies that pointed out the ancient law of the Pillars concerning the noble throne, and it was Arcos' diligent research that led them to the Archiveldt plantation to discover the new king.

Archmage Arcos is a tan-skinned man that reveals his true age through the wisdom that he speaks, when he deems to do so. Normally found in quiet contemplation, it is rare to see the Archmage outside the University anymore unless he is working with the Arcanist General on a project. So seldom is he ever seen in the city proper, that perhaps one in fifty citizens of Graenwich could hope to recognise his dusky features if they bumped into him in the street!

### Archmage Ruger Daramin, High Mage of the Brotherhood

Student of the fey arts and an expert crossbowman, Ruger Daramin was raised into the Brotherhood of Magnus in the shadow of his three older brothers – all who wore the warlock's mantle for Dardarrick. He grew up hearing stories of how the Lornish were evil and could not be trusted, and watched as each of his three brothers were sent to their deaths on the eastern border during the Second Lornish War.

As a young acolyte in the Brotherhood Ruger showed great instinctual talent with offensive magic and masterful tactical foresight, winning most internal competitions with risky but awe-inspiring gambits and manoeuvres. He rose in the ranks quickly and soon was given access to the room with the Omnicix as an arcane protector of the artefact and those scrying with it. In twenty years of staying in that room, watching the diviners pore over the mirrors, he became a common sight in the inner sanctum of the Commune. When it became time to remove the corrupt Praxious-worshipping High Mage Tenactu, it was Ruger's blade that killed him and Ruger who picked up his staff and replaced him.

Now a grown man, Ruger despises the kingdom of Lorn. He feels that his neighbours to the east are the worst thing to ever happen to Nuera and would like nothing better than to be given permission to unleash his own dragon strikes upon them, which he claims to be able to arrange for. He considers himself one of





the forefathers of Wraith Recon and enjoys watching them work through the Omnicix at SpellCom, even if his public role with the Brotherhood forbids him from joining them personally.

### Chief Unionist Oruzach

Tall for a dwarf, Oruzach (pronounced *oh-roo-zahck*) had always been good at helping others with their problems by coming up with new and interesting ways to solve them. His father could not keep his pick sharp in the mines, so Oruzach designed a sharpening sheathe to store it in. Friends could not keep their mountain mule in the paddock, so he designed a new fence that made the animal think it was already free. Nothing could not be overcome without the direct application of dwarven ingenuity.

He joined the Forge of Engineers to avoid discussions into his religious beliefs with the madmen in the Praxious cult, knowing that members of the Pillars of Dardarrick seemed immune to the Brazen followers' inquisitions. As an avid worshipper of Matriarias, he knew that he would no doubt be persecuted for it. His ploy worked, and he managed to stay outside the Hierophant's notice until it was time to depose him.

His remarkable and uncanny skills are what caused him to eventually climb the ladder to the point of Chief Unionist, and his witty charm and endless supply of dwarven jokes allowed him to do so without making any enemies out of his peers. Few people that have met the grey-haired dwarf could walk away from the interaction without a smile.



### Arcanist General Matteau Raspeng

The mysterious and powerful leader of SpellCom, little is known about the ageless eldarin who is the brains behind the single most important facet of Dardarrick's military and arcane strength. Few people know when or why Matteau Raspeng (pronounced *maa-teh-ow rahs-pehng*) joined the military structure of Dardarrick, and some even go so far as to wonder how – as no one can seem to recall when he arrived or what he did before SpellCom existed. He seems to have simply appeared in order to lead the arcane organisation; as if from out of thin air.

As the leader and organising agent of SpellCom, he has a great responsibility to the Wraith Recon organisation and the teams out in the field. He frequently stays in contact with team leaders through the diamond chip in their Omnilens, and personally looks over missions that he considers of great import. Many times it will be Matteau's spells that send aid to the team agents, as he is a powerful warlock in his own right.



Matteau's pale ivory skin glitters in twilight, and his golden pupil-less eyes never betray what he is truly thinking. He tries to wear garments made of silk or satin as much as he can, and in metallic colours that he claims remind him of 'home' – a place he has never confided in a living soul. His voice is without accent and he always speaks clearly and succinctly, removing all signs he is from anywhere but where he is standing at the time.

He is a strange creature, even for eldarin standards, and there is far more to his tale that has yet to surface...

### Wraith Commander Derrall Ruhrk

Raised as a common soldier in the 31<sup>st</sup> Eastermarck Brigade, Derrall Ruhrk (pronounced *der-ahl roork*) led more successful infantry missions into Lorn-occupied territory than any other dwarf in the history of Dardarrick's military. If this was not enough, it was also noted that he remained behind in Lornish territory to make sure his comrades made it out safely after the surrender of King Guntheor II. It was this information, the testament to his dedication in the face of fear, that caused the Pillars of Dardarrick to choose him to lead the Wraith Recon project.

Sworn to secrecy and given full command over the organisation, Derrall works hand in hand with SpellCom to arrange for the various Wraith Recon teams to fulfil the missions that the arcanists have scryed as 'viable influences on possible futures'. He may not care whether or not the wizards and such of his patron organisation are correct in their plans, but he is a soldier first and dedicated to three things: following his orders, getting the mission done and getting his Wraiths home.

Commander Ruhrk is a grizzled old dwarf that looks as though he has seen his share of battles – which he has. No one in Wraith Recon would ever dare think that he is just sitting at a desk when they are out working their missions, and the few teams that have been fortunate enough to see him in action due to 'special circumstance' testify to his prowess. Behind his steel-grey eyes and close-cropped beard is one of the finest military minds of one of the hardest Dardarrarian veterans alive.





### High Cleric Weramin Rustavi

High Cleric in the most powerful church in the kingdom of Dardarrick might be strange role, some say, for a halfling. Even so, Weramin Rustavi (pronounced *Ware-ah-mehn Roos-tah-vee*) does the vestments proud. Having grown up a vagabond rogue on the streets of Rivermarck, Weramin prayed every morning that he would find food to eat and every night that he would not be killed in his sleep. He has always claimed that ‘the most faithful of worshippers are soldiers and the homeless’, and he is likely right.

Invited into a secret temple to the All Father during the Praxious theocracy, Weramin found his faith was very strong and so was his conviction to use it. Learning the ways of the cleric from a weathered old man, which he combined with his talents as a rogue, he would sneak around Dardarrick on missions of mercy and healing

to those that the Brazen One worshippers would cast aside or crush underfoot. When his mentor finally passed away, it was revealed to Weramin that he was learning from the son of the last High Cleric – and that the ring would now go to him.

When King Archiveldt unfettered the church of the All Father again, all of Dardarrick was surprised that the church already had a clerical hierarchy and hundreds of loyal patrons. Anyone that Weramin had healed or aided in the years before came forward and supported the new High Cleric. Serving the people of Dardarrick in any way he can, the braid-headed halfling wears the High Cleric’s vestments and the mystic Omnicix-shard ring – even if they had to be tailored a bit down for him to do so.



### Playing a 'Normal' Campaign in Wraith Recon

Just as with any roleplaying game setting, the information concerning the world of Nuera does not necessarily have to be used to run a campaign concerning the Wraith Recon strike teams of Dardarrick. The setting is a rich fantasy world that could easily become the source of countless 'common' adventures outside of the idea behind *Wraith Recon*. Nuera can be used as a setting for any number of other fantasy roleplaying campaigns if the Games Master desires it.

Here are several examples of alternate, non-Wraith Recon type, campaign hooks that readers could choose to use with the world information offered in this book:

- ◆ The characters could be mercenary sell-swords looking to profit from the ongoing military actions on the border between Dardarrick and Lorn. What if they are forced to cross paths with a Wraith Recon strike team? What if they are working for the Kingdom of Lorn and must fight a strike team sent against them?
- ◆ The characters could be from the impoverished Kingdom of Torres, leading food and resource raids on the southern border towns of Dardarrick. They might be good-hearted thieves just trying to get money and food to survive, or maybe they are hirelings of Lorn – which might place them at odds with Wraith Recon.
- ◆ Counted amongst the hidden civilised populations in the Wildlands, the characters are caught in the path of the growing savage tribes on the war path toward Dardarrick. Will they be forced into slavery by the savage tribes, or will they defiantly try to escape such a fate?
- ◆ The characters are crewmen on one of the River King's wheel-ships, supposedly neutral in the war threatening Dardarrick, and are forced to ply the waters through troubled territory. They might be required to choose a side as they drift into conflict after conflict.
- ◆ The Tomarsson fanatics often evangelise to the public of Dardarrick, sometimes with violent reactions to naysayers and verbal opposition to the theocrat's views. They tend to target lower population centres and small towns for their crusading and recruiting, giving a group of local characters a chance to stop them long before the likes of Wraith Recon can deploy to do so.

# The Military of Dardarrick

The might and influence of the Dardarrick collective armed forces is unquestioned and unmatched anywhere on the world of Nuera in the last five hundred years. They have yet to pit the full might of their forces against a single foe and not come out victorious. Between the support they receive from the domestic populace and the extreme advances they have made in mixing their arcane mastery into military force, there is no question why Dardarrick is the Lion of Nuera.

This chapter looks at the supremely powerful military assets of the Kingdom of Dardarrick, how they function within the kingdom, and what each type of asset means to the larger role of the great kingdom.

## The Lion's Might: The Dardarrick Military Forces

Ever since the huge boost to morale and assets that came as windfall after victory in the First Lornish War, the military of Dardarrick has been the mightiest on Nuera. Few of their enemies and rivals would ever dare do more than tug on the great kingdom's tail through border skirmishes and economic pressures. Direct conflict with Dardarrick is a dangerous game that could cost dearly in lives and resources. The strength and superiority of the Dardarrick armed forces have proven that time and time again. Throughout history, only surprise attacks and unexpected overwhelming numbers have ever truly made a dent in the powerhouse that the great kingdom wields as its military.

This superiority leads to other nations being forced to ally with one another if they hope to be able to deal with Dardarrick's forces. Small, hit and run skirmishes and guerrilla tactics are used more commonly to weaken an area before a full scale engagement; putting Dardarrick's enemies in the darker view of public opinion. No one enjoys a war, but seeing your nation

attacked by underhanded and dishonourable methods can cement the people against them.

The people of Dardarrick are justifiably proud of their kingdom, and the Dardarrick flag flies from homes throughout the kingdom. It is considered a civic honour to serve in the military, and many Dardarrick children grow up idolising the ranks of soldiers that march through their town on occasion. The leaders of the armed forces are personalities of great fame amongst the major cities, and painstakingly painted portraits of many long-passed generals and captains hang in museums and magistrate halls across Dardarrick.

Each recruit brings this nationalist pride with him to the branch of the armed forces he joins, creating an atmosphere unlike any other within the ranks of servicemen. Unlike drafted conscripts or tribal warriors, Dardarrick soldiers *want* to be where they are to do their part. Fighting the enemies of the king and crown for the betterment of the entire nation, willing to lay down their very lives for their fellow Dardarricks.

A kingdom that stands behind its armed forces, Dardarricks know that they may have to work longer hours at the forge or in the fields to equip or feed soldiers at war. Normally surplus resources are given over to the nearest officers to use for the greater good. Volunteers stand watch in cities once protected by soldiers to keep them fighting on the front lines. Even if the idea of war is not popular within a kingdom that predominately worship a deity of peace, they all do their part and raise their flags high when Dardarrick knells the call to arms.

The strength of each soldier, cavalry beast or mage in the armed forces may be no greater than any other in the world, but it is the strength of Dardarrick's people and their belief in the great kingdom that truly wins wars. Advanced alchemy and arcane warfare give them the edge when blades are crossed; when added to the collective heart of the nation, nothing is insurmountable and the Lion will always roar triumphantly.



## The Branches of the Dardarrian Military

There are five branches that make up the armed forces of Dardarrick; each being important to the overall martial supremacy that the kingdom has come to enjoy over the past centuries. Each one brings a facet of Dardarrick's power to the kingdom, and none can argue that they are not the most impressive military force on the continent of Rardarri, if not the entirety of Nuera.

### The Dardarrian Ground Corps – The Lion's Claws

The largest of the military branches of Dardarrick, the Ground Corps – or just 'the Corps' – is the massed ranks of the ground-based soldiers that protect the great kingdom on an everyday basis. They are the main segment of the armed forces that

the crown can call upon, and they are truly a force to be reckoned with.

Organised fully under the command of the four Legionary Generals, the Corps is divided into twenty-one legions of roughly five thousand soldiers each. Each legion marches under their own banner and serves a specific role in the greater military, answering to a Legion Commander who in turn answers to one of the Legionary Generals.

The four Legionary Generals are: Marxus Defane, General of the People's Defence; Luanne Sversson, General of the Hunting Legions; Rasser Half-Moon, General of the Walls; Flintmaw, General of the Rear Echelon. Each of these ten-four officers began their careers as a common legionnaire, working their way through the ranks by way of valour and experience rather than royal edict or commission.

Legion Banner Designation	Legion Classification	Legion Role	Legionary General in Command
L-I	1 <sup>st</sup> Light Infantry	City Defence, Call to War	Marxus Defane
L-II	2 <sup>nd</sup> Light Infantry	City Defence, Call to War	Marxus Defane
L-III	3 <sup>rd</sup> Light Infantry	City Defence, Call to War	Marxus Defane
L-IV	4 <sup>th</sup> Light Infantry	Wilderness Patrol, Call to War	Luanne Sversson
L-V	5 <sup>th</sup> Light Infantry	Roadway Patrol, Call to War	Luanne Sversson
L-VI	6 <sup>th</sup> Heavy Infantry	Citadel Defence, Call to War	Rasser Half-moon
L-VII	7 <sup>th</sup> Heavy Infantry	Capital Defence, Call to War	Rasser Half-moon
L-VIII	8 <sup>th</sup> Heavy Infantry	Roadway Patrol, Call to War	Luanne Sversson
L-IX	9 <sup>th</sup> Infantry Support	Attachment to Infantry Legion(s)	Flintmaw
L-X	10 <sup>th</sup> Support Artillerists	Wildlands Border Defence, Call to War	Flintmaw
L-XI	11 <sup>th</sup> Support Artillerists	Lornish Border Defence, Call to War	Flintmaw
L-XII	12 <sup>th</sup> Medical Corps	Attachment to Corps Legion(s)	Flintmaw
L-XIII	1 <sup>st</sup> Strike Cavalry	City Defence, Call to War	Marxus Defane
L-XIV	2 <sup>nd</sup> Strike Cavalry	Wilderness Patrol, Call to War	Luanne Sversson
L-XV	3 <sup>rd</sup> Fast Cavalry	Roadway Patrol, Call to War	Luanne Sversson
L-XVI	4 <sup>th</sup> Siege Cavalry	Citadel Defence, Call to War	Rasser Half-moon
L-XVII	5 <sup>th</sup> Siege Cavalry	Capital Defence, Call to War	Rasser Half-moon
L-XVIII	1 <sup>st</sup> Enchanted Legion	Brotherhood Defence, Call to War	Rasser Half-moon
L-XIX	2 <sup>nd</sup> Enchanted Legion	Wizard's Guild Defence, Call to War	Flintmaw
L-XX	3 <sup>rd</sup> Enchanted Legion	Forge of Engineers Defence, Call to War	Marxus Defane
L-XXI	1 <sup>st</sup> Royal Guard	Royal Palace Defence, King's Cohort	Answers to King <sup>1</sup> Only

<sup>1</sup> If a king is not available, the three leaders of the Pillars of Dardarrick in conjunction with the Leader of the Faith can order the Twenty-First Legion by consensus vote.

The breakdown of the various Dardarrian Corps Legions, their main role, and the Legionary General they answer to are as follows:

Each legion is made up of several smaller units and force, sometimes arranged into groups, or brigades. These brigades are then assigned to a tour of duty in a city, citadel, territory or specific service that lasts three years. Most soldiers that do well in the Corps stay in for many tours due to the high pay, excellent conditions, and the adoration of the Dardarrian people wherever they go. Everyone loves a patriotic legionnaire; especially considering the current generation in the great kingdom has never even considered anything a real threat to the superiority of the Corps.

The Legions get the finest in mundane military equipment and supplies. Each legionnaire is given a suit of armour, two weapons, two water skins, a personal knapsack and a promissory note for a monthly wage of twenty Gold Pieces. They are then supplied for their additional requirements by their Legion's commissary depending on their individual needs. Food, additional water skins, and medical goods are often given to individual unit leaders to divide between their members as necessary.

Exactly what armour and weapons are considered standard for the legions are detailed on the table below:

Legion Banner Designation	Assigned Armour	Primary Weapon	Secondary Weapon
L-I	Leather Armour	Longspear	Shortsword
L-II	Leather Armour	Longspear	Shortsword
L-III	Leather Armour/Light Shield	Longsword	Javelin
L-IV	Hide Armour	Glaive	Shortbow
L-V	Hide Armour/Light Shield	Spear	Crossbow
L-VI	Chainmail Armour	Halberd	Crossbow
L-VII	Scale Armour	Greatsword	Crossbow
L-VIII	Chainmail Armour/Light Shield	Flail	Crossbow
L-IX	Leather Armour	Longbow	Shortsword
L-X	Chainmail Armour	Longbow	Dagger
L-XI	Chainmail Armour/Light Shield	Crossbow	Longsword
L-XII	Leather Armour	Dagger	Hand Crossbow
L-XIII	Chainmail Armour	Longspear	Javelin
L-XIV	Scale Armour/Light Shield	Greataxe	Warhammer
L-XV	Hide Armour/Light Shield	Spear	Shortbow
L-XVI	Plate Armour	Enchanted Heavy Flail <sup>1</sup>	Enchanted Battleaxe <sup>1</sup>
L-XVII	Plate Armour/Heavy Armour	Enchanted Bastard Sword <sup>1</sup>	Enchanted Spear <sup>1</sup>
L-XVIII	Wyrmscale Armour/Heavy Shield	Enchanted Bastard Sword <sup>2</sup>	Enchanted Handaxe <sup>2</sup>
L-XIX	Spiritmail Armour	Enchanted Longsword <sup>2</sup>	Enchanted Shortsword <sup>2</sup>
L-XX	Forgemail Armour/Heavy Shield	Enchanted Warhammer <sup>2</sup>	Enchanted Crossbow <sup>2</sup>
L-XXI	Elderscale Armour/Heavy Shield	Enchanted Bastard Sword <sup>3</sup>	Enchanted Spear <sup>3</sup>

<sup>1</sup> No more than a +1 enchantment bonus.

<sup>2</sup> No more than a +3 enchantment bonus.

<sup>3</sup> No less than a +5 enchantment bonus.



The standard Dardarrian Ground Corps uniform is an indigo blue tabard worn over the armour bearing the brilliant white emblazon of Dardarrick's royal star. A wide leather belt is used to keep the tabard from flapping in the way of combat or fast movement, carrying the riveted-on weapon loops or sheath for the soldier's equipment. In travels outside of a battlefield some Corps legionnaires will tuck their tabards into the straps of their backpacks to keep them from getting too dirty on the road – possibly marring the Corps' image of perfection in combat!

Every Corps legionnaire is trained for two months in all of the normal necessities of being a Dardarrian soldier – basic survival skills, hand-to-hand essentials, battlefield medicines, equipment upkeep, and how to recognise an ally from an enemy in the heat of conflict. Once they graduate from their basic training they are assigned to the 'green cadre' of a given Legion and they begin to learn the specific talents and skills they will need to function in that Legion. Once fully trained in their Legion the legionnaire is shipped out with his unit or brigade to his first tour service.

The vast majority of Dardarrian legionnaires are human or dwarven, but a fair number of half-elves and dragonborn appear within the ranks as well. All races are welcome to don the uniform for their kingdom, but elves and halflings are generally pushed toward supporting Legions instead of the frontline.

The various Corps Legions are what make up the main body and backbone of Dardarrick's military strength. Seeing hundreds or thousands of the blue uniformed soldiers marching toward the battlefield can be enough to shake the morale of lesser forces, and many border skirmishes have been broken before the Corps reaches the main lines of conflict.

With access to the finest training, equipment and camaraderie the kingdom has to offer, each Corps legionnaire is a dedicated and patriotic fighter that will gladly march into any conflict to fight and possibly die with his brothers and sisters in arms at his sides. So long as the king wills it and the Legionary Generals give them a plan of attack, they know that they will succeed over any odds. No threat is too dangerous; no enemy too terrible.

### Ranks Within the Ground Corps

The following are the badges of rank and office in the Dardarrian Ground Corps; presented in their order of rank and command structure.

Legion Recruit (blank)

Legionnaire (a single red stripe on left shoulder)

Sergeant (a black border around the red stripe)

Captain (a red Dardarrian star on both shoulders)

Brigadier Captain (a black star on both shoulders)

Legionary Captain (two black stars on both shoulders)

Legionary General (three red stars on a black stripe on both shoulders)

### The Dardarrian Air Cavalry – The Lion's Pounce

Alone in its existence on the continent of Rardarri, the Dardarrian Air Cavalry is a small but specialised force of flying beast-riding knights and supporting personnel that rule the skies. They are the bane of enemy ground troops, swooping down from above to smash their formations apart. A single fly-by attack from a formation of the heavier soldiers in the 'Air Cav' can smash infantry lines, earning this branch of the military its reputation.

The Air Cavalry is made up of willing volunteers taken from one of the cavalry Legions of the Ground Corps (Legions XIII to XVII) after they have had one full tour of duty. Those who wish to apply for an Air Cav position must travel to the Grounds Martial in Graenwich to pass their riding and animal husbandry tests before being allowed a final test for admittance.

This final test takes place at the Rookery; a massive open-air stable ground located nearly an hour's walk north of the city walls. The Rookery is where all of the trained mounts of the Air Cavalry are born, trained and maintained when not assigned to a specific duty or Armada carrier. The Rookery is run by the office of the highest ranking member of the Cavalry, Wing Marshal Erik Manheisson, and is the central headquarters from where he runs the entire force. The final test is the riding of a pegasus – no easy task for those unused to flying. Soldiers that can master the skill and ride the flying horse for at least ten seconds before being hurled from the saddle (sometimes a very painful event if the beast flies upward) will be given their silver Air Cavalry wings and assigned to a flight of Pegasus Skirmishers.

Air Cavalry tours are shorter than those of Corps legionnaires, only lasting sixteen months. This is due to the inherent danger of their role in conflicts and emergency resolutions, and the structure of cavalry assignments. The Dardarrian Air Cavalry is broken up into individual Wings of one hundred individual mounts and riders, with eight Wings in total. Each Wing serves a different purpose and has access to a different breed of mount to better fulfil these purposes. They are broken into several 'flights' within the Wing, each flight assigned to different tasks and manoeuvres.

The various Wings are commanded by Wing Leaders, who form the advisory military council of the Wing Marshal.

The various Wings of the Dardarrian Air Cavalry are listed below, showing their classification, their mount, their arms and armour and their common role in missions:

All Air Cavalry riders begin their career as members of the First Wing Skirmishers before they can graduate into new Wings and perhaps eventually into the use of new mounts and missions for the crown. Each Wing can be commonly called to duty in the time of war to be used as aerial support of ground forces, or perhaps as strike initiators themselves. Their duties outside of wartime conflicts vary greatly, and can be adjusted by the Wing Leaders depending on need and circumstance.

First Wing Skirmishers spend their days flying over wilderness terrain and roadway landscapes in order to seek out potential domestic threats or problems that they can report to local authorities about. They rarely stay around to help with anything other than intelligence role, but they can offer aerial ranged support.

Air Cavalry Wing Designation	Type of Mount	Primary Weapon	Primary Armour	Common Mission Role
First Wing Skirmishers	Pegasus <sup>1</sup>	Javelin	Leather Armour	Aerial Scouting
Sky Rescue	Pegasus <sup>1</sup>	Hand Crossbow	Leather Armour	Supply Drops and Wounded Pick Ups
Third Wing Coachmen	Pegasus <sup>1</sup>	Spear	Hide Armour	VIP Transport and Officer Escort
Cloud Cavaliers	Hippogriff	Spear <sup>2</sup>	Hide Armour	Aerial Patrol
Fifth Wing Sky Knights	Hippogriff	Battleaxe <sup>2</sup>	Chainmail Armour/ Light Shield	Direct Conflict
Sixth Wing Storming Knights	Hippogriff Dreadmount	Heavy Flail <sup>2</sup>	Plate Armour	Siege Conflict
The Patriot Wing	Griffon	Bastard Sword <sup>3</sup>	Plate Armour/Light Shield	Rookery/Capital Defence
The Dardarrick Dragons	Wyvern	Enchanted Bastard Sword <sup>4</sup>	Wyrmscale Armour/ Light Shield	Naval/Coastal Conflict

<sup>1</sup> Treat as a normal Riding Horse with a Speed 10, fly 12, overland flight 14.

<sup>2</sup> No more than a +1 enchantment bonus.

<sup>3</sup> No more than a +3 enchantment bonus.

<sup>4</sup> No less than a +5 enchantment bonus.<sup>2</sup> No more than a +3 enchantment bonus.



Those cavalymen assigned to Sky Rescue are taught to fly their mounts with a specially crafted saddle system attached beneath them that is used to carry important supplies to wilderness troops or retrieve friendly wounded to fly them to safety. It is not a very combat hardened Wing, but one of the most prized and prestigious to belong to.

The Third Wing Coachmen are used to give protection and transport to individual wartime VIPs (very important persons) and the escorting of Dardarrick officers to their assigned locations. When a Legionary General needs to see a battlefield for his or her own eyes, the Third Wing takes them there.

Riding hand-raised hippogriffs, the Cloud Cavaliers are air-to-air specialists that clear the sky of harpies, gargoyles and other wild dangers so ground forces do not have to worry about keeping an eye skyward. Because of their specialised duties, the Cavaliers do not deploy in large flights – it is much easier to respond to an aerial threat quickly rather than in overwhelming numbers.



Veteran flyers that join the Fifth Wing Sky Knights are taught how to steer their mounts with a combination of body gesturing, knee pressure and shrill whistles so they can wield both weapon and shield as they plummet toward a target. They are deployed in flights of ten knights who fly and fight in flocking formations that make their diving attacks brutal to enemy ground troops. Although they have the training to serve in other capacities, Sky Knights are called upon for combat, most commonly on the Wildlands border.

The Storming Knights of the Sixth Wing are heavily armed and armoured knights riding heavily armoured hippogriffs. Their expertise is the siege of enemy fortifications; flying over walls and onto parapets to bring their mighty spiked flails and talons to a dug in enemy. Storming Knights are rarely deployed in flights bigger than five due to the expense of their equipment, but they are always available when Dardarrick needs a foe knocked from his hiding place.

The highly decorated and highly esteemed Patriot Wing is also known as ‘the Lions of the Sky’, and they are easily the most public of the Air Cavalry Wings. Seen flying on their beautifully groomed and heralded griffons for miles around the city of Graenwich. They wear brilliant colours and fly emblazoned pennants, and it is their responsibility to bolster the general defence of the Rookery and the Dardarrick capital.

Elite pilots and savage warriors, the wyvern-riding Dardarrick Dragoons are one hundred of the hardest sods ever to wield a sword for the colours of the crown. Living on the back of enormous carrier ships in the Dardarrick Armada, the Dragoons specialise in relentless attacks upon enemy shipping or coastal targets. Combining heavy armour, enchanted swords, magical skill and the ferocity of their mounts to unequalled parallel, the Dragoons are feared by enemy sailors and pirates all over the world. Even the massive Aphaxusian galleons and their fire giant captains look to the sky for wyvern-shaped shadows when they are in Dardarrick shipping lanes.

Most riders in the Air Cavalry are elves or humans, with more than a few eldarin scattered amongst the flights. There are several tieflings in the Dragoons



as well; something about their nature makes them especially attuned to the instincts of the wyverns. Any race can be found in the Air Cavalry, but dwarves are extremely rare due to their thick limbs and saddle-awkwardness. Ironically, dragonborn are often too heavy and uncomfortable for the mounts to carry them, and even those odd throwbacks that still have draconic wings are rarely found in the Air Cavalry.

Collectively the Air Cavalry is responsible for the rapid defensibility of Dardarrick, flying to wherever they are needed. No other nation can claim to have the skills or resources available to upkeep eight-hundred flying mounts healthy, well-fed and loyal to their riders at all times. Whether it is on the back of a speckled pegasus stallion or under the swinging stinger of a blue scale wyvern, the presence of the Dardarrick Air Cavalry can turn the tide of any conventional battle.

### Ranks Within the Air Cavalry

The following are the badges of rank and office in the Dardarrick Air Cavalry; presented in their order of rank and command structure.

First Tour Rider (pair of wings behind the Dardarrick star)

Airman (a sword behind the Dardarrick star)

Sky Sergeant (pair of wings in front of a sword)

Mission Leader (crossed swords behind the Dardarrick star)

Flight Leader (pair of wings behind a lion's paw print)

Wing Leader (roaring lion's head)

Wing Marshal (a spiral of wings surrounding the Dardarrick star like a pinwheel)

### The Dardarrick Armada – The Lion's Roar

Based from the single port city of Pierceling, the Dardarrick Armada is the amazing result of Forge of Engineers ingenuity mixed with the magical knowledge and skills of the Brotherhood of Magnus, and then crewed by some of the bravest and most skilled military sailors in the world. No single naval threat could ever hope to stand up against a Dardarrick fleet in a battle on open waters, and many could not even prevail when ambushing the great kingdom's ships.

Under the greater command of the dragonborn privateer-turned-officer Admiral Brinetalon, the Pierceling Naval Port is two miles of converted rocks and coastline that builds, mans and organises the Armada. With over two hundred active oceangoing vessels in harbour at any given time, it is a task that he thankfully shares with several Fleet Commanders.

Unlike the ground and air forces of Dardarrick, the Armada is not split up into dutiable groups or rosters. Instead it is divided into territorial fleets that are responsible for specific areas of the Ocean. Each fleet consists of between twenty and thirty cutters, five or so galleys, no more than a dozen artillery cruisers, and a single carrier. The role of the fleet is to take patrols over the area it was assigned in search of possible threats or troubles while watching over several miles of shipping lane and coastline. They do so in broken pieces of the fleet, a dozen or less ships watching over some of its assigned territory. The more important the area is, the more ships it is assigned. Two of these fleets are always positioned in defence of Pierceling just off of Salt Bay, keeping Dardarrick's oceanic port safe and demonstrating how precious the city is to the crown and the kingdom.

Within the fleet structure each type of ship has its own roles to fill, but all ultimately fly the Dardarrick flag from their masts and obey the orders the Admiral gives to them.

Cutters are small, fast attack craft used to bring short-ranged spellcasters or crossbowmen into range of larger ships to attack enemy crews, while the larger ships use their heavier artillery to pound the ships themselves. Cutters are manned with between fifteen and twenty sailors.



War galleys are large and impressive sailing ships that carry large crews ready to shoot forward to board damaged enemy vessels and fight them in close combat. Most galleys carry at least one heavy ballista on a swivelling base that allows the ship to ‘harpoon’ another ship in order to slowly winch the two ships close enough for boarding planks to be dropped. Galleys carry between thirty and forty sailors and no less than a score of marine fighters.

Dwarven-designed artillery cruisers are not sailing craft like galleys or cutters; instead they are wheelship designs with broad, flat upper decks adorned with a trio of deadly catapults, trebuchets or ballistae. These heavily armoured ships slowly plod around a seaside battle using their artillery machines to demolish and cripple enemy ships before the war galleys can close to take them. Heavy stones and alchemical fire hurled by trebuchets smash through their hulls; catapults fling clouds of sail-shredding gravel; ballistae shatter masts or impale crew. It takes a crew of forty-five skilled war engineers to keep the paddle wheel and war machines working correctly on an artillery cruiser.

The largest ships in history, Dardarrian carriers are disturbingly long and wide flat ships that require a team of twenty magic wielders to propel it through the ocean at a painstakingly slow rate. Over a hundred sailors and crew keep each carrier functioning beyond its magical propulsion, but its most prized passengers are the twenty wyvern mounts that live within the carrier’s stables and nests. Used by the Dardarick Dragoons to ferry them and their mounts to where they are needed, breeding and caretaking the wyverns while between flights, the arrival of a Dardarrian carrier to a battle has warranted many premature surrenders over the generations. A flying fortress that can belch forth



a score of deadly wyvern-riders, there is no shame in admitting fear in the face of such a formidable force.

Tours as a naval crewman in the Armada last for one year on ship and one year at Pierceling in a supporting role. The upkeep of the Armada and the replenishment of any fallen or scuttled ships is an important part of the navy’s responsibilities, which is why it is required of any seaman to do so.

The armament of a sailor on an Armada vessel differs greatly by the role that sailor will be filling, as denoted on the table below:

Sailor’s Role on Armada Ship	Standard Armour	Standard Weaponry
Deckhand	Cloth Armour	Club
Deck Defender	Leather Armour	Handaxe
Marine	Hide Armour	Scimitar/Javelin
Artillerist	Chainmail Armour	Handaxe/Crossbow
Crew Officer	Hide Armour	Longsword
Captain	Feyleather Armour	Rapier/Dagger

Humans tend to be the most populous Armada soldiers, with a very close second to dragonborn. Many of the privateers and pirates of Parnax that end up on the mainland of Rardarri hear about the powerful and prestigious Dardarrick Armada and join up. While their reasoning might not be as pure or patriotic as one of Dardarrick's own sons joining, they are a large part of why the Armada is viewed by outsiders as an unstoppable force.

### Ranks Within the Armada

The following are the badges of rank and office in the Dardarrick Armada; presented in their order of rank and command structure.

Decksman (single stitched hash mark on lapel)

Seaman (dual hash marks on lapel)

Ensign (hash marks become a cross on lapel)

Bosen (sharp chevron on shoulders)

Deck Commander (three sharp chevrons on shoulders)

Ship's Captain (Dardarrick star on both shoulders)

Port Captain (two Dardarrick stars on left breast)

Commodore (Dardarrick star at neck/collar and four chevrons on shoulders)

Rear Admiral (Dardarrick star above sharp chevron on both shoulders)

Fleet Commander (Dardarrick star above two sharp chevrons on both shoulders)

Admiral (three small Dardarrick stars on each shoulder)

### The Brotherhood of Magnus – The Lion's Heart

The heart of Dardarrick's military factions, the Brotherhood of Magnus is the most powerful collection of clerical warpriests, wizards, warlocks and magically-inclined warlords in the world. It is their providence to have overall command over the military assets of Dardarrick, the High Mage of the Brotherhood serving as the highest ranking officer in the kingdom. Tarshal, Legionary Generals, Admiral and Arcanist General all answer directly to the High Mage and accept his or her orders.

Based from the Commune, their bleak and towering fortress in Graenwich, the Brotherhood is not solely an organisational arm of the military. They are the source of 'tactical magica', the strategic use of magic to augment or support mundane military troops in combat situations. This comes in three main forms – preparation alchemy, support spellcasting and battle magic.

Preparation alchemy is a term that covers all styles of magical crafting that gives officers, operatives or common soldiers equipment improved through magic. Most Dardarrick soldiers do not *need* magical assistance for their everyday duties, but special missions or foes require it. Whether it comes in the form of magical crossbow bolts or sufficient potions of healing, the Brotherhood of Magnus is responsible for getting these items created and distributed to the units needing them.

Support spellcasting is a far more direct form of arcane aid the Brotherhood gives to the military. Sending clerical or wizardly operatives along with the troops, they spend their time with the unit casting spells to help augment their success or soothe their wounded. They are sometimes called to officially join with the unit on the mission to use their powers in a more direct fashion, but Brotherhood members that specialise in support spellcasting rarely have the martial prowess or experience to keep up with seasoned soldiers.

The most common use of Brotherhood resources, the use of battle magic is also the most straightforward. It is the assignment of powerful offensive spellcasters



to military units in order to fight alongside them as 'specialists'. Warlocks chiefly make up the members that fulfil this form of tactical magica, as their style of offensive magic and directed powers are perfect for these assignments. Dardarrick's military is well-known and feared for its powerful magical prowess, and the addition of battle magic Brotherhood specialists to combat units is a large part of why this is true.

Within the Brotherhood of Magnus there are five 'circles' that constitute the ranking system within the organisation; when added to the sixth circle – the position of High Mage – the Brotherhood is built like the hexagonal Commune fortress.

The lowest ranking circle is made up of Apprentices, which are the students of Magnus' teachings. Once an Apprentice has reached a proficiency with his basic magics (5<sup>th</sup> level), he graduates into the second circle and assumes the title of Brother.

Brothers make up the majority of the Brotherhood's numbers and fulfil its mainstay duties, mostly the mixing of potions and arcane defence studies. They are rarely used for combat missions, and most of the time they live within the confines of the Commune. Brothers that show true skill with their craft (10<sup>th</sup> level) are allowed to either join the arcanists of SpellCom or rise into the third circle, the March.

The Brotherhood members of the March are given the responsibility of duties outside of Commune; specifically the joining of military units as battle magic operatives. March members, sometimes called 'Marchmen', are treated like the common soldiers of the military. They are put into units and attached to specific officers within the other military branches, placed under their temporary command. Only when a member of the March proves to be an unquestionable loyalist (20<sup>th</sup> level) to the Brotherhood are they granted the title of Adept; the fourth circle.

Adepts are in charge of teaching the Apprentices the finer points of spellcasting and service to the Brotherhood. It is upon their say so that anyone is allowed to leave the first circle, and which Brothers should be sent to join the ranks of SpellCom. Few Brotherhood members ever reach the circle of Adepts, and fewer still earn the chance to join the fifth circle – the Magery Council.

Members of the Magery Council are among the most powerful warlocks in Dardarrick (28<sup>th</sup> level or higher), and the direct advisory team that helps the High Mage make decisions for the entire Brotherhood. There is no set number of Council members or any maximum number either, but the fifth circle is rarely larger than six or seven members. The Council and the High Mage together plan and orchestrate the military factions and operations of Dardarrick, making sure that their armed forces remain smooth-running and one step ahead of any other military in the world.

During the command of High Mage Daramin there were five members to the Magery Council until one was brutally killed on her visit to Eastermarck that unfortunately coincided with the dracolich attack of 1,208 YBD.

There are more humans and eldarin in the Brotherhood of Magnus than any other races by a two-to-one ratio, with elves taking a close third. One of the Magery Council members, Urdenvaulk, is a dark-scaled lizardfolk originally from the Kingdom of Torres that proved his loyalty to the High Mage and now is considered Daramin's closest ally despite his heritage.

Not only is the Brotherhood of Magnus one of the Pillars of Dardarrick, serving to aid the king in making the right decisions for the kingdom, but they are also the brains behind the great kingdom's military success and strength.

### Ranks Within the Brotherhood of Magnus

Used to determine where in the Brotherhood a member belongs, the following are the badges of rank and office in the Brotherhood of Magnus; presented in their order of rank and command structure.

Apprentice (green hem on robes/sleeves/cloak)

Brother (red hem on robes/sleeves/cloak)

March Member (black Dardarrian star worn on chest)

Adept (silver hem on robes/sleeves/cloak)

Magery Council Member (gold hem on robes/sleeves/cloak)

High Mage (robe and cowl are silver with red hem)

### Spellcaster Command (SpellCom) – The Lion's Eye

The source of arcane intelligence for the Kingdom of Dardarrick based originally around the use of the ancient and powerful Omnicix, Spellcaster Command has turned into the hub for which all of the kingdom's spies and governmentally-controlled scouts. As far as the populace of the kingdom is aware, SpellCom serves to watch both outside and within Dardarrick's borders for potential information or vital details to future threats. Only a few select individuals outside of the organisation are also aware that they are the arcane backbone behind the covert operations faction within the Dardarrian military called Wraith Recon.

Orchestrated and commanded by the Arcanist General, SpellCom recruits from the Brotherhood of Magnus and the Wizard's Guild of Thrace. These recruits are all collectively called arcanists, and most of them have backgrounds in the command of magic. Many of the

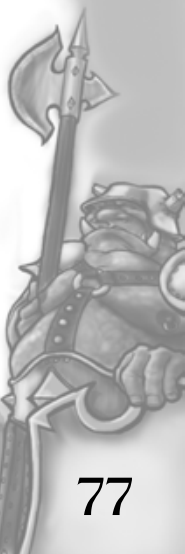
services the organisation performs *require* some degree of control over the magical aether by the arcanists, but mundane recruits are sometimes taken to serve as guards or patrolmen. Whatever the walk of life, SpellCom members are collectively still known as arcanists.

Arcanists fall into three main categories (four, if you count the Wraiths of Wraith Recon). There are arcanist shields; warriors and paladins devoted to protecting the assets and personnel of SpellCom. There are arcanist diviners; those who man and operate the mirrors of the Omnicix to look upon assets in 'the field'. Finally there are the arcanist focusers; those who use the Omnicix information called upon by the diviners to send aid or messages to those assets. The current Arcanist General, Matteau Raspeng, falls into the realm of the focusers; he uses the Omnicix mirrors quite often to help the Wraith Recon teams succeed where he can.

There are only three types of arcanists, but SpellCom hires or trains several agents and operatives to work with the arcanists in order to fully survey what is going on with the world in relation to the safety of Dardarrick's people.

SpellCom scouts are rangers and rogues that are given specific locations to lurk in or around or individuals to stalk and survey. They must be able to write, taking notes for their debriefing upon returning to their designated field officers. Scouts are not supposed to wear anything that could lead others to think they were working for the crown, but they are well-paid by the organisation. Most SpellCom scouts only work for a few months at a time to make sure that they are not 'found out' and dealt with harshly.

Spies are another type of agent that works for SpellCom. Hired only from proven loyalists to the crown and given outstanding training in stealth, acting and wilderness travel, SpellCom spies have one of the most dangerous jobs in the kingdom. They are sent into other kingdoms or territories in order to gather important information for the arcanists to decipher and deliver to the Brotherhood of Magnus – where they might turn it into a mission for the classified Wraith Recon organisation. Spies live a very dangerous life that forces them to be opportunists and somewhat avaricious; they never know which of their missions will be their last, so they live life to the fullest while they can.





The last type of operatives are the Wraiths of Wraith Recon, which were covered in much greater detail in the previous chapters dedicated to the organisation.

There is very little ranking within SpellCom. Other than the Arcanist General, there are only two other arcanist ranks – trainee and caster. Trainees serve all of the mainstay roles within SpellCom and fulfil all of the random needs or tasks set for them to do by their superiors. When a specific material component is required for a ritual or item crafting, trainees are the arcanists that are sent for them – no matter how far. Once a trainee has proven himself worthy of a slot within a work shift in the three branches of SpellCom he will be assigned and given a four-hour daily shift. During that shift he will be responsible for a set list of duties depending on his assigned branch. Once assigned the trainee becomes a caster and is allowed to utilise magical powers inside the SpellCom headquarters outside of training areas. Roughly two-thirds of SpellCom is made up of casters, the other

third are hopeful trainees that hunt for their chance to prove their worth.

Each ‘branch’ of the SpellCom arcanists have a single organisational Arcane Commandant that reports to the Arcanist General, but they are given no further powers or rank-related command over their peers. They are noted as different from their brethren in order to ensure the Arcanist General stays fully aware of what is going on with his organisation. Should Raspeng retire, willingly or not, the next Arcanist General would be chosen by the leaders of the Pillars of Dardarrick from the three Commandants.

There is no specific racial lean amongst SpellCom members other than a predominance of humans due to their concentration in Dardarrick. There are just as many dwarves as there are halflings as there are elves. Dragonborn make excellent arcanist shields, and several of their paladins petition to join the ranks of Wraith Recon. The racial mix within the walls at SpellCom is diverse and represents a myriad of bloodlines, but all members of the organisation must be Dardarrick-born and swear against the forfeit of their own lives to the secrecy and confidentiality of what SpellCom is. Even hired spies and scouts are aware of their chances if they betray the Arcanist General – slim to none.

Not a large organisation or powerful in the sense of weight of arms, the SpellCom and its hidden weapon Wraith Recon are likely why Dardarrick remains tall and proud against all of the world’s threats that stack against it. No matter what Nuera has hurled at the great kingdom, the lion has remained fierce and proud at the centre of the maelstrom.

With SpellCom and its ingenious use of the Omnicieix at the hub of the Brotherhood’s control over the Dardarrickian military, the great kingdom holds the reins to the magical aether of the world. It sits leagues ahead of its neighbours in common magics, pulling strings and setting plans to win battles that have not yet even been joined while raising the arcane hammer to crush its enemies.

Dardarrick is the most powerful nation on the continent of Rardarri, likely the entire world, and SpellCom is a leading reason for that dominance. Nothing can surprise the many-faceted eye of the Omnicieix; so long as the Arcanist General has control over the ancient

device, SpellCom will look over the shoulders of its people to see the threats – both foreign and domestic.

As a note, the Arcanist General holds no military rank, but bears instead the equivalency to a Brotherhood of Magnus' *Magery Council* ranking.

Additionally, no SpellCom operative wears his sash of rank outside of the headquarters, as the organisation is not supposed to be common knowledge of the populace.

### Ranks Within Spellcaster Command

Used to determine not only what branch of service the member works for, the insignias of SpellCom also dictate the limited form of ranking that the organisation uses; presented here within their own branch divisions.

#### Common Arcanists

Trainee (ivory-coloured sash draped over shoulder)

Caster (sash is worn at waist level and tied in a braided knot)

#### Arcanist Shields

Shield Caster (sash bound with silver emblem of tower shield)

Arcane Commandant of Shields (sash bound with golden emblem of tower shield)

#### Arcanist Diviners

Diviner Caster (sash bound with quartz eye)

Arcane Commandant of Diviners (sash bound with opal eye)

#### Arcanist Focusers

Focuser Caster (sash bound with hematite Dardarrickian star)

Arcane Commandant of Focusers (sash bound with onyx Dardarrickian star)

Wraith Recon operatives have their own ranking system separate from SpellCom, as they are considered separate organisations within the Dardarrick military. These were covered previously in this book (see page 8).

## The Third Lornish War – Why is it a Threat?

If Dardarrick's military is so powerful and indomitable, why are the recent events that brought upon the Third Lornish War any real worry for the king? Why is it so important that Wraith Recon be mobilised against the enemies of Dardarrick? Why cannot the forces of the Lion simply crush Lorn and go back to their everyday lives?

Something has changed in the way Lorn has committed to this war. Unleashing any dragon upon a populated area – let alone an undead one – is universally seen as an atrocity to civilised peoples, and Lorn's willingness to use it delivered a blow to public opinion. Dardarrians all over the continent happily support troops marching off to the east, but King Archiveldt's decision to go on the attack into Lorn has most All Father worshippers setting their opinions *against* the war. Between so many influential clergy speaking against the offensive, the morale losses in the fallout of the dracolich attack and the rumours of Lornish alliances all around the borders, the heart behind Dardarrick's military is not beating nearly as strong.

Outside of public knowledge, SpellCom also has determined that Lorn is using dark magics and is trading with the drow of Zritec for insidious poisons. There is something *heavier* in the air surrounding King Guntheor V's disappearance and return to power. It will be up to Wraith Recon to find out what that is and hopefully stop it before the Dardarrickian armies are caught unaware by some new Lornish power or allegiance.

The fighting in the war itself is not nearly the worry; it is the other powers at work all around Dardarrick that could make the Third Lornish War the greatest challenge the great kingdom has ever faced.



# The Kingdom of Lorn

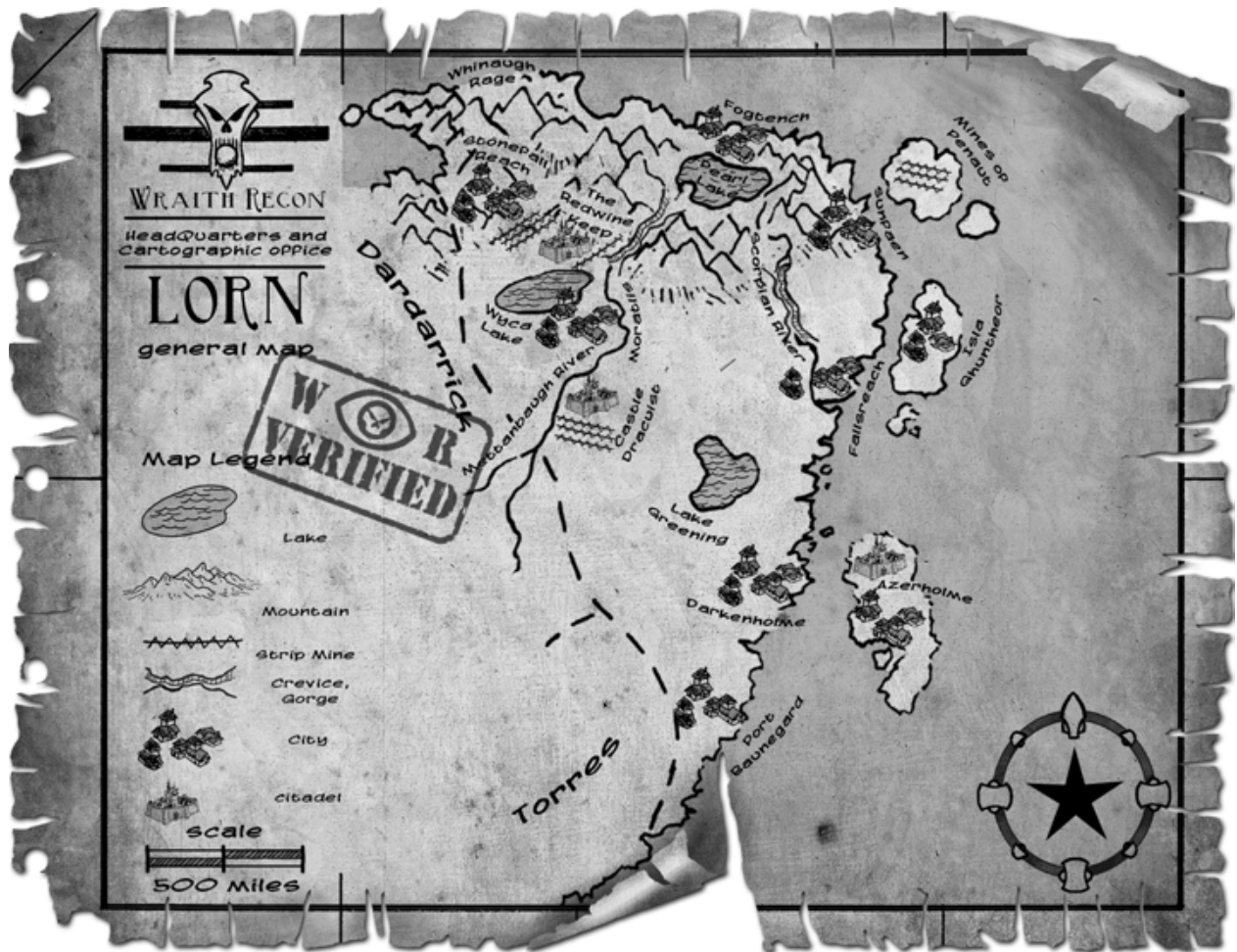
**S**uddenly at war once again with the Kingdom of Dardarrick, the Kingdom of Lorn is the oldest civilised empire on the continent of Rardarri – and the source of the first military hostilities in history. They are the Dardarrians' oldest and most bitter of enemies, and a recent source of scandal and tragic abuse of power.

Lorn is the second-most powerful nation on the continent, lying in the shadow of Dardarrick's wealth and arcane might. There has been bad blood between the two kingdoms since the Dawn of Mortals, and it seems as though only war can solve the problems between them time and time again.

## A Brief History of Lorn

Encompassing all of the eastern shores of the continent of Rardarri, the Kingdom of Lorn is an ancient and powerful empire that sprang up around the mineral rich deposits and once-thick forests that covered the whole nation. What began as a few city-states of dwarven clans became a powerful patriarchy within a few generations and their sights soon lined up upon the early kingdom of Dar.

In the beginning, just beyond the Dawn, the area that would later be known as Lorn was built of a dozen or more individual city-states growing from the roots of





several different dwarven families. The patriarchs of these family clans were taught to protect the home and family before all else, but squabbling between clans over territorial borders grew angrier and angrier until tempers could not hold.

Abandoning the fundamental teachings of the All Father, the clannish city-states began a series of brutal conflicts and small wars amongst themselves. The larger and more powerful clans won out over their neighbours, and soon there was a single ruling clan – the Lorn bloodline.

The patriarch of the Lorn family raised his banners over the conquered city-states and declared the area his kingdom, the Kingdom of Lorn. The surviving leaders of the other clans, as well as the leaders of the human and elven populations, were all brought before the new king. King Ruegar Lorn gave each of the eldest men in these groups an area of his kingdom to rule in his name, calling them the Patriarchs of Lorn. Ever since all aspects of Lorn have been governed by the Patriarchs; taking a knee solely to the iron crown.

Turning their back upon their patron goddess Matriarias and the governing All Father in one fell swoop, the Patriarchs formed armies under the banners of Lorn himself and looked hungrily at the peaceful human-centric kingdom to the west, Dar.

Having experienced troops from their own wars, the Lornish armies took Dar without issue. The hard working and stalwart Darrians were immediately placed in a lower class under the Lornish and were forced to be the workhorses for the growing civilisation. For over one hundred and fifty years Dar laboured under the yoke of the Lornish crown.

The peasant uprising in Dar in 208 YBD caused Lorn to pull back into their own kingdom, taking with them huge amounts of supplies and resources. Although they counted the loss of Dar as a slight to their honour, they had grown considerably in many ways while they had the Darrians in their control. Nevertheless, the newly dubbed Kingdom of Dardarrick had made an enemy of Lorn by refusing its 'rightful' control.

Over the course of the next millennium the Lornish kings repeatedly invaded portions of Dardarrick, each time to be defeated by the might of the Dardarrian

wizards, priests and armies. Some battles would be victories, but the Lion would consistently come out ahead in the long run. When common arms would not prevail, the Lornish would turn to their high population of tieflings and their dark magics. When Dardarrian wizardry or faith would push back against Lornish sorcery, they would spend a fortune on Aphaxusian armour to bolster soldiers. Nothing they could do seemed to work for long against the might of Dardarrick, and it was beginning to take its toll over the landscape of the kingdom.

Lorn was once a beautiful wooded land with rolling hills and towering forests. The Lornish war machine saw much deforestation and the hills strip mined by dwarven industry, pulling up timber for siege engines and ore for swords and armour. The Kingdom of Lorn was beginning to look as weathered and scarred as its soldiers, but the constant tension between them and Dardarrick meant no end of this industrialisation was ever in sight.

It was during the clever rule of Lorn's first tiefling king – King Tyron Guntheor I – that Lorn struck a blow against the people of Dardarrick in an unexpected way. Believing that the peace-loving Dardarrians would never retaliate, he sent halfling assassins from the shrouded city of Darkenholme into the west to strike blows to the food production villages of Dardarrick. With this single act, Guntheor triggered a chain of events that would lead Lorn and Dardarrick into centuries of mutual dislike.

Once the halflings were caught and Lorn's role identified, King Saerd IV took such an affront that he sent a legion of his troops crashing into Lornish territory – the first invasion of the kingdom for hundreds of years. Trained as a defensive force first and foremost, the knightly armies of the Lornish held firm and sent the attack recoiling back to Dardarrick. The counter-offensive was brutal and exactly what Guntheor believed his people needed – until a new and vengeful theocracy rose in its response.

The new zealots following the bitter words of Praxious came storming back through the Lornish lines and into the kingdom itself. When they showed no mercy for his people, Guntheor had to surrender and nearly empty his coffers into his enemies' hands.



Even though the next century would be tumultuous and tense for Dardarrick, Guntheor's kingdom was near penniless and demoralised from the losses they took at the blades of the Brazen Legion. The king began to focus on his hatred toward Dardarrick, steeping his people in propaganda while incensing his allies in Torres, Aphaxus and the drow House Xuan. While his people licked their wounds and rebuilt their forces, all eyes would glare towards that western border – aching to see the day when Dardarrick would pay.

The Guntheor family line remained strong upon the throne for several generations, with the kingdom close to restoring its former glories as Dardarrick grew exponentially more wealthy and powerful under their theocratic rule. Even when the theocrats were deposed and a new king returned to the throne, normally a period rife with chaos and unease, the Lion stayed strong. It made the Lornish people hate them even more.

On a misty morning at Moratlis in 1,200 YBD, King Yurimov Guntheor V met with a dark stranger in his courtyard and vanished into a portal with him. The leaders of the Royal Army of Lorn, the Patriarch Generals fell upon one another like wolves after scraps in his sudden absence.

Several throne-holding would-be kings sat in the throne and wore a makeshift crown over the next five years, but when King Guntheor V strolled into his old throne room in 1,205 YBD accompanied by thirteen black-clad knights of unknown origin the Patriarch Generals fell in line instantly. Without a word of apology or explanation Guntheor unleashed a spell that blasted the man trying to stand from the king's throne to ashes, brushing them away like so much dust before he reclaimed his throne.

Since Guntheor's return the Kingdom of Lorn has become a different place. Roadway patrols are led by dark and sinister Black Knights, citizens are told to steer clear of certain cities or wilderness areas 'for their own safety', and the king is never far from his eerily beautiful consort Esuvera – who now leads the formerly Fraternal Order of the Iron Circle. The appearance of undead and demonic horrors along the border between Lorn and Dardarrick are seen by

the populace as perhaps the king going too far in his efforts against the Lion, but it is just the beginning.

In unleashing an undead abomination upon the people of Dardarrick, a dracolich dredged up from the bottom of Wyrn Lake, King Guntheor V sent a message to his own people as well as the Dardarrians. That message showed the Lornish people that the most horrible of wars was soon to be upon them, and told Dardarrick that the next Lornish War would be the last one. It would be a final stroke against the Lion, even if Guntheor and his new dark allies defiled all of Nuera to inflict it.

With war declared against his kingdom, the exact reaction he had hoped for, King Guntheor V has bolstered his defences with savage new weapons and deadly new teachings of dark magic. He has told his Patriarch Generals to be ready to deal with any Dardarrian offensives that come across the border, but his orders have been precisely clear – the Dardarrians must invade Lorn. Exactly what his aims are concerning this plan of action have yet to be revealed, but with the near-maddened look in his red tiefling eyes whenever discussing it is enough to make even his most trusted officers worry.

Dark times are ahead in the Kingdom of Lorn. It is this darkness that threatens to eclipse the splendours of Dardarrick. It has to be stopped by the covert actions of Wraith Recon before Guntheor gets his enigmatic way and King Archiveltdt is forced to invade.

The start of these actions against Lorn are found in this book's included Campaign 0: *The Lorn Initiative*.

## The Military of Lorn

The collective military forces of Lorn fall into three categories. There is the Royal Lornish Army, the Royal Navy of Lorn and the Order of the Iron Circle. Each branch of the Lornish military is headed by several Patriarchs, all of whom answer to the king directly when assembled. The Iron Crown of Lorn is the absolute highest authority and cannot be questioned. Only through military coup or political manoeuvring can the crown be thwarted, and never without copious amounts of bloodshed.

The Royal Lornish Army is fifty-thousand men strong, mostly human and dwarven soldiers in heavy plate armour wielding halberds or glaives. They are split into ten-thousand man Centuries, each Century led by a different Patriarch General. The generals speak through their current royal mouthpiece, High Patriarch General Vantessio. They are well-trained soldiers equipped with the finest in mastercrafted weapons and armour from the dwarven forges at Stonefall Reach, with specialised equipment being traded for from Torres or with the Zriteci drow vessels that frequent their ports.

Most feared within the Royal Lornish Army are the Draculist Bonegrinders, a regiment of fifty heavy human cavalry from an ancient bloodline that wear Aphaxusian warplate armour, wield magical mauls and steer their dire boar mounts with their knees with unequalled riding skills. They are considered part of the army only because they actively defend their territory, which so happens to be in Lorn, but they pay no true allegiance to the crown or the kingdom – just their ancient tribal god-ancestor Dracuol.

Powerful by any standard of comparison, the Royal Navy of Lorn is a structured collection of fast-moving clippers and slowly rowed war galleys. It is primarily used to keep trading vessels safe from pirates from Parrennax or the other dangers that the Ocean holds for unwary sailors. It has pitted itself against elements from the Dardarrian Armada over the course of their rivalry, but the arcane power of Dardarrick combined with the level of war technology wielded by their fleets makes these engagements costly and more often than not futile. It is far better for Lornish naval vessels to pick their fights against the Lion's ships carefully – and hopefully in overwhelming numbers.

The most recent addition to the military of Lorn, the Fraternal Order of the Iron Circle has existed for centuries. It was a collection of old men, wizards and warlocks mostly, to gather and converse about the mythologies and theories of the realm. They would practice arcane arts and research rituals to place in their huge library in Fogreach, but it was never considered a military asset. Even though many of the things they discovered would end up in the hands of Army warlocks, the Order itself remained an outside organisation. That is, until the recent re-appearance of King Guntheor V.

When the king returned from his mysterious journey he immediately ordered the Order of the Iron Circle to report to Esuvera – a woman – to be instructed how to integrate their talents fully under her command. Several of the Circle's leading members spoke in protest, only to disappear in the night. Soon those who remained gladly followed Lorn's first official Matriarch as she directed them to dark tomes and never-before-known texts and writings. The Iron Circle's Library in Fogreach closed its walls to outsiders and only agents of the Order are allowed to come and go, and what is really happening under the pale-skinned witch is a mystery.

The mysterious and terrible Black Knights that answer only to Guntheor are technically part of the king's personal retinue, not held responsible for their atrocious actions and villainous powers by anyone but the king himself. They seem to also follow the direction of Esuvera, but this is likely because of her connection to the king and not due to any allegiance to the Iron Circle.



The military of Lorn is strong and numerous except when compared to the forces of Dardarrick, making it imperative that they find their enemy's weakness. Allying with the foes Dardarrick has managed to make over the centuries in their pride and self-grandeur is just the first step; something big is happening within the militaries of Lorn – something never before seen on Nuera.

## Important Sites in Lorn

### Cities

These are some of the major cities of Lorn. There are dozens of smaller towns and villages located throughout the kingdom, but they are only important on a local level. If they are to serve a role in future mini-campaign mission packs or sourcebooks, they will be noted in greater detail at that time.

### Moratlis, The Black Capital of Lorn

Located on the craggy shore of the notorious Wyrn Lake, the towering walls of Moratlis (pronounced *mohr-at-liss*) hide a bustling city carved from black stone and held together by blood as much as mortar. Home of the Lornish royal palace, a black rock castle at the centre of town, Moratlis is the capital of the kingdom.

The buildings here are typically short and squat, constructed to dwarven standards. The streets are wide to accommodate carts and wagons, and crossbowmen stand watch from street corner towers. Doorways are shorter than normal but twice as wide throughout the whole city, windows are almost nonexistent, and black forge-smoke pours from the chimneys of buildings on every block. It is a dank and dismal place for anyone other than the industrious dwarves and infernal-blooded tieflings.

From their massive castle the Guntheor line has ruled over Lorn for many generations, looking out over their nation through magical scrying spheres and the highest balcony in the tallest of their towers. Guntheor V has been seen on the castle's parapets with dark visitors that are never seen coming to or leaving from the castle gates, casting more suspicions upon the tiefling ruler.

- ◆ **Population:** 45,000 (50% Dwarf, 25% Human, 15% Tiefling, 10% Miscellaneous)
- ◆ **Government:** All pay allegiance to the Iron Crown of Lorn.
- ◆ **Defence:** The city is well defended with a full Century of troops from the Royal Lornish Army, all of whom function as town watchmen as well as military guards.
- ◆ **Commerce:** Hard industry and resources are found in great abundance, as is imported weaponry and armour from Torres and Aphaxus. Some caravan or naval traders can supplement this with temporary bazaars.
- ◆ **Organisations:** There are many guilds of blacksmiths, silversmiths and coopers that form several small unions, but the largest and most powerful organisation is the Mine and Dredging Guild, who run the iron ore strip mine and the bottom-searching of Wyrn Lake.

### Fogreach

Tucked away in the northern valley coast between to the two halves of the Whinaugh mountains and sitting on the northern shore of Pearl Lake, Fogreach is a misty city. It is primarily fishing town that supplies most of the kingdom's food, Fogreach does a decent amount of whaling for meat, blubber and oil. Although the city is devoted to this industry, there is one major building in Fogreach that could not be more different.

The largest building in the city is a beautifully built elven mansion called the Library of the Iron Circle, where the Order of the same name has lived since its original incarnation. Once used as just a teaching place for arcane studies, the Library has been turned into a secret citadel of the dark arts in which no one outside the circle knows what is being undertaken. The locals claim to hear haunting moans and see dancing lights around the building at night, and more than a few disappearances have occurred since the witch Esuvera took over in 1,207 YBD.

- ◆ **Population:** 6,000 (40% Human, 30% Half-Elf, 20% Elf, 5% Dwarf, 5% Miscellaneous)
- ◆ **Government:** The agents of the Iron Circle pay direct homage to the king of Lorn, too afraid of repercussion to disobey.

- ◆ **Defence:** An organised town watch of several hundred individuals and several units of soldiers; several naval war galleys remain in harbour to protect fishing ships.
- ◆ **Commerce:** Very little outside commerce; majority of goods are fishing/whaling based.
- ◆ **Organisations:** The Whaler's Guild and the Fisher's Guild were once the most powerful groups in the area, but the recent augmentation and alteration of how the Order of the Iron Circle functions has allowed it to surpass all else in the city.

### Darkenholme

A city devoted to the early House Xuan drow inhabitants that came to Rardarri, Darkenholme is a naval port that is as much underground as it is built above it. Most of the sandstone buildings are little more than single rooms behind simple walls that surround staircases leading down into the catacombs that are the true city. Above ground the city is sparse and low of population; once someone heads either through the rocky coves or the mainland stairwells – the underground world opens up.

Underground the city becomes a thriving metropolis of spider silk and basalt brick constructions. It is an image of the drow empire of Zritec brought over from their homeland several centuries ago, built brick by brick by House Xuan settlers. It is everything that they needed in order create a pleasant home for their kind. That is to say that the city is a dark and sinister place covered with spiders, ettercaps and driders.

Darkenholme is also notorious for its School of Shadows, a league of assassins that teaches the rogues of Lorn the finest drow techniques of poisoning, sniping and terrorising. Those who graduate from the School of Shadows are some of the most feared agents of the Lornish crown.

- ◆ **Population:** 2,250 (70% Drow, 15% Halflings, 10% Human 5% Miscellaneous)
- ◆ **Government:** Although they pay nominal allegiance to the crown, the High Priestess is actually in charge of the city.
- ◆ **Defence:** A high number of drow-allied creatures and warriors in House Xuan, a small number of mercenary Lornish troops.

- ◆ **Commerce:** Gemstones, precious metals, poisons and alchemical reactants. Zriteci goods are frequently found, but at a premium.
- ◆ **Organisations:** The dark faith of the drow goddess is stronger than anything else in the city, seconded by the cutthroat mentors at the School of Shadows.

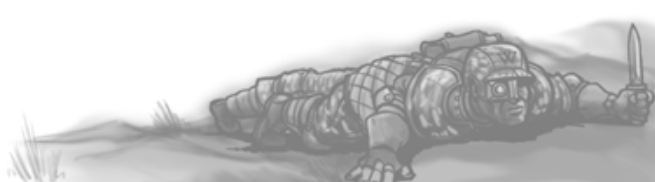
### Port Baumegard

The main naval and trading port of Lorn, Port Baumegard (pronounced *bow-meh-gard*) is where the Lornish people do all of their main business with the fire giants of the Kingdom of Aphaxus. It is a busy stack of brickwork cottages held together by iron pitons and Torresh timber designed to be large enough for their fire giant visitors to move about town comfortably.

The city is heavily defended by soldiers garrisoned in the city in order to protect the city and the citizens from the rampages of the fire giants should they become unruly. The city itself is not heavily populated beyond the garrison and the dockyards, but there are always hundreds of caravan workers travelling in and out of the city bringing the Aphaxusian weapons and armour into the mainland.

Lorn prizes the commercial aspect of Port Baumegard enough to make sure that the city is well protected. There are always a dozen or more ships in harbour at all times to watch over the trading vessels from Sando and to watch out for pirates. The watchtowers on Baumegard Bay always keep at least two sets of eyes watching toward the west; being so close to the Dardarrian border, it is a necessary expenditure of resources at all times.

- ◆ **Population:** 1,000 (35 % Human, 30% Dwarf, 20% Dragonborn, 10% Azer Dwarves, 5% Miscellaneous)
- ◆ **Government:** The local magistrate is a former elven trading captain named Rehring, and is completely loyal to the crown in every way.
- ◆ **Defence:** The city is protected by one Century of heavy infantry garrisoned in a series of barracks buildings. There is a massive war fleet in the harbour at all times and frequently several armed vessels from Sando anchor here to protect trading vessels.
- ◆ **Commerce:** Torresh and Aphaxusian goods are prevalent, most military goods are caravanned into



the mainland. Local marketplace can sometimes carry exotic magical items, but most are taken northward as well.

- ◆ **Organisations:** The caravan masters are very powerful in regards to the populace, but it is the fire giant ship captains that hold the most influence due to their size and ferocity.

## Military Fortifications

### Castle Draculist

An enormous granite castle located on the rocky banks of the Mettanbaugh River, Castle Draculist (pronounced *drah-kwist*) is the ancient home of the boar-riding clan of berserkers descended from the ancient barbarian Dracoul. It is a dark and savage place that the locals steer clear from, as that it is home to the fiercest heavy cavalry unit known to the Lornish people.

The Draculist Bonegrinders are never expected to show themselves when the Lornish army engages an enemy; when they do make themselves known, the blood flies as the maul-wielding heavy cavalry charge wantonly into the enemy. They seem to have no care for themselves or their allies – they simply lust for bloodshed and are seemingly masters at achieving it.

### The Redwine Keep

Overlooking the massive strip mined fields that stretch for miles in front of Moratlis, Redwine Keep is named for the ruddy tone in the bricks and mortar used to build it. It is the main headquarters for the Patriarch Generals and the home of the most influential military minds of the kingdom. It is a pair of towers linked at the base by a huge campus where officers are trained and is the main armoury of the Kingdom of Lorn. Over a million gold pieces worth of weapons, armour and equipment is stored in the great halls of the Keep.

With the ground all around it strip mined to flatness, the soldiers at Redwine Keep can launch a dozen trebuchet attacks from its two towers with no trouble, making it extremely defensible against land-based units of troops trying to assault the capital from the west – the only direction where the city is reachable by foot.

Redwine Keep is a massive structure and is home to over three thousand soldiers, officers and support personnel. It is tasked with the protection of the capital as well as the patrolling of the strip mining facilities, keeping fresh troops moving through the area. It is the most important military base in all of Lorn.

### Azerholme Keep

When the first treaties with the fire giants of Aphasus were made to create trade routes between Lorn and Sando, the king of Lorn at the time arranged for one hundred of the enslaved azer dwarves to be ‘purchased’ as part of the deal. The Lornish get a huge unit of fiery dwarven warriors that can forge weaponry and the fire giants have a small army within the kingdom’s borders that they could call upon. The deal was made and the azers were brought to Lorn, where they were given an entire island to themselves.

Watched by a dwarven Patriarch General named Haephust (pronounced *hi-fuhst*), the azers have built a small stone and metal community on the southern Lornish island. Commonly called Azerholme, the city has been the lifelong home for the original slaves and their descendants. Haephust, against the recommendations of his peers, has outfitted the normally bound forge-slaves with armour and weaponry and claims that they are the ‘14<sup>th</sup> Century’. The High Patriarch General has yet to call upon these fire-bearded warrior-slaves, but they are always ready within their huge stone and iron keep built at the centre of the industrious village.

## Natural Points of Interest

These are some of the noteworthy natural features of the Kingdom of Lorn. Much of the natural landscape of the kingdom has been shaped and stripped over the centuries by Lornish industry, leaving only these few main points of interest to navigate by.

### The Whinaugh Range

A huge bank of rocky ore-filled mountains dotted with mining villages and encampments, the Whinaugh Range make up the northern coastline of Lorn. They are tapped heavily for the abundant natural resources that exist there, and dozens of traversable roads lead down from their tree-covered peaks into the kingdom’s interior.

Few ever travel to the northernmost coast of Lorn, which is a series of titanic cliffs that spill down several hundred feet into the Ocean. The entire range is inhabited by a large number of galeb duhr and umber hulks, making travel and mining by hand a dangerous affair. Those who wish to brave the danger and make the journey to the northern cliffs will be treated to a gorgeous display of lightning and cloud-dancing by the relatively nearby Hyrric Tempest.

## Pearl Lake

An Ocean inlet before an earthquake separated the lagoon from the greater body of water, Pearl Lake is the only saltwater lake on the continent. It is home to a dozens of ocean species and gets its name from the almost unnatural number of pearl-producing shellfish in the lake's mud. Other more dangerous aquatic beasts live in or around the lake, making patrols watch out for predators and even the occasional sahuagin spawning.

## Wyrn Lake

This muddy stretch of formerly clean water sits at the runoff point of the expansive strip mining operations surrounding Moratlis. All of the industrial waste, silt and worker filth from the work sites are washed, dumped or bucketed into channels that flush out to the lake. It is a horrid collection of foul toxins and floating rubbish that is unfit to feed all but the hardiest of plants and fungus – which are plentiful around it. Its only use for the Lornish folk is for tempering troughs and putting out the frequent fires that flare up around the mining camps.

An ancient folktale tells of the 'dragon graveyard' that lies in the silt and mud at the bottom of Wyrn Lake. The great dragons that were used as the mounts for the gods in ancient myths are said to have been placed here in a sign of respect. Now King Guntheor V has organised the Dredging Guild, once used to look for drowned travellers or lost artefacts, to search the lake for draconic remains.

Some say they have succeeded, and the dracolich is terrifying proof of what Guntheor plans to do with any more they come up with.

## The Mettanbaugh River

Running from the high peaks of the copper-filled Whinaughs, the Mettanbaugh is a fast-flowing river that cuts deeply into mountains and hills on its course down through the kingdom. From its source it flows into the Eartblud Canyon, a jagged but beautiful crevasse that is five hundred feet deep and lined with sharp weathered limestone walls. Even when the canyon evens out to the rocky boulder plains of Lorn the river keeps its rather steep banks, ripping red clay out from the ground to leave behind dangerous outcroppings and jagged ledged overlooking the river throughout its course.

## The Scorpion River

This river is long, winding and notorious for killing unwary travellers. It runs from the eastern hills of the Whinaugh Range down through Troll Gorge (named for its primary inhabitants), and eventually it spills out into the Ocean via a fifty-foot waterfall in the centre of the Lornish fishing city of Fallsreach.

## People of Interest

The following are all notable personalities that live in Lorn.

### King Yurimov Guntheor V, High King of Lorn

The current king of Lorn is a dark-skinned tiefling that takes his brooding stare from his mother and his bulky build from his father, but his instinct for bloodshed and slaughter hails from ancestors much farther back. Taking the throne by force from his older brother when they were still adolescents, Yurimov is a skilled fencer and was always known for his tenacity. The Lornish people believe he is everything a good Lorn soul should be; clever, tough and brutally efficient.

King Guntheor's disappearance was a tragedy for his people that claimed many lives in the ensuing battles while the king was elsewhere. Upon his return, his display of previously unknown magical power in concert with his anarchic and enigmatic choices concerning his kingdom and the war against Dardarrick has made him more feared than respected. His never being far from Esuvera has done little to assuage these fears; more likely is that it added to them.





Yurimov Guntheor is brown-skinned, nearly burgundy in hue, and his horns are always capped in silver points that double as weaponry and jewellery. He was always very vain, always keeping mirrors nearby to gaze upon his sharp features, but since his return he has forbade the existence of mirrors anywhere near him – going so far as smashing a priceless relic that was brought to him as a gift by a visiting dignitary for its silvered glass mosaic pieces.

Something is not right with the king of Lorn, as shown by some of his choices and tactics concerning the war with Dardarrick. There are claims of his possession by demons or his being controlled by the witch Esuvera, but never audible to Guntheor loyalists – as such an offence could bring flaying as a suitable punishment in the dark king's new style of rule!

### Esuvera the Ivory One, Matriarch of the Iron Circle

Appearing alongside the High King when he reappeared from his unexpected five-year sabbatical, the albino eladrin named Esuvera goes by several other names. Her titles include Matriarch of the Iron Circle, the Ivory One, Consort to the King and – when she is not within earshot – Witch Queen of Lorn. She is a master of diabolical arcane powers and possibly the source of King Guntheor's newly revealed powers.

Mysterious and soft spoken, Esuvera rarely says anything above a whisper but always manages to be heard. Her chalky white skin is traced with light blue veins and her blood-hued eyes make her seem almost monstrous at times, pitiable at others, but somehow constantly otherworldly. She spends a lot of her time in the Library at Fogreach, but those who go to the king's weekly court sessions in Moratlis will always see her standing behind him... always whispering into his ear about who knows what.

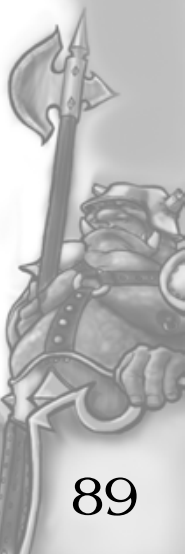




### Dastad Vantessio, High Patriarch General of the Royal Lornish Army

Short for a human, tall for a dwarf, and built as thick as a wall of scars and muscle; Dastad Vantessio is a human of Torresh descent, but claims to have some dwarves in his line not far back. He is a tactical genius and a master axeman, being famed for defeating ten dragonborn mercenaries by himself while travelling with his family through the southern end of Lorn. Only a fool would ever deny his right to be High Patriarch General; and a short-lived fool at that. The honour duelling laws in Lorn allow for him to defend his office, which he would do gladly.

Dastad considered himself King Guntheor's closest advisor and wartime proxy for as long as the young tiefling has ruled – until his disappearance. Ever since his return with the 'white witch' at his side, all of Dastad's tactical advice has fallen on deaf ears. The use of the dracolich was decided without even consulting him, which he would have completely disagreed with. Although he has never had a problem with shedding Dardarrian blood by the gallon, unleashing any form of dragon, let alone an undead one, is not something he would have ever contemplated. There is no question that Dastad is loyal to the crown of Lorn, but how far will he let Guntheor's unconventional tactics and methods push his sense of military honour?



## Encounters in Lorn

The following table can be used to generate random kingdom encounters while travelling in the Kingdom of Lorn. Other creature-based encounters can be generated appropriately; the ones listed below show encounters that would relate to the background of Lorn.

All encounters refer to a monster entry in the D&D 4E *Monster Manual*, and that book should be referred to in order to run such an encounter properly. It should be noted that some encounters might not immediately turn into combat if the Player Characters are cunning or evasive enough to avoid conflict.

D20 Result	Encounter
1	Lornish Citizens (Level 2 Human Encounter)
2	Lornish Miners (Level 4 Dwarf Encounter and Level )
3	Lornish Workers (Level 3 Human Encounter with no spitting drakes)
4	Lornish Caravan (Level 5 Human Encounter with no evistro demon)
5	Stonefall Reach Patrol (Level 4 Dwarf Encounter)
6	Darkenholme Apprentices (Level 6 Halfling Encounter)
7	Torresh Sell-Swords (Level 6 Lizardfolk Encounter)
8	Whinaugh Hunters (Level 13 Umber Hulk Encounter with no drow warriors)
9	Lornish Patrol (Level 3 Human Encounter and Level 4 Dwarf Encounter)
10	Royal Lornish Army Unit (Level 4 Dwarf Encounter and Level 3 Human Encounter with no spitting drakes)
11	Lesser Iron Circle Agents (Level 8 Cambion Encounter)
12	Dragonborn Mercenaries (two Level 6 Dragonborn Encounters))
13	Moratlis Agents (Level 8 Tiefling Encounter with no cambion hellswords or succubus)
14	Warforged Mercenaries (Level 4 Warforged Encounter)
15	Azerholme Unit (Level 15 Azer Encounter)
16	House Xuan Unit (Level 15 Drow Encounter)
17	Darkenholme Masters (Level 14 Mind Flayer Encounter)
18	Western Battlefield Remains (Level 8 Zombie Encounter with no oni night haunter)
19	Greater Iron Circle Agents (Level 18 Cambion Encounter)
20	Black Knight Unit (Level 16 Death Knight Encounter and Level 13 Nightmare Encounter)

# The Kingdom of Torres

This nation claims the southern end of the continent, the Kingdom of Torres is united through the power of religion. The very word 'torres' means soul in Draconic, the most common language in the kingdom. Covered in marshes and swamps and riddled with dangerous animal life, Torres began as a collection of scattered tribes and villages not unlike those found in the Wildlands. Over the centuries it has ben the faith of Mersmerro that gathered the various tribes and races under one banner.

Comparatively impoverished when compared to its neighbours of Dardarrick and Lorn, Torres is a primitive place at first glance. A deeper look shows strength that rivals the nationalism of the Dardarrians and an instinctual drive that makes Lornish aggression seem like childish squabbling. The swamp kingdom has been relatively quiet for centuries; serving as the backstop for many of the other nations' plots and schemes without interference.

Now the time for weathering their infidelities and mockery has passed. The Torresh have heard a new calling; they will not be denied of its bloody destiny.



## The Scripture According to Torres

The god of all the Ocean and the waters that flow into it, Mersmerro, dove into the swamps of Torres and gave shape to the scaly folk on land and in the sea. In the early days, before the Dawn, it was Mersmerro's instincts that gave the tribes of Torres shape and the strength to govern themselves. It was not until the children of the All Father – humans – came to the swamp kingdom did the scaly folk learn about greed, jealousy and avarice. The tribes went to war upon themselves in the Chaos Time, and Mersmerro had to put on his prey mask to teach his righteous followers how to live in peace. Ever since the scaly folk and the soft folk (humans, elves and so on) have lived in relative harmony in Torres; only allowing the predator's mask to raise their choler when Mersmerro sends the signs to his shamans.

Learning to rule itself during the first long 'prey cycle', the Kingdom of Torres has always been reliant upon the ancient faith of the Ocean God to lead their decisions. Such an old faith that is based on the instincts of the beasts of the world has been integral to why the kingdom has rarely been viewed as anything other than 'primitive'. Cycling through periods of history where inter-village savagery and warfare is commonplace and encouraged, the Torresh royalty (at the time) never saw a reason to focus upon technology 'civilisation'. Their faith teaches them that instincts and natural living is purer and more appealing to the great Mersmerro.

Over the centuries this has caused Torres to continually be economically used and manipulated by ally and enemy alike. Their thick cypress and black oak forests and peat bogs have been raided by loggers and cutters for centuries; no matter how violently their defence forces treat these interlopers. It seemed that anyone that came to Torres was looking for something to take away from their lands. No one came without their own hunger to sate, and the tribes of Torres were too weak and fractured to do anything about it.

Eventually the Torresh peoples were forced to make some allegiances with outsiders in hopes of stopping this constant encroachment. No one else on the continent could understand the faith of Mersmerro;

they were all so absorbed with the giving nature of the All Father that they could not see the purity of Torresh instincts. Even so, if the tribes of Torres did not want to become mere pawns of the other nations they would have to make alliances.

Choosing first to ally with Lorn due to the lower number of Lornish infidels coming into the kingdom in comparison to Dardarrian ones, they were soon introduced to the fire giants of Aphaxus and the dark drow of House Xuan. Several tribes of troglodytes and lizardfolk began hiring themselves out as mercenaries to their new allies, bringing coin and resources back to the kingdom and setting a precedent for all of the tribes to sell the use of their swords to the highest bidders.

The soft folk of Dardarrick tried to send help to the proud scaly tribes of Torres when the pirates of Parrennax began assaulting them from the sea. The tribal king Grennaerach (pronounced *gray-nai-rahk*) saw their offer as questioning of his kingdom's might and not only did he redouble the efforts at fending off the pirates, he proclaimed the Dardarrians as blasphemers. Nothing on Mersmerro's Ocean could hope to harm his people.

If their earlier transgressions were not enough, the 'prideful and arrogant' Dardarrians went to war with Lorn, economic allies of Torres, and had the gall enough to attack the swamp kingdom when they chose not to get involved! Other than in the form of mercenary troops paid for and fighting for the Lornish, Torres was not about to take sides in a conflict that had nothing to do with them. Mersmerro's mask had turned to that of prey, and they would not get involved.

After Dardarrick's defeat of the Lornish and the rise of their blasphemous theocracy, Torres was soon plagued with pilgrims of the Cult of Praxious – a betrayer and foul god that Mersmerro battled in the Chaos Times. Still wearing the mask of prey, Torres had a very difficult time dealing with these heavy-handed evangelists. The Torresh peoples are devout believers in Mersmerro and would not falter in their faith, earning violent displays of the power the clergy of Praxious wielded. Once again Dardarrick showed its careless attitude toward the true faith, and clerics everywhere speak to the masses to prepare for the predatory cycle change in the faith prophesised to come soon.

It came just a few years later, as the new leader in Dardarrick wisely removed these pilgrims before the Torresh clergy could make sacrificial examples of them. The predator's mask was firmly on Mersmerro's face, and Torres became hungry for vengeance as well as the blood of infidels.

A new king, a cunning greenscale lizardfolk mercenary named Bloodak, took up Mersmerro's predatory psalms and toppled the soft human King Xoatl from his throne. Taking it for his own, Lord King Bloodak combined his people's renewed vigour and zeal with his own experiences as a hired soldier in Lorn to solidify the tribes under his kingdom's banner. With his elven priestess standing by his side as the voice of the faithful, the kingdom of Torres did not fall upon themselves as they once did when the predatory mask was in power – they instead turned their collective hungers northward.

By Lord King Bloodak's command there would be no fighting amongst the tribes; no hunting of the soft folk and no more village wars over hunting or spawning grounds. Torres would become a holy nation Mersmerro himself would be proud of...

...and they would devour the weak servitors of the All Father, sacrificing an entire nation to make their god strong enough to return to this world, as it was promised in the scriptures.

## The Holy Defence Forces of Torres

The Kingdom of Torres is unique in that it does not support a standing military of any real form, but it remains one of the most well-defended nations of Nuera. The populations of most Torresh villages and cities are used to having to survive against the natural predators of their lands, making a quick and rousing defence of any particular area as easy as blowing a horn or ringing a claxon. When danger threatens a Torresh community, the call to arms can bring two-thirds of adult population to the battle – a better ratio of warriors-to-civilians than anywhere else in the world.



To say there is no traditional army in Torres is a bit of a misconception. Under the recent rule of Lord King Bloodak, the various unemployed mercenary companies and tribes of warrior folk have been solidified under one banner. Although they do not bear officer rankings or titles, they are one cohesive force under the holy orders of the High Priestess. Should she say the scriptures order them to march on Dardarrick they would without question. Tens of thousands of human, elf, lizardfolk and troglodyte skirmishers would erupt from the murk of Torres to fall upon the enemy without a second thought as to their own lives – sure that Mersmerro would protect them as they enact his will.

Willing to fight and die for the word of their god, the Torresh civilian population is not to be discounted either. Over three quarters of the fauna in the swamp kingdom are predatory beasts, many of which have been 'domesticated' to serve as food and labour sources, which can be turned upon enemies if a village or city is threatened. Combined with the sheer number of natural threats that stalk the marshlands, Torres



is not a kingdom that needs to worry about a deep invasion into their interior.

Paladins of Mersmerro, the Fanged Knights as they are called in ancient texts, are the leaders of local defence forces and tribal warrior militias. Many are lizardfolk and elves, but many are humans as well. They embody the nature of the Ocean God; slaughtering foes when the predator mask is in power (as it is currently), or protecting the homes and people of their villages when the prey aspect is ascendant. They are taught that their instincts, the holiest of gifts given to them by their god, must be followed in all things and that personal feelings should be secondary to the needs of Mersmerro.

## Important Sites in Torres

### Cities and Villages

These are the major cities of Torres. There are countless of smaller villages and nomadic camps found throughout the kingdom, but they are not important enough to list here.

### Merstorres, Holy Capitol of the Torresh People

The heart and capital city of Torres, the name *Merstorres* is translated from ancient Draconic to read 'the water's soul' and the people of this kingdom take its meaning very seriously. Merstorres is one of the only standing cities in the entire kingdom and most definitely the largest. Built on the mysterious outcropping of gathered stone off the banks of the Walker River, the city is a marvellous combination of living fauna and mortal-crafted constructions.

Huge living trees grow into a canopy over the city, hanging vines snake in and out of most of the stone multi-tiered buildings, and anything that has not moved in over a week is covered in soft green moss. Animals move freely in the muddy streets, and a back alley mugging is far less likely than a back alley drake attack. The city has no walls and is a sprawl of smaller wooden structures scattered around the bases of the six enormous ziggurats, constantly growing with new tribes coming to join with the ideology of the new Lord King Bloodak.

The highest of the ziggurats, Merstoch, is built over a huge freshwater lake. Myths say that the lake is where Mersmerro dove out of this world and into the next, making its waters sacred and the building protecting it a holy place. There are always a hundred Fanged Knights protecting the Merstoch, all tirelessly waiting on the walls to dispatch infidels who come to defile the magic waters inside – or serve as willing sacrifices to the god should he ever return.

- ◆ **Population:** 25,000 (35% Human, 35% Lizardfolk, 10% Elf, 5% Troglodyte, 5% Kobold, 5% Miscellaneous)
- ◆ **Government:** As the capital city, the Lord King of Torres rules directly from his royal ziggurat.
- ◆ **Defence:** The city is defended by thousands of trained warriors and fifteen thousand martially-minded citizens. It has no official watch or guard, and the population is expected to work out most of its own issues by the holy laws of Mersmerro.
- ◆ **Commerce:** Imported goods from Lorn and Aphaxus are common in the marketplace bazaars. Torresh timber, peat and lye are common exports as well as several types of rare herbs, dyes and animal products.
- ◆ **Organisations:** The clergy of Mersmerro are easily the most powerful faction in all of Torres, and are concentrated here in the capital.

### Ssint

The 'floating city' of Ssint (pronounced *siss-ent*) is the most important port of call for anyone wishing to deal with Torres. Located on top of the peat bog that lies over the Walker River delta, formed as it spills slowly into the sea, the city is floating on top of several feet of packed peat moss and woven cypress roots. The peat goes to a depth of twenty or more feet; so thick that the entire city is held up over the Ocean by it. Walking around on the spongy streets can be disorienting and awkward at first, but the city's inhabitants claim it keeps them 'more attuned to the Ocean'.

To ensure that large ships do not tear or weaken the floating blanket of moss, only small hand-rowed craft are allowed to dock at the sprawling 'harbour' at Ssint. This is chaotic mess of boarding, disembarking, loading and unloading at all hours of the day and night, but it is essential to get goods from their allies this way

– it is too risky to try and bring such things to them by any land route.

- ◆ **Population:** 5,000 (40% Elf, 30% Human, 20% Lizardfolk, 5% Kuo-Toa, 5% Miscellaneous)
- ◆ **Government:** The city is managed by the eldest member of the Mersmerro clergy in the area, currently a human named Born-Without-Scales.
- ◆ **Defence:** The marine forces of the Kuo-Toa protect the dock waters in exchange for free hunting privileges and the city itself is thick with tribal warriors. A small faction of Fanged Knights serves as the king's law.
- ◆ **Commerce:** Naval trade with little civilian commerce.
- ◆ **Organisations:** The Icti Guild (pronounced *ick-tee*) is a group of Kuo-Toa that serves as protection of the docks, but are not expressly followers of Mersmerro – making them distrusted amongst the city dwellers. The River King Uesificus, neutral in all things, travels the Walker River in his fleet to bring goods from Ssint to Merstorres and vice versa.

### Swordtooth Hill

A strange village located at the high point to the north of the Great Black Wild, this thickly forested community is nothing more than a few dozen communal nesting houses built around an ancient ruin. The village and all its inhabitants are servants of dark gods, snake worshippers and not allies of the Torresh people. The village belongs to the yuan-ti – and they hate their lizardfolk and human neighbours.

Locals know better than to venture too close to Swordtooth Hill. The yuan-ti and their snaketongue servants are fearless and extremely territorial, attacking even large groups of lizardfolk warriors without hesitation. Those who have dared come close to the dark and evil place and lived to tell about it speak of some kind of monstrous thing that lives in the centre of the village – and the increasing number of yuan-ti scouts leaving the area has the Torresh wondering what the ancient devils are planning.

- ◆ **Population:** 1,300 (70% Yuan-ti, 25% Snaketongue Humans, 5% Miscellaneous)
- ◆ **Government:** The yuan-ti follow the will of their leaders, the Malison Incanters.



- ◆ **Defence:** Every being living in the village is a capable killer, thus the village is extremely well defended.
- ◆ **Commerce:** None except for the purchasing of slaves through the snaketongue cultists.
- ◆ **Organisations:** There is a circle of seven Malison Incanters that are in charge of keeping the horrible yuan-ti anathema docile and dormant under the ruins in the centre of the village; they call themselves the Gardeners.

### Military Fortifications

These are the two major military locations found within Torres. The military presence of the swamp kingdom is far less structured and regular in comparison to other kingdoms, relying heavily on local militia and tribal warriors to defend the kingdom. Many of these local units would have small barracks or common housing within their communities.

## Altar of Scales

Home to a sizeable contingent of Fanged Knights and Mersmerro clergy, the ziggurat of stone known as the Altar of Scales is found just inside the northern boundaries of the massive Sunrise Marsh. Built up on gigantic stone pillars to stand tall over the murky water and reeds of the swamp, the Altar of Scales is a holy site for worshippers of Mersmerro. Beneath it lives a thousand enormous crocodiles called the Children of the Swamp. Whenever the faith of Mersmerro is in its predatory aspect clerics bring sacrifices to the top of the ziggurat and are then dropped a hundred feet into the mud below to be devoured by the holy beasts.

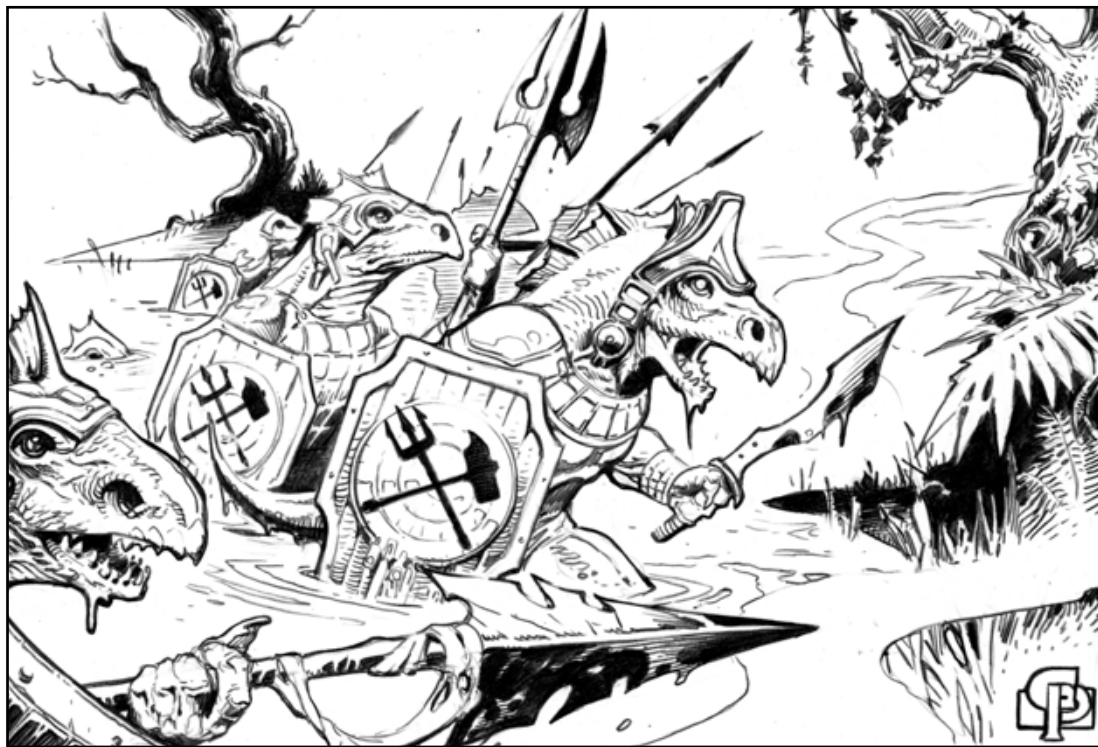
Lord King Bloodak has decreed that only willing volunteers or captured infidels are to be sacrificed at the Altar and every thirteenth day another body falls down into the awaiting frenzy. Such displays keep the bloodlust up in the Torresh people; their belief that the sacrifices keep Mersmerro sated and pleased with their piety.

## Swampholme

The only outside fort allowed to be built on Torresh territory, Swampholme is an outpost of the Royal Lornish Army and home to two hundred uncomfortable and homesick soldiers. Swampholme was built as a show of trust between the two kingdoms early in their alliance, but has since become little more than a punishment for insubordination. The outpost is damp, foul-smelling and dangerously close to the vicious beasts that live in and around Lake Trogg. It is a horrible assignment for Lornish soldiers and every one that comes up as being reported 'disappeared' could just as easily be a deserter. Either way, wandering off alone in the swamps of Torres means that the soldier will not be coming back again.

## Natural Points of Interest

These are some of the noteworthy natural features of the Kingdom of Torres. Torres is mostly swampland and marshes, making every mile of it difficult and potentially dangerous to traverse. Hidden away in its thick foliage and backwater landscapes are several other points of interest as well, but these are the most well known among them.





## Lake Trogg

The largest body of freshwater in Torres, Lake Trogg is nestled between the undead-ridden Grave Marsh and the dark and sinister Great Black Wild. Long ago the lake was called an oasis in the middle of the deadliest parts of Torres, and this is only half true – it is centrally located, but it is not an oasis. It is the home to the largest snakes, crocodiles and drakes in the kingdom, all of which can feed upon the unwary water caravan members who come to the lake to refill skins or canteens. Even the Lornish military presence just a few hundred feet from the water's edge does not daunt these creatures, and soldiers vanish beneath the deceptively placid waters all too frequently.

## Sunrise Marsh

A mudflat marsh that is fed by the end of the Goldpan River, Sunrise Marsh was named such for the glittering of gold flakes in the water and mud that could be seen when the sun hit it from its low angles. It was the only major source of gold Torres had, creating the gold-fishing village of Glittering Water to scrape it up from the muck to be pressed and minted elsewhere. When the Dardarrians used their arcane technologies to remove the gold from the waters far in the north, Sunrise Marsh lost its glitter and became home solely to monsters. Torres lost roughly half of its gold acquiring resources because of Dardarrick; something they will not soon forget.

## Grave Marsh

The smallest of the mainland swamps, Grave Marsh is a northern stretch of still water and sulphur springs that befoul the entire area for miles in all directions. If the smell was not bad enough, the marsh is the resting place of hundreds of risen dead. Something in the foul waters calls the corpses of the deceased to rise and attack the living, resulting in the huge numbers of zombies and skeletons that stalk the dark waters nightly.

## The Great Black Wild

The only jungle-like forest on the continent of Rardarri, the Great Black Wild is the enormous stretch of brackish swamp that dominates the eastern edge of the kingdom. It is thick with willow trees and hanging moss, making even boating through the area difficult. Few ever venture far into the Wild, for not only is it home to many poisonous snakes and other reptiles, but the twisted spawn of dragons have been known to attack travellers to protect the swamp – perhaps concealing the location of something deep in its hidden heart.

## People of Interest

### Bloodak, Lord King of Torres

The current lord of all lizardfolk and king of Torres, Bloodak is a thick-limbed greenscale marsh mystic that has devoted his entire life to fighting for gold and the thrill of the hunt. He is a savage warrior that wields a spear that was carved from dragon bone, and is a devout believer in the primal purity of Mersmerro.

Serving in Lorn for twenty years as a mercenary before coming back home to claim the throne and call the tribes to follow him, Bloodak picked up the same anti-Dardarrick sentiments that are so common in Lorn. By the time he came back to Merstorres to dethrone the 'weak human king', he was utterly sure that every Dardarrian citizen was a debased and heretical creature not worth the stroke of a blade to kill.

Now in power of the Torresh tribes, Bloodak sets his golden slits upon the people of Dardarrick. He would never risk an all out offensive with the Lion of the North, but now that King Archiveldt has declared war upon Lorn...the lion shows its flanks to the slaving jaws of his holy forces.



### High Priestess Hessima Mul

Dark with the indigo tattoos of the Torresh elven tribe of Walker Bog, High Priestess Hessima Mul was raised to revere the water under her feet, that which fell from the sky, and the waves of the nearby Ocean. Before she became an adult she had the local crocodiles and snakes eating from her hand and protecting her from other predators, and by the time she blossomed into a beautiful elven warrior-priestess she knew every recited scripture of Mersmerro.

Rising in the ranks of the tribal clergy, Hessima discovered a minor mistranslation in one of her scriptures from the original Draconic dialect of dragons. While the mistranslation revealed nothing to those who followed it, the real words pointed her to a coral vault found beneath the tidal pools off of Sandy Launch. There she found an ancient relic – a trident made of white coral and clusters of pearl that commands the will of the Ocean’s beasts. It matched the description of her god’s own weapon, and she wielded it masterfully.

When she brought the weapon to Merstorres she was beset upon by a dozen of the Fanged Knights, each one claiming to be more worthy than the young elven woman to carry such an artefact. She defeated each one with a single stroke, not long after claiming the title of High Priestess and accepting the role as Lord King Bloodak’s most trusted advisor.

### Encounters in Torres

The following table can be used to generate random kingdom encounters while travelling in the Kingdom of Torres. Other creature-based encounters can be generated appropriately; the ones listed below show encounters that would relate to the background of Torres.

All encounters refer to a monster entry in the D&D 4E *Monster Manual*, and that book should be referred to in order to run such an encounter properly. It should be noted that some encounters might not immediately turn into combat if the Player Characters are cunning or evasive enough to avoid conflict.

D20 Result	Encounter
1	Torresh Nomads (Level 3 Human Encounter)
2	Torresh Tribals (Level 4 Lizardfolk Encounter with no vine horror)
3	Torresh Scaly Defenders (Level 4 Lizardfolk Encounter)
4	Torresh Mercenaries (Level 6 Lizardfolk Encounter)
5	Troglodyte Mercenaries (Level 8 Troglodyte Encounter)
6	Tribal Defenders (Level 5 Human Encounter that replaces evistro demon with 2 spitting drakes)
7	Marsh Hunters (Level 4 Crocodile Encounter)
8	Marsh Warriors (Level 5 Drake Encounter)
9	Lake Trogg Inhabitants (one Feymire Crocodile or one Fen Hydra)
10	Dragonborn Mercenaries (Level 6 Dragonborn Encounter with no tiefling darkblade)
11	Walker Bog Hunters (Level 2 Drake Encounter)
12	Walker Bog Tribal Patrol (Level 2 Elf Encounter)
13	Grave Marsh Wanderers (Level 5 Skeleton encounter with no tiefling darkblade)
14	Swordtooth Patrol (Level 11 Yuan-Ti Encounter)
15	Grave Marsh Hunters (Level 5 Ghoul Encounter)
16	Great Black Wild Soldiers (Level 16 Dragonspawn Encounter)
17	Icthi Guild Raid (Level 18 Kuo-Toa Encounter)
18	Fanged Knights (three Level 15 Lizardfolk Paladins)
19	Sunrise Marsh Stalkers (Level 10 Hag Encounter)
20	Great Black Wild Royalty (Level 13 Black Dragon Encounter)

# The Wildlands

The western third of Rardarri is a land of dusty plains and scrub savannah; hot and dry most of the year and eternally windy. It is not a nation, but a collection of smaller territories that appear, grow, shrink and vanish. The boundaries of these territories are as fractious and transient as the shapes in a kaleidoscope, making no two trips into the region the same.

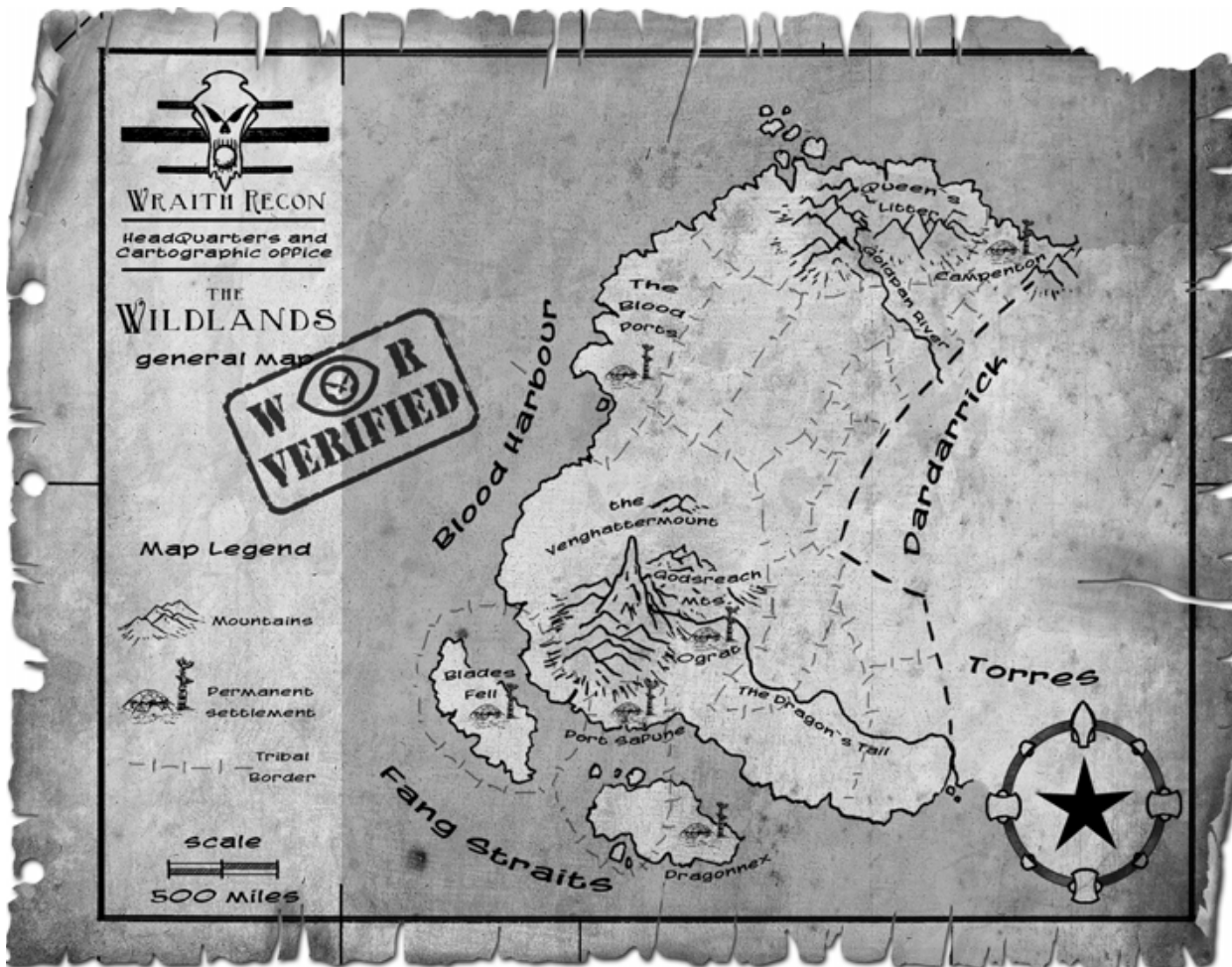
These are the Wildlands, and they are aptly named.

This chapter looks at the 'nation' of savages and nomads known as the Wildlands, how it exists in relation to the rest of the world of Nuera and the characters of Wraith Recon.

## The Tales from the Wildlands

When the All Father silenced the wars amongst the gods, the King of Beasts journeyed into the western plains. He ran amongst the herds of horses, danced to the tunes of the satyrs, and frolicked with the fey giants. He was not just their god, but also their friend and mentor. He told them it was alright to be bestial, joyous to live on instinct, and he was good company.

Then the humans came.



## The Wildlands

Followers of the exiled god Praxious fled the lands of the All Father after his banishment, and came storming through the western part of Rardarri to find a new place to live. When they did, they battled against anything or anyone they came across and left thousands of feywild beings as corpses in their wake. Anything they could take from their kills they did, leaving behind ruins of what was.

The King of Beasts saw the greed and selfishness of the Praxious march, saw his families butchered without need and men trying to act as though they were better than the animals – entitled to more. To fight them he opened the vaults of the mountains and the crust of the world to reveal his darker children to combat the expansion of mankind's civilisation.

Thus the Wildlands became the home to goblinoids, orcs, ogres and giants. Entire tribes of these monstrous beings spread out from where the King of Beasts rent open the ground. The savage tribes spread like fire ants across the plains, and nothing stood in their way. Some families of humans and halflings splintered off to get away from the rampaging tribes, but most died to their blades and spears. The King of Beasts was pleased that his children fell back into the roles they were born to – the strong feeding on the weak, and the weak finding protection from the strong.

Such it has always been since in the Wildlands. The savage tribes stake out their territories, fight amongst themselves, and pay homage to the King of Beasts by slaughtering the foes that stand in their way and dominating those who are weak enough to beg for their protection. The tribes grow and ebb like the Ocean tides, but one thing remains constant – the fight to be on top.

The tribes are lead by various chieftains. Some are physically powerful beings that rule with an iron fist, others are magically proficient priests or warlocks that unleash their arcane might upon their competitors. These warlords lead their tribes into battle against one another to increase the size of their territory, taking control over those that they can and crushing the others. Their lives are of constant preparation for warfare and the execution of it; just one of the reasons why the world calls the inhabitants of the Wildlands the 'savage tribes'.

Over the centuries there have been several tribes whose warlords grew large enough in power to create massive armies of savage warriors bent on taking control of those weaker than they were. Smaller tribes would be consumed to become support for the warriors and larger tribes would be given a single offer to join the warlord's conquest or be demolished by it. The resulting 'war tribe' grows to a size that nothing left in the Wildlands fits the needs of their hungers – and they look to the followers of the All Father to the east.

Starting with the collected conquest of the earth titan Granix in 300 YBD, the Wildlands war tribes have risen over a dozen times to eventually try their hands at taking a piece of Dardarrick as their own. Most of these efforts are scattered by the advanced arcane technologies of the Dardarrarian military; many times by the powerful artillery spires that Dardarrick had constructed along the border.

The most recent rise of a war tribe has been at the command of a mighty ogre named Grynderomon (pronounced *grin-dair-oh-mahn*), who calls himself the king of all ogres. From his original tribal base at the foot of the Godsreach Mountains this cannibalistic creature has lead his growing army all the way to the western banks of the Goldpan River. Unlike any war tribe that has come before it, this one consists of all kinds of tribes whose leaders were fought and eaten by the 'bloody-jawed king'. His war tribe has reached ten thousand strong; the largest in history.

With so much tension in the east of the great kingdom, Grynderomon's bloody march toward Dardarrick would likely have gone unseen until it was too late if it were not for the Scarfist Tribe. The Scarfists, a tribe of shifters that were set upon in their territory south of the Queen's Litter mountain range, had their tribal chieftain killed by the ogre king but refused to bow their heads to the horrible creature. Instead of joining the war tribe they travelled downriver into Dardarrick, where they joined with local military outposts to prepare them for the impending invasion.

Grynderomon's war tribe is a rising threat from the Wildlands, but it is not the only one. New tribes of gnolls have begun small incursions from the southwest, a treaty between two large clans of goblins and kobolds has formed a single entity around the Blood Harbour, and the colony of Campenton has reported new

movements from the Queen's Litter. To make matters worse, the chaotic nature of the Wildlands means new threats appear daily.

It is hard to keep track of all of the dangers that spawn in the Wildlands, but the border patrols of Dardarrick must constantly try to do so lest they leave a hole in their defences and the anarchy of the savage tribes can seep into the great kingdom. Should the levies holding back the tide of savagery break, the western half of Dardarrick will be flooded with wild men, terrible creatures and the blood of those they slaughter.

### Important Sites in the Wildlands

The Wildlands are a dangerous and brutal place for outsiders, but anyone that can live by the sword long enough to make a name for themselves can prosper. History has shown that the savage tribes of the Wildlands can become a nation of sorts for a few months at a time, and this has left the whole area scattered with tiny reminders that not everything in the tumultuous land is ravaged by chaos and anarchy.

The following are just some of the more notable places that travellers could find within the boundaries of the Wildlands.

#### Cities and Settlements

There are very few permanent settlements in the Wildlands, with most of the area's inhabitants roaming as nomads and vagabonds. Settling down requires defences against the other tribes and hordes that live here.

#### Ograt, Home of the Ogre King

Built in the foothills of the Godsreach Mountains, Ograt (pronounced *oh-graht*) is a sprawl of stacked-stone buildings and warrens built by ancient ogres and giants to watch over the enormous gate leading to the mountain pass up the Venghattermount. It is oversized compared to the cities of men or warrens of goblinoids, and is home to a hundred or more ogres, giants and their kin. From the ancient stories about the King of Beasts, Ograt was built to house the



protectors of the god's journey to the heavens. It is the religious centre of his followers.

The city is not walled or even protected from the outside world, as if it begs for outsiders to try and test the city's mettle. The warriors of the city live for the thrill of the fight, eager to crush anyone foolish enough to try and storm their home. Even with the ogre king away on his conquest of the lesser tribes his rule remains strong with his son on the throne in his stead. No matter what happens on the march across the Wildlands, Grynderomon can always return to his throne here in Ograt.

- ◆ **Population:** 350 (55% Ogre, 30% Orc, 10% Hill Giant, 5% Goblinoid)
- ◆ **Government:** Currently ruled-in-proxy by Haranomom, blood son of the true king Grynderomon.
- ◆ **Defence:** Every citizen allowed to live in the city is a dangerous monster that revels in fighting to defend it.
- ◆ **Commerce:** None to speak of, but slaves and loot from other tribes and conquests are occasionally traded by private parties.



## The Wildlands

- ◆ **Organisations:** The various races that live in the city tend to segregate themselves, becoming gangs or mobs that constantly squabble amongst themselves.

### The Blood Ports

A strange sight in the Wildlands, the Blood Ports are not a single city but a chain of several smaller villages connected by a single natural harbour. These villages are comprised of a combined number of goblin and kobold tribes that have run from the central territories to create this tense league of villainous creatures. It is a despicable place that is home to Parennaxian pirates, Wildlands refugees and cutthroats from all over the world. If someone is brave enough to try and live in the filth and shadows of these small towns they can make a small fortune in ill-gotten goods, services and trades.

- ◆ **Population:** 7,000 (50% Kobold, 30% Goblin, 15% Dragonborn, 5% Miscellaneous)
- ◆ **Government:** No one rules the Blood Ports. It is utter anarchy and survival of the fittest.
- ◆ **Defence:** The Ports are protected by nature of its inhabitants. So many thieves, pirates and bloodthirsty killers in one area have little to defend itself from the outside – its threats come from within.
- ◆ **Commerce:** Naval trade of stolen loot, slaves and other illicit goods and services.
- ◆ **Organisations:** Each of the seven individual ports is dominated by a different tribe of goblin or kobold. The majority of the Blood Harbour ships belong to the feared and esteemed High Chieftain Demarskus, calling them his ‘fleet’.

### Savage Tribes of the Wildlands

There are dozens if not hundreds of various savage tribes and nomadic peoples that roam the Wildlands trying to survive in the hostile plains and rocky savannahs. Most are just a few families that stick together for survival, but some have grown into powerful entities that have managed to stake out large tracts of territory for their clan, tribe or horde.

### Grynderomon's Blood March

The largest of the war tribes to ever rise in the Wildlands since the first one under Granix, the Blood

March is mostly made up of ogres and orcs from the Godsreach Mountains and the other humanoid tribals that the ogre king has conquered. What began as a few dozen ogre warhulks on a hunger-driven rampage in Ograt has blossomed into an army ten thousand strong waiting to cross the Goldpan River to move toward Dardarrick. There is nothing in the Wildlands that can stand up to this force. If the Dardarrarian armed forces are stretched thinner by its foes, maybe nothing in the great kingdom will be able to stop it either.

### The Crimson Eye

Numbering nearly a hundred cyclopes, the Crimson Eye is a savage tribe that lives on the northern island, based out of the ancient ruins of Bladesfell. Sailing on primitive ships to the mainland for raids as well as rowing up to trading vessels travelling through the Fang Straits, the cyclopes warriors are more than a match for most ship crews – even the dreaded dragonborn pirates of Parennax watch their bows when drawing near to Crimson Isle.

### Twilight Laughter

The savage tribe of gnolls that mobilised into Dardarrick, the Twilight Laughter is a collection of gnolls and summoned demons that worship the dark goddess Mortessal and not the King of Beasts. Upon the command of their demonic priests they stormed the walls of Fort Vigilant and slaughtered everyone they came across. In less than twelve hours they took the fort, and now use it for their twisted and horrible debaucheries.

### Northwinders

One of the nomadic human tribes in the Wildlands, the Northwinders (pronounced *north-wehnd-uhrs*) are a strong warrior culture that lives on the snowy peaks of the Queen's Litter mountains. They are wary of outsiders and have a deep hatred for orcs, which is how they have managed to become loosely allied with the Dardarrians at Campenton. The soldiers of the colony fought alongside the Northwinders against a local orc uprising and earned their trust, giving the barbarian tribe reason to occasionally come down from the mountains to trade and socialise with the Dardarrians.

### Scarfists

Once a strong tribe, the Scarfists are all shifters – descendants from werebeasts – that were only recently forced to abandon their territories on account of Grynderomon's expanding war tribe. They are devout followers of the King of Beasts to be sure, but they are aware of Dardarrick's strength and have chosen to fall in with the great kingdom to survive the coming conflicts. Many of their warriors have fully joined with the Dardarrian Ground Corps to utilise their natural and instinctual fighting prowess; some even have been tapped to join Wraith Recon.

### Natural Points of Interest

There is very little in the spanning plains of the Wildlands that could be counted as 'notable', but the few things that could be are something truly special. They are the only landmarks outside of territorial markings of the tribes that someone could use to navigate the Wildlands, and are used by locals to know which

way is which when surrounded by nothing but scrub grasses and rolling hills.

### The Dragon's Tail

Second longest river on the continent, the Dragon's Tail is a wide and slow flowing waterway that starts in the Godsreach Mountains and ends in the marshy delta at the border to Torres. It is named for the ancient myth that says that the King of Beasts took a World Dragon as his queen, the river being the rut in the earth that her tail left behind when she climbed to the mountaintops to leap into heaven after her mate. It is a bountiful river full of large fish and banked on both sides by thick reeds that occasionally house crocodiles that increase in number the closer it runs to its mouth. Running through four major savage tribe territories, the Dragon's Tail has been used many times as a method of faster travel through dangerous areas – and as a tactical advantage over unwary enemies.



## The Wildlands

### The Queen's Litter

The mountain range to the high north of the Wildlands, the Queen's Litter is heralded in myth as the home of the storm titans; orphaned and angry by their parents, the World Dragon and the King of Beasts. They are jagged and cold peaks that are home to much more than just fabled storm giants. Everything that tries to make its existence in the Litter soon falls to raiding and hunting to survive.

### The Godsreach Mountains

The tallest mountain range on all of Rardarri, the Godsreach Mountains are so tall that their tops are always cloaked in a wreath of clouds, giving them their legendary status as the physical stairway to the heavens. The tallest of the peaks, the Venghattemount, rises more than two miles into the sky and is said to be the spike that holds the skies in place to the world. As if such enormity required enormous inhabitants, the Godsreach is home to all sorts of giants, ogres and other massive beasts. Nothing so small as mere men can survive in the area – mostly due to the appetites of its larger inhabitants!

### People of Interest

The following are all notable personalities that live in the Wildlands.

#### Grynderomon, The King of All Ogres

Large even for a normal ogre warhulk, Grynderomon was raised in the streets of Ograt to one day become a savage warrior of his bestial people. When he was big and strong enough he challenged the warlord of his tribe – his own uncle – for the leadership of ogre-kind. The battle was long and brutal, but it was Grynderomon's who emerged the victor. Eating his uncle's heart in front of all to witness, he became king.

His thirst for violence and the flesh of those weaker than he was what pushed him into the Bloody March. He began his conquest by overtaking three tribes of local orcs that his uncle had made pacts with, biting the heads off of their chieftains in as many days. The added strength of the orcs to his tribe gave him reason to believe he could deal with the eastern giants, and so



he did. Each victory fuelled his hunger for more, and soon he was pushing against the rushing banks of the Goldpan. He now waits for his enslaved hobgoblins to design a way for his massive March to cross the river without heavy losses due to the currents and mud. When they do, woe be to those of the east.

#### High Chieftain Demarskus, Goblin Commodore

Clever and sinister, High Chieftain Demarskus is an aging goblin that relies on his cunning and wickedly sharp mind to get him through the dangers of living in the Wildlands. Possessing ten sailing ships of his own in the Blood Ports, half of which are crewed by the dastardly kobolds, Demarskus' goal is to one day be wealthy and powerful enough to sail safely to Parenax to live out his remaining days. His allies amongst the dragonborn privateers claim the continent is a veritable utopia for someone of his particular proclivities.

He longs for the day where he can uproot his entire brood of seventy-four children and countless grandchildren and take them to a new land where he does not fear that his neighbours will soon eat them





The Brigadier Captain is a stout man that has grown a thick beard braided in the dwarvish style to better fit in with many of his soldiers and to fight back the bitter cold of northern winters blowing down from the Queen's Litter. He is a firm but jovial man who enjoys hearing tales from outsiders, a facet of his personality that largely led to the alliance between the colony and the Northwinder tribesmen. Without his unflinching smile and willingness to aid others in the name of the king, the colony would surely have been overrun by orcs or worse by now.

all. This is his real reason for raiding and piracy, he cloaks his intent with a façade of greed, bloodlust and hatred – when all he really wants is for his huge family to be safe.

### Brigadier Captain Reid Burrisson, Commander of Campenton

The commander of the colonists living in the Dardarrian colony of Campenton, Reid Burrisson once believed his position was some form of punishment for something he must have done to his superiors. He could not be more wrong. He was chosen to lead the settlement because of his history of dealing with wild threats and having the respect of his soldiers. Campenton is a first attempt at colonising the Wildlands from the northern shores, and its success or failure will go far in deciding of Dardarrick can ever expand peacefully into the unclaimed lands of the west.



## Encounters in the Wildlands

The following table can be used to generate random encounters while travelling through the Wildlands. Other encounters can be generated by the Games Master appropriately; the ones listed below show

encounters that would relate to the savage tribes of the Wildlands.

All encounters refer to a monster entry in the D&D 4E *Monster Manual*, and that book should be referred to in order to run such an encounter properly. It should be noted that some encounters might not immediately turn into combat if the Player Characters are cunning or evasive enough to avoid conflict.

D20 Result	Encounter
1	Nomadic Tribal (Level 5 Human Encounter with no evistro demon)
2	Tribal Refugees (Level 3 Human Encounter or Level 1 Goblin Encounter)
3	Campenton Patrol (two Level 3 Human Encounters with no spitting drakes)
4	Blood Harbour Privateers (two Level 4 Kobold Encounters)
5	Northwinder Barbarians (Level 3 Human Encounter that replaces spitting drakes with a dire bear)
6	Savage Tribe Hunters (Level 5 Goblin Encounter)
7	Savage Tribe Conquerors (Level 6 Orc Encounter)
8	Savage Tribe Survivors (Level 1 Goblin Encounter)
9	Plains Tribe Patrol (Level 2 Elf Encounter)
10	Plains Tribe Scavengers (Level 6 Halfling Encounter)
11	Risen Tribals (Level 5 Ghoul Encounter)
12	Bladesfell Raiding Party (Level 17 Cyclops Encounter)
13	Twilight Laughter Hunters (Level 7 Gnoll Encounter)
14	Bloody March Warriors (Level 10 Ogre Encounter)
15	Bloody March Scouts (Level 7 Goblin Encounter (with hobgoblins))
16	Bloody March Followers (Level 9 Orc Encounter)
17	Scarfist Refugees (Level 6 Shifter Encounter with no werewolf)
18	Ograt Hunting Party (Level 8 Ogre Encounter)
19	Godsreach Hunting Party (Level 17 Earth Giant Encounter)
20	Queen's Litter Titan (Level 27 Storm Giant Encounter)

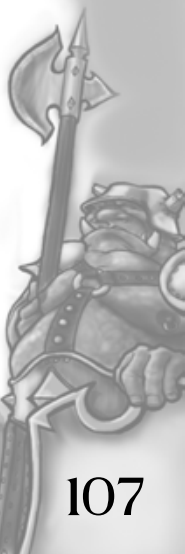
# The Cult of Tomarsson

Once the power that controlled the kingdom of Dardarrick, the faithful who worship the god Praxious have been a major part of Dardarrick's history. Called the Brazen Following because of their belief that strength of arms is as important as strength of faith, the cult-turned-religion-turned-cult remains a problem for the government of Dardarrick.

This chapter looks at the faithful followers of the deposed Hierophant Tomarsson, how he remains a threat to the Dardarrian way of life, and what it could mean if he is not stopped by Wraith Recon.

## The Rise and Fall of Hierophant Tomarsson

Inheriting the revered position of Hierophant of Praxious and the Leader of the Faith in Dardarrick from his father, Tomar, Tomarsson was heralded as one of Dardarrick's finest leaders. In truth he did lead the kingdom better treatment for workers, lower crime and national pride. Whilst his father's theocracy was the catalyst for bloodshed and political upheaval that cost the kingdom any friends it may have had amongst its neighbours, Tomarsson at least unified its people behind in such a way no other kingdom had known.



Continuing with his father's goal of making Praxious the most powerful god in all the world, Tomarsson and his holy templars enforced harsh punishments upon any open worship of other gods on Dardarrian soil. His demolishing of every other faith's shrines and temples wherever he was made aware of their existence made him popular amongst his own congregation. It did nothing for his public opinion, however.

Outside nations began to worry that their faiths might soon come under question from Dardarrick's theocracy and tensions rose. Tomarsson made sure to hide this from the people, choosing to keep them ignorant of the growing unease around their great kingdom in order to make sure the people were happy and singing his praises, and the praises of his god.

When the Pillars of Dardarrick exercised a little known right they held close to their chests for nearly two centuries by naming a noble king to fill the vacant throne, Tomarsson was caught by surprise. Even as his followers cried out against the new king and gnashed their teeth, the Hierophant could do nothing. He had made the people bleed the white and blue of Dardarrick for the years that he was their leader, and it was natural that they would cheer a new king.

Tomarsson's own sugary lies had trapped him. If he openly spoke against the king he would seem unpatriotic, harming his position in the public eye. If he remained quiet on the matter he could not stop the rise of the charismatic young Archiveltdt and his own power base would quickly wane. Refusing to believe that he could not control this young whelp through the faith of Praxious, Tomarsson applauded the new king and chose to remain his advisor and Leader of the Faith.

It was not long before the new king showed his true colours as a worshipper of the All Father, the bitter enemy of Praxious. The formerly disbanded churches of 'lesser' faiths began to surface as King Archiveltdt allowed their use and even began to attend All Father masses publicly – giving even more power to the church.

It was not until King Archiveltdt publicly humiliated Tomarsson during a rally to arms against the weakened people of Lorn – exercising a tenet of the Praxious faith – that he decided to act in more bold a manner.

Tomarsson had no choice but to use any means to sway those faithful Brazen followers still in Dardarrick to a new cause – the overthrow of Archiveltdt. His street corner speeches and back alley evangelising drew the attentions of the Brotherhood of Magnus, but agents of the king would always arrive too late to catch the Hierophant in his traitorous ravings.

Using a secret form of spellcraft that Tomarsson was not aware even existed, Brotherhood agents leapt out of thin air during one of his largest gatherings in Graenwich. Despite his congregation rioting against them, the Royal Guard took Tomarsson into custody.

Against the advise of the Pillars, Archiveltdt named Tomarsson's punishment as banishment; enacted immediately. He was stripped of his title and of all his holdings and exiled from the capital. He was escorted to his home to gather his things before being forcibly teleported to the frontier lands in the Claws Mountains.

Hundreds of Tomarsson's followers left the city as well, disgusted with their leader's exile and determined to find him in the wilderness. This left the All Father as the undisputed national faith of Dardarrick and turned the Brazen Following back into little more than a cult – which it had been for centuries previously.

## Tomarsson-in-Exile

From the moment Hierophant Tomarsson was exiled he became ten times the threat to the Dardarrian crown than he ever was as a loudmouthed naysayer. Without the guise of his office to hold back his scheming he was suddenly able to think in ways he never would have considered before. Without public opinion to worry about he was a rabid dog unleashed.

Finding a dozen miles of linked caverns in the crust of the Claws, Tomarsson set immediately to sending ritual messages to his faithful priests and pious templars. He beckoned them all to his hidden temple under construction, using his eladrin magics to shape the world around him to suit his faith.

The faithful began to arrive and he gave them all missions to fulfil across the kingdom. Hidden cells of Praxious followers were secreted away in every major city. The temple in the Claws was to be kept

sacrosanct and unknown to the 'Usurper King', making sure that the Royal Guard would never find Tomarsson's new headquarters.

Determined to topple King Archiveldt, Tomarsson has turned the entire hidden faith of Praxious against the throne of Dardarrick. To a lesser extent he blamed all of the kingdom's people who did not back the 'true faith' when the new king gave them back the All Father, Matriarias and the other weak gods' churches.

If they were so fickle as to turn away from Praxious – their saviour in the Second Lornish War – then they did not deserve to live. It was Praxious that saved their lives from the godless Lornish, and it was his divine right to choose to claim again what he once saved.

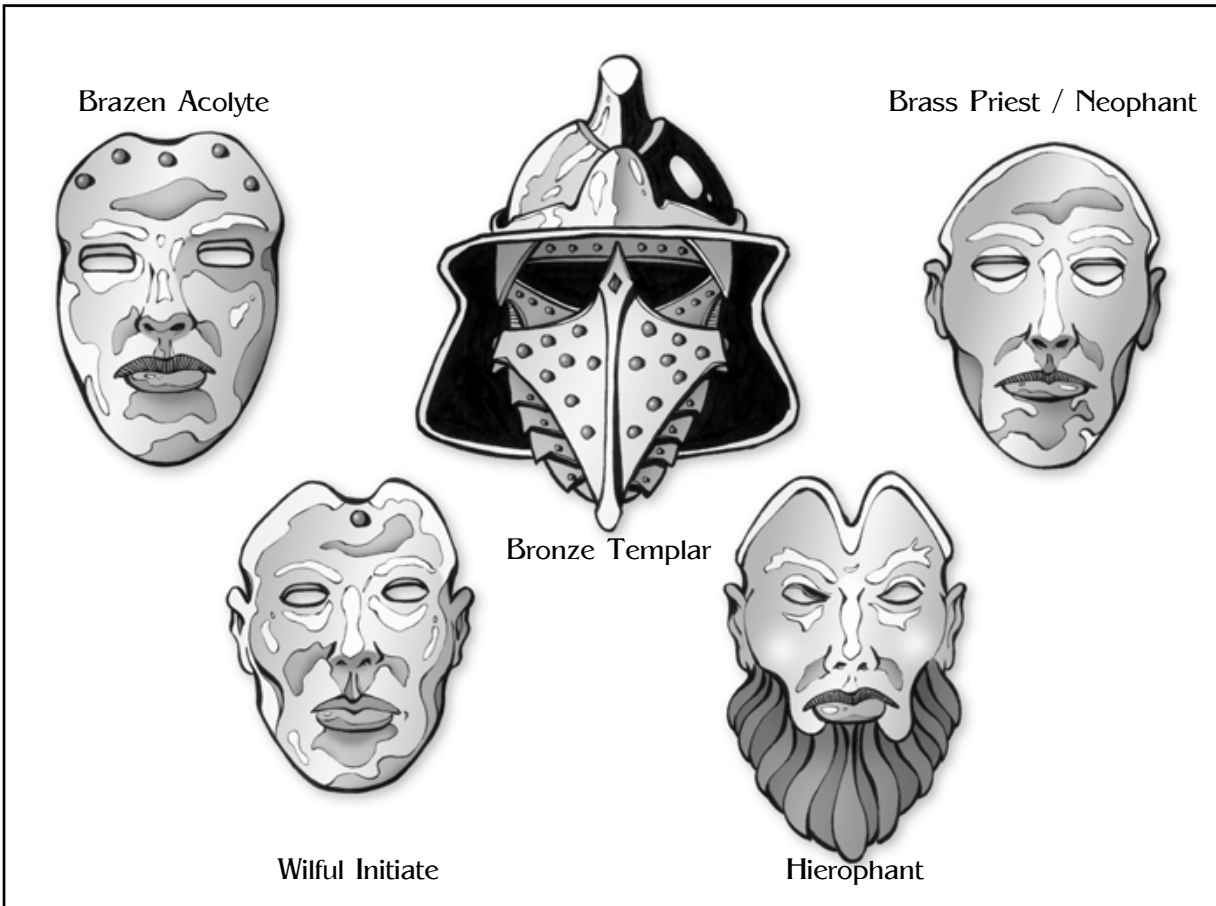
The All Father teaches to deal with wrongdoers with mercy, but allowing Tomarsson to live could have been a grave mistake. The Hierophant Tomarsson is a dangerously charming eladrin that has over a thousand faithful cultists scattered throughout Dardarrick, each

one willing to die for their god if he willed it. They are zealots and fanatics that worship at the feet of the deposed Hierophant, and the last has yet to be heard from him or his hidden congregation.

The Cult of Tomarsson is very much alive in Dardarrick, and it will be a problem for the great kingdom in the future; the proverbial thorn in the Lion's paw.

## Brazen Followers of Tomarsson

Those who follow Tomarsson's teachings and worship Praxious the Brazen One since his exile in 1,201 YBD are aware that they have to be secretive and hidden in their faith. The worship of Praxious is not illegal in Dardarrick, but being an open Brazen Follower would endanger hidden temples and gathering places – something Tomarsson has strictly forbidden of his people. They must worship in secret behind closed doors; moving from place to place if they must to keep



their existence hidden. Tomarsson plans to one day unveil a new Brazen Legion from these hidden temples and shrines to come after the wretched Usurper King Achiveldt and his fellow All Father toadies.

There are ranks within the Brazen Following, each detailed in the list below in the order of their ranking within the cult.

### Wilful Initiate

Wearing simple masks of hand-beaten copper, Wilful Initiates are the basic patronage of the Brazen One. They are little more than watchers and servants of the higher ranks, waiting for their chance to do something of note to earn their next rank. Most do this by staying for months in service to a single temple or shrine.

### Brazen Acolyte

The workhorses of the faith, Brazen Acolytes wear masks of riveted bronze to cover their features as they go about the missions of the cult. Templars and Priests send Acolytes upon tedious or lengthy missions away from the temple to test the tenacity of the Acolyte. They are often in charge of menial tasks such as message running, resource gathering and general troublemaking for the other faiths.

### Bronze Templar

Clad in full helms of banded bronze that bears their mask as if it were an un-lifting visor, Bronze Templars are the military branch of the cult. They perform all of the martial tasks the cult may come to need without question or fear. Technically at the same rank within the cult as the Brass Priests, Templars have the infallible right to dispatch anyone in the cult that shows weakness or charity in a place where strength would prevail. Templars can be raised to the rank of Neophant only if they root out a threat to the cult from some source and sacrifice it to Praxious; whether or not it is from within or without makes little difference to the Hierophant.

### Brass Priest

The social clergy of the cult, Brass Priests have simple facemasks made of polished brass. Smooth and androgynous, the Priests wear flowing robes and gloved hands to completely hide their identity. They are the speakers of the faith and the leaders of the congregations across the kingdoms. Brass Priests can hope to one day be chosen by the Hierophant to rise to his council of Neophants, but only if they can replace a local faith or church with a Brazen Following of equal strength.

### Neophant

An advisory council of thirteen faithful members chosen from the Templars and Priests, Neophants wear the same masks that they did in their previous role – save for they are made of gold instead of bronze or brass. The Neophants are the hands in which the Hierophant manipulates the world, his decisions and actions worked through them across the continent. They are the only members of the cult that are allowed to approach the Hierophant unannounced, and each one represents a major tenet of the faith.

### Hierophant

Currently held by Tomarsson himself, the Hierophant is the voice of Praxious on the mortal plane and the top of the cult's structure. Behind his solid gold mask that bears the sculpted face of the god himself (which counts as a Level 30 *Helm of Heroes*), Tomarsson pours his spite and bitterness into his congregation, turning it upon the people of Dardarrick whenever he can. The Hierophant is the ultimate power in the Cult of Praxious – and Tomarsson will use that power to make Achiveldt suffer.

## Notable Places for the Faithful

The following are some of the more important hidden (un)holy places sacred to the Cult of Tomarsson in Dardarrick. Although they are considered to be secret places, Games Masters can use this information to better narrate missions that deal with other Praxious temples, shrines or cult houses.

### The Hidden Temple of Praxious

Deep inside the Claws mountains there is a twisting network of tunnels and old mines that Tomarsson used to find the main chamber of his new temple. Over several years he and his cult shaped the natural stone of the cavern into an enormous subterranean cathedral. Hand-carving dozens of relief sculptures span the walls telling of Praxious' exile by the All Father and the banishment of Tomarsson by the Dardarrians; something that the cult views as proof that Tomarsson is the true voice of their god.

This temple is unknown to all but the members of the faith, and is shielded by several rituals to keep outsiders from stumbling upon it. Should anyone exploring the Claws draw too near to one of the tunnel entrances to the temple, templars and acolytes would fall upon them to ensure the secret is kept.

Within the temple Tomarsson is working on something large and terrible to unleash upon Archiveltdt and his fellows; discovery of his temple would only mean he would be forced to bring forward his timetable.

### The Tradeston Shrine

Beneath the bustling paths and streets of Tradeston lies a buried shrine to the Brazen One that is where the Cult of Tomarsson has planted the seeds of a new strength. So many savages from the Wildlands come and go in and out of Tradeston that the Dardarrian patrols are always looking outward towards their incoming visitors instead of inward at their own people. The

Cult of Tomarsson has managed to infiltrate nearly three dozen faithful members into the populace of Tradeston because of this.

Enabling all these cultists to be placed in positions of power and social importance throughout the city, Tomarsson has set his trap in Tradeston. Making allies with the numerous and infinitely predictable savages that come to trade in town, he hopes to prepare another weapon in which he can wield against Dardarrick when the time comes to strike.

## Personalities of Note within the Cult

Hidden behind masks of shining metal, the members of the Cult of Praxious have always been faceless beings; the secrecy of the Cult of Tomarsson adds in an element of unknowing terror – anyone could be a Brazen worshipper when they step behind closed doors.

Even with this secrecy there are a few important personalities within the cult that should be noted. They are detailed here.

### Hierophant Tomarsson

The leader of the cult itself, Tomarsson is the eladrin child of the original Hierophant, Tomar. Growing up in the splendour that was the Dardarrian Theocracy, Tomarsson never knew what it was like to be spurned or scorned for his faith. He never knew anything but the omnipotence of his father's church and the power it gave him growing up. Behind a mask or not, the child of the Hierophant of Dardarrick held a great deal of sway.

When his father died and handed the Hierophant's mask to him, Tomarsson promised himself that he would be as loved and respected as he believed his father to be. When reality struck him that so many of his peers hated what Tomar was doing, he switched how things worked quickly. Things may not have been getting better, but the people at least loved the kingdom and – he thought – the faith as well.





When these misconceptions came crashing down around him and he found himself in exile, just like the god he spoke for on the mortal plane, he knew that it was the All Father's fault. This fault was personified through Archiveldt and his Pillar puppeteers, and Tomarsson became obsessed with their destruction.

Hierophant-in-Exile Tomarsson is a powerful man that once ruled the most powerful kingdom in Nuera with his smile and his sweetened words. Now that his smile has turned to a grimace and his words drip nothing but bile...there is no telling what he will be able to accomplish in Praxious' name.

### Anders Krail, Templar Neophant

The most senior of Tomarsson's Neophants, Anders Krail is a war veteran firmly entrenched in the Dardarrian Air Cavalry as a Flight Leader amongst the

Sky Knights. When he is not flying the skies under the banner of Dardarrick he is donning a golden mask and telling all the secrets he can find to the Hierophant. Anders is utterly faithful and would rather die a traitor to his kingdom than a traitor to his faith.

Very recently something has come into Anders' possession after his unit was called to aerial assault a strange and out of the way target in the Wildlands' border. His mount wounded, he was forced to land until he could get the beast healed. While he was on the ground he found the blasted remains of what seemed to be a soldier of some kind, but his armour and weaponry seemed odd. Having no time to investigate, he simply scooped what looked like the soldier's badge to bring back to Tomarsson for investigation. The badge was a strange stylised skull...

...a Wraith Recon badge.





# Minor Threats

The world of Nuera is a dangerous one, even for the mighty Lion of Dardarrick. The great kingdom is sitting atop the hill of civilisation, with everyone looking up at it with jealousy and envy. Some of these envious rivals are close and represent a constant risk, like Lorn or Torres, but other threats lurk beyond the horizon.

These threats are too far away or too small to be a worry when overshadowed by larger enemies; only revealing themselves when the Lion is looking elsewhere. Small as they are, they remain a problem. They are like pests, nipping away at Dardarrick's heels. The great kingdom can handle only so many small bites before it becomes a much larger problem.

This chapter looks at several of these lesser threats and what they could potentially mean for Dardarrick in the future.

## The Kingdom of Aphaxus

Located on the volcanic island continent of Sando, the Kingdom of Aphaxus is an ancient empire that has existed just as long as those created by the All Father. Home to the fire giants, the kingdom was formed when the black-skinned monsters claimed all of the lands of the continent's other main inhabitants – the azer dwarves. With tens of thousands of azers serving them as a labourer caste, the fire giants have enjoyed centuries upon centuries of rulership.

Over the ages the kings of Aphaxus have created trading agreements with outside nations. Sando is not a very easy landscape to live upon, and some goods are simply not available without trade. Aphaxusian galleys landed at several points on several continents, but it was with Lorn and Torres that the fire giants found allies that would not judge them for their slavery or try to battle them for their loot. The Aphaxusians would have gladly tried to trade with Dardarrick as well, but with the only Dardarrickian port city so far north and the air so cold up there, the fire giants would rather not make the trip.

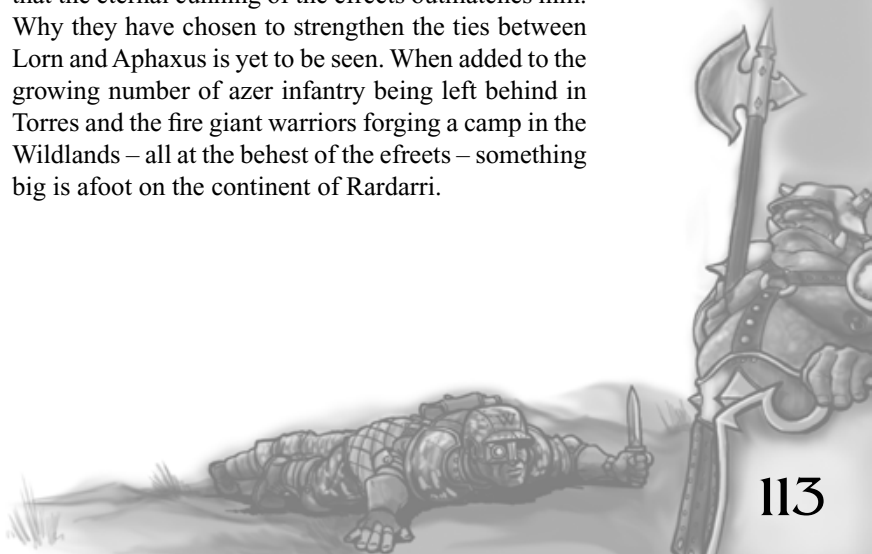
Because of their dealings with all of Dardarrick's enemies and not the kingdom itself, Aphaxusian ship crews returned to their families with acquired prejudices and opinions about the Dardarrickian people. The average Aphaxusian thinks of Dardarrick as a haughty human nation that is egotistical and self-absorbed. Dardarrick's open policy against slavery does little to endear the fire giants, especially amongst the royal families – who keep thousands of azer slaves to do their every bidding.

The Kingdom of Aphaxus has never directly clashed with Dardarrick, but there have been meetings and planning sessions between the Lornish government and emissaries from King Bandovaur concerning a stronger alliance between the two kingdoms. Such an alliance would not bode well for Dardarrick.

### King Bandovaur and the Three Volcanic Efreets

The current king of the fire giants Bandovaur is a powerful warlord in his own right, but his true strength comes from the three otherworldly advisors that he keeps; three efreets that sprang from out of nowhere. Arriving on the same day that three massive volcanoes erupted to bury thousands of acres of land under magma and ash, these three elemental villains urged Bandovaur to kill his uncle and take the throne of Aphaxus. With their help and backing he did so, plucking the crown from his uncle's severed head, placing it upon his own.

Bandovaur is a puppet of the three efreets; Buertan, Muarte and Countar. He believes that his decisions are his own, even the stranger ones that he cannot remember his reasons for taking. The king is physically powerful and is not unintelligent; it is just that the eternal cunning of the efreets outmatches him. Why they have chosen to strengthen the ties between Lorn and Aphaxus is yet to be seen. When added to the growing number of azer infantry being left behind in Torres and the fire giant warriors forging a camp in the Wildlands – all at the behest of the efreets – something big is afoot on the continent of Rardarri.





### Pirates of Parnax

A continent that has always been home to chaotic bloodlines, Parnax is the universal home to piracy and sea raiding of any type. Corsairs, slavers and simple raiders are as frequent as soldiers are on the mainland of Rardarri, and they are the only power or government to speak of in or around Parnax. The various pirate factions once warred amongst themselves as often as they did the navies and coastal communities of their targets, sending hundreds of dragonborn sailors to a watery grave each year over the smallest of disagreements or misread 'flagspeak'. It was a dangerous life on and off their ships, and the life of a Parnaxian pirate was often a short and brutal one.

Then came the forming of the Pirate Council in 624 YBD; designed by a trio of pirate fleet commanders whose names have long since been lost to time. Any pirate captain that controlled three or more ships could send an emissary to the meetings of the Pirate Council – which met on board a huge black ship just off the northern coast of Parnax. The Council would then decide where each pirate fleet would be able to prey upon others that season. Any ship not flying that season's agreed-to pennant would be considered a viable target.

A coordinated pirate fleet from Parnax showed itself to be far more dangerous to outsider shipping lanes than anything the world had known before. A single dragonborn corsair cutter could not take on a Dardarrian or Lornish naval war ship, but a fast hit and run attack on a coastal community or trading vessel was suddenly a simple endeavour. Ever since the forming of the Pirate Council, sailing the Ocean without sufficient escort was like painting a target on the side of your hull.

### Captain Half-Scarlet

Crewed entirely by former pit fighters from the Parnaxian crime-ridden city of Grut, the *Venerable Crimson* is a notorious corsair ship that is found plundering up and down the Rardarrian coasts. Its red sails herald a bloody end for any ship's crew that stands against them, and every naval officer on the Ocean knows to watch the horizon for sign of the ship. Piracy is always a worry, but what this nightmare ship brings is far worse.

The *Crimson's* captain, a hulking brown-red dragonborn that calls herself Half-Scarlet, was raised in the Wildlands. She was sold to tribals before she can even remember and forced to battle all sorts of animals, people and things for the amusement of her owners. Having escaped only once in her entire life, Half-Scarlet ran east toward what she was told were the peaceful people of Dardarrick. When she arrived to one of the Spires they told her that she could not enter; 'no savages beyond this point' they told her. So enraged by this that she killed both of the gate guards in as many breaths, and began the long sad walk back to her village to take her beatings.

When she arrived however, the crew of a Parenmaxian ship was raiding her village. She hated her owners, but they were familiar, and she killed many pirates with her gladiatorial training before being taken prisoner. The captain of the vessel – a huge red dragonborn bedecked with gold and silver – offered her a position on his vessel as a reward for such brutality. Over the next ten years she took command of the boat and crewed it with likeminded dragonborn. Still bearing a grudge over the Dardarrians that turned her away in her time of need, she has never forgotten their words and keeps a mockery of them gilded above her cabin door – ‘only savages allowed’.

## House Xuan of the Black Covenant

Steadfast allies of the Lornish, the drow of House Xuan have made themselves a firm under-empire within the kingdom of Dardarrick’s enemies. The nocturnal and sun-hating elves are the only direct connection to their homeland Zritec, and the other powerful drow houses that remained behind. Collectively known as the Black Covenant, the drow culture is one of self-reliance, corruption and darkness in every sense of the word.

The choosing of House Xuan to come to Rardarri and make allies with the first people they met was no accident. Of all the houses in the Black Covenant, House Xuan has the longest history of using deception, misdirection and treachery to deal with its foes. It was the perfect choice to sail colony ships to the continent of Rardarri in order to expand the Black Covenant’s empire. The drow of House Xuan would be shadowy benefactors to their new allies for as long as it takes to build up a proper underworld to live within, then signal the next house to come and do the same, and so forth.

No matter the lies they speak or the promises they make, the Black Covenant wants to expand and control the larger continent, turning it into a new home as they begin to outgrow the cramped tunnels of Zritec. This means that no kingdom is safe, especially Dardarrick. The great kingdom is too powerful to take on alone, so House Xuan will happily use their allies to help them to topple the Lion before turning on the others.

### High Priestess Llolita Xuan, Mistress of Darkenholme

The most powerful drow found outside of the caverns of Zritec, Llolita is a devout priestess of Mortessal and an expert on the undead condition. Once her minions had claimed they made a suitable home for her and her menagerie, a collection of underground beasts common to Zritec, she sailed on her private night-yacht and took command instantly of the puppet city of Darkenholme. Those Lornish citizens that dare to live amongst the drow of House Xuan are her playthings in mind, body and soul – even if they have no idea. She lives her life in exquisite excess, sharing her pleasurable activities with her allies for as long as they can survive her attentions.



She has a particular dislike for Praxious and his teachings against undeath, and she cannot abide by the cult's existence. When word reached her pointed ears that Dardarrick had deposed the theocracy she began to think they had a spark of worth to her, but was immediately disappointed to find out that they allowed the Hierophant to live. Sure that the cult lives on in Dardarrick's shadowy places, Llolita now spends her time figuring out how to fill those dark places with the walking dead. How better can she force the Praxious cultists out into the open to be dealt with?

### The Rising Dead

A major problem that Dardarrick has recently been forced to face is an exponentially increasing number of undead rising on the eastern borderlands near Lorn. Ever since the dracolich attacks, the risen dead have appeared in alarming numbers. Zombies, ghouls, wights and skeletons stalk the eastern lands, making more of their kind with each unfortunate soul they fall upon. Like a blight upon the former grain-belt of Dardarrick, these undead horror sightings began along the Dawn River in Eastermarck and Fisherslane but now have spread as far as the eastern outskirts of Graenwich.

If something is not done about the growing amount of walking dead in eastern Dardarrick the war against Lorn will be difficult to wage. Troops moving through undead-littered lands to reach their intended enemies would be slow, dangerous and potentially counter-productive if more soldiers die and rise as foes. In the age of the Dardarrian theocracy the Praxious templars would never have let such a threat get as out of hand that it has. This has not gone unnoticed by the populace and some people have begun to look for a return of their masked saviours to stem the tide of undeath...

### Mox Muertiss, The Eastermarck Stalker

In the weeks following the carnage of the dracolich attacks on Eastermarck, a large and dark figure began to appear stalking the streets of the dying city and the surrounding area. At first the sightings were disbelieved as the terrorised hysterics of survivors, but when relief troops returned from the area talking about a twelve-foot tall undead giant the reality of the situation took shape.

Calling itself Mox Muertiss (pronounced *mocks moo-air-tees*), the death giant seems devoted to the collection of souls from the dead and dying. Many of the local mindless undead have taken to following the elemental shadow creature, drawn to its necrotic power like moths to flame. Mox does not seem to have any allegiances or agenda other than to kill the living and steal their souls, being violently active on both sides of the border. As the undead are slowly driving themselves toward central Dardarrick, so too Mox will go – he can smell the souls as sharply as they can smell the fresh flesh awaiting them.

### Other Threats...

The above entries are just a taste of the problems and dangers that Dardarrick must deal with. They are not a priority of the moment, but the longer they are allowed to grow unchecked the more likely they will one day become one.

Dealing with these minor threats is often the role of Wraith Recon strike teams, who can go in and do what they must to stem the growth of a future threat before it becomes a big enough worry to warrant more widespread intervention. It might mean stirring up a problem here and there before its time, but if it can be dealt with without adding to Dardarrick's problems in the long term then Wraith Recon will have done its succeeded.

# Wraith Recon Missions

The teams of the Wraith Recon organisation do often not get much down time between their important assignments, reporting back to Spellcaster Command to debrief and patch up their wounds before receiving their next mission. It is not an easy life, but it is the price they are prepared to pay in order to keep Dardarrick safe.

Future *Wraith Recon* supplementary sourcebooks and mini-campaigns will have a host of different pre-made mission assignments dealing with the overarching plot of the *Wraith Recon* storyline; like the small mini-campaign found in this book (*The Lorn Initiative*). For Games Masters that wish to create their own missions for their Wraith Recon teams between the events described in the future supplements, or to fill in the spaces between them, a random mission generator is included.

This chapter is a step-by-step walkthrough on how to create a standardised mission assignment for *Wraith Recon*. Using the encounter templates found in the D&D 4E *Dungeon Master's Guide*, the guidelines found below, and a little ingenuity of their own, a Games Master could put together several sessions of game play using just a single mission assignment generated in this chapter.

## Mission Assignment

Mission assignments are the collective term used by Spellcaster Command for the individual deployments of a Wraith Recon asset. Mission assignments vary from instance to instance, and can be remarkably easy or staggeringly difficult. It all depends on what SpellCom needs done at the time of the strike team's briefing.

A mission assignment consists of several distinct parts. Those parts are as follows:

**Pre-Mission Briefing** – This is where the Wraith Recon operatives are told of their upcoming assignment and given the broad details of the mission

parameters. They will be told what general type of mission they will be going on, how many individual segments they will be responsible for, and any mission-specific details they should have. A Team Leader will need to be chosen at this time.

**Equipment Requisition** – Having heard what the mission should entail, the Wraith Recon operatives can then equip themselves accordingly. See the 'Additional Equipment for Mission Assignments' section beginning on page 17 for details.

**Pre-Deployment Check** – Ready to go to the location of the mission assignment, the strike team has one last chance to ask questions of their commanders or of Spellcaster Command before being deployed. Any special equipment SpellCom feels the Wraiths should have will be given to them at this time.

**Deployment** – This is where the Wraith Recon strike team is transported to the mission assignment site. There are several ways this can occur depending on the mission and the priority level of the Wraiths involved.

**Mission Segment Solution** – The meat of the mission assignment comes in the form of a number of mission segments that must be accomplished for the assignment to be successful. From solo-segment assignments to multi-tiered/multi-segmented ones, the Wraiths must deal with them.

**Exportation** – Once the mission segments have been completed (hopefully successfully) the Wraith Recon operatives must find their way back to headquarters. The details of this is sometimes part of their pre-mission briefing, but the Wraiths are on their own to accomplish this task.

**Post-Mission Debriefing** – This is the aftermath of the mission assignment. It includes the return of unused additional equipment, the curing of ailments, and the praise of successful missions.



### Good Games Mastering Note

To make sure that the narrative aspect of a mission assignment briefing and execution goes smoothly, it is suggested Games Masters using this chapter to put together their own missions do so before they sit down with their Wraith Recon team. Answering questions can be difficult if the Games Master has not yet determined what the answer would be.

The Games Master should use the following instructions to plan out a mission assignment fully before they even begin the pre-mission briefing. It will make them look better prepared and will give the Wraith Recon team all the information they need to be best prepared for the risks ahead.

Each of the steps above are covered in this chapter in the order in which they are supposed to occur in a game session dealing with *Wraith Recon*.

## Pre-Mission Briefing

The initial appointment of a mission assignment to a Wraith Recon team is probably the most important part of the whole process. Any Wraith can swing his sword or patch a wound when in the field, but the information given to the team before the mission begins can be priceless. Knowing what weapon to bring or which ritual to pack could be the difference between failure or success.

The first step in arranging for a pre-mission briefing is to determining three important pieces of information – where, what and how.



## Where is the mission taking place?

The first thing to decide is where the assignment is to take place. The Games Master can roll or choose a location on the following table.

1d6 Result	Mission Assignment Location
1	Domestic Dardarrick
2	Lorn
3	Torres
4	The Wildlands
5	Oceanic Vessel
6	Foreign Lands <sup>1</sup>

<sup>1</sup>This result will take the team far away from Dardarrick and place them in a different continent. Games Masters should be aware that these sorts of missions should be rare and will always count its mission segments as having 'Hard' encounter levels.

## What is the goal?

The next thing to determine is what style of mission assignment the team is being sent upon. The Games Master can roll or choose a mission type on the following table.

1d4 Result	Type of Mission Category
1	Reconnaissance
2	Retrieval
3	Escort
4	Elimination

It should be noted that some future scripted mission assignments will begin as one type of mission and change into a different one mid-mission. For the sake of ease we have not included an option for that to be randomly decided – the Games Master must decide to include it in his missions himself.

## How many segments is it?

Once the *where* and *what* have been answered, the Games Master must determine how long this assignment is supposed to be. Measured in mission segments, the following table can be used to choose or randomly determine how involved this mission assignment should be.

2d6 Result	Mission Segments in Assignment
2	1
3 – 4	3
5 – 6	5
7 – 9	3
10 – 11	2
12	Roll again with result +1 Segment

## What Does the Mission Type Mean?

Each of the four mission types determined above as the assignment's goal is a very broad definition of what must be done. To better define the mission itself, the Games Master can roll on or choose from the following lists to come up with a quick description of what will be required of the Wraith Recon strike team while on their assignment.

### This *Reconnaissance* mission requires the team to...

- 1 – 2: ...scout out a potential threat without engaging it in any way.
- 3 – 4: ...learn as much as they can about a specific individual.
- 5 – 6: ...map out a building or other location in detail for future missions.

### This *Retrieval* mission requires the team to...

- 1 – 2: ...gather specific information from potentially hostile sources.
- 3 – 4: ...acquire a specific item and return with it undamaged.
- 5 – 6: ...kidnap a specific individual and return with him or her alive.

### This *Escort* mission requires the team to...

- 1 – 2: ...bring an important object from one place to another undamaged.
- 3 – 4: ...ensure that an important individual reaches a specific destination alive.
- 5 – 6: ...acquire a captured or wounded ally and bring him back alive.



**This *Elimination* mission requires the team to...**

- 1 – 2: ...destroy a specific location.
- 3 – 4: ...destroy a specific being or group of beings.
- 5 – 6: ...destroy a specific item.

These quick descriptions are designed to give Games Masters something work on in order to make their own unique mission details. They are specifically vague to leave room for individualising the narrative content of the missions.

## Mission Specific Details

Some mission assignments will have specific requirements of the Wraiths to better help them succeed. These are purposefully vague to allow Games Masters to better shape their own missions, but could be made as specific as they need them to be.

Not all missions have any specific details to them. This can be decided by rolling 1d6 and subtracting 3. If the result is a positive number then the mission assignment has that many interesting details to add to its parameters.

For each of these specific details roll once on the following table. It describes the potential special circumstance, what it means to the team, and what special benefits it lends to the mission.

1d6 Result	Special Detail of Mission	Mission Bonus
1	Absolute Stealth of Team Required	+25% Experience if team is never witnessed in action.
2	High-Risk Combatants	+2 Potions of Healing for each team member
3	Known Enemy Vulnerability	Specific ammunition given to deal with vulnerable creature <sup>1</sup> .
4	Precision Deployment	Automatically considered a <i>True Portal</i> deployment.
5	No Witnesses	+10% Experience if anyone that saw the team is <i>eliminated</i> .
6	Rapid Exportation	Additional Scroll of <i>Linked Portal</i> ritual

<sup>1</sup> Such as silver for lycanthropes, radiant items for undead and so on.

If a piece of equipment is arranged to be a mission bonus (result of 2, 3 and 6) the Wraiths will receive the equipment during their Pre-Deployment Check stage of the assignment (see below).

## Choose a Team Leader

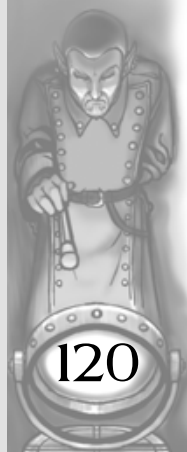
This is not so much a part of the mission assignment creation process as it is a part of the Wraith Recon team's process of fulfilling it.

Once a Team Leader has been chosen, the Pre-Mission Briefing is complete.

## Equipment Requisition

This is the part of the mission assignment process where the Wraith Recon team arranges for any specific weapons, armour or equipment they will want for the mission as it was described to them in the Pre-Mission Briefing.

Details on how this works is covered in an earlier chapter of this book, in the section beginning on page 26.





## Pre-Deployment Check

Once equipped and ready for action, the Wraith Recon strike team reports to their commanding officer at Spellcaster Command to get any final instructions, ask any last questions and receive any mission-specific equipment (as a bonus for mission specific details, see previous section).

The Pre-Deployment check is added to the mission assignment process in case any Wraith needs to do a last-minute switch of equipment or ask a specific question of a commanding officer before deployment. It is not an essential step in the process, but it is an opportunity for some pre-mission roleplaying and double-checking of necessary gear.

As for the equipment checking and swapping, this can be handled as part of the Equipment Requisition step. Every Wraith Recon team member can immediately swap one of their requisitioned equipment for a different piece of equipment of the same power level or lower. The resources offered to the Wraiths are tremendous.

Should any team members have any important questions to ask, they are only allowed one 'yes or no' question modified by their Charisma modifier. So if a Charisma 12 (+1 modifier) Wraith is about to be deployed he can ask two questions, where the Charisma 9 (-1 modifier) Wraith should keep his mouth shut and just follow orders.

These questions must be answerable in a short 'yes' or 'no' response; likely blurted out quickly as the commander is preparing the deployment details of the team. Once these questions, if any, are asked the team will move on to the Deployment procedure.

Some good examples of questions that could be asked are as follows:

- ◆ *'Will we be deploying into a hostile area?'*
- ◆ *'Should we hang onto a return ritual for emergency evac?'*
- ◆ *'Is there a teleportation circle nearby the target?'*
- ◆ *'Will we be alone out there?'*
- ◆ *'Will we need to bring back any casualties for Raise Dead rituals?'*

## Deployment

The process in which the Wraith Recon team is transported to where the mission assignment is to take place, the Deployment step can be very fast or very slow depending on the mission's need for secrecy, expedience or resource management.

To determine what form of travel will be utilised by the Wraith Recon team, the deployment range must be decided first. How far the mission is supposed to be from Spellcaster Command will determine the potential methods of deployment.

Each location of a mission has its own table to roll upon or choose from to determine transport type as follows:

### Domestic Dardarrick

Missions that take place within the boundaries of Dardarrick are easy to reach and are often not considered high arcane priority for transporting Wraith Recon teams when conventional travel can suffice.

1d6 Result	Transport Type
1	Overland Travel (Slow)
2	Overland Travel (Fast)
3	River Travel
4	Air Deployment
5	Portal-Drop (far)
6	Portal-Drop (near)

### The Kingdom of Lorn

Missions heading into Lorn are going to need to be either careful and slow or precise and rapid; doing it any other way would attract too much attention to the arrival of the team.

1d6 Result	Transport Type
1	Overland Travel (Slow)
2	Overland Travel (Slow)
3	River Travel
4	Portal-Drop (far)
5	Portal-Drop (near)
6	Portal-Drop (precise)



## The Kingdom of Torres

Missions going into the hostile kingdom of Torres have their deployment normally covered by the natural surroundings of the landscape. The lack of numerous permanent teleportation circles makes some Portal-Drops impossible.

1d6 Result	Transport Type
1	Overland Travel (Slow)
2	River Travel
3	River Travel
4	Air Deployment
5	Portal-Drop (far)
6	Portal-Drop (precise)

## The Wildlands

Missions taking place in the chaotic lands of the Wildlands have nothing to worry about a physical deployment, but the existence of just two known permanent teleportation rings and so much uncharted territory limits the use of Portal-Drops.

1d6 Result	Transport Type
1	Overland Travel (Slow)
2	Overland Travel (Fast)
3	Air Deployment
4	Air Deployment
5	Ocean Travel
6	Portal-Drop (far)

## Oceanic Vessel

Missions that are targeting something on an ocean vessel are difficult to reach because they are always moving and cannot be reached by land.

1d6 Result	Transport Type
1	Air Deployment
2	Air Deployment
3	Ocean Travel
4	Ocean Travel
5	Ocean Travel
6	Portal-Drop (precise)

## Foreign Lands

Those rare missions that take the Wraith Recon team to other continents are too far away to reach by land or by air without exhausting the ferrying mounts. Even teleportation is risky due to the lack of foreknowledge of the area.

1d6 Result	Transport Type
1	Ocean Travel
2	Ocean Travel
3	Ocean Travel
4	Ocean Travel
5	Portal-Drop (far)
6	Portal-Drop (far)

What the various Deployment methods mean are as follows:

**Overland Travel (Slow)** – This is the old fashioned method of travel...walking. It could take the Wraith Recon team upwards of two weeks to get where they need to be going. This might be the slowest form of deployment, but it ensures that the Wraiths can stay hidden or secretive while they travel.

**Overland Travel (Fast)** – This deployment places the Wraiths on horseback or as part of a wagon caravan. They will reach their destination in a few days. They might draw more attention to themselves in this fashion, but clever Wraiths can cover for anything.

**River Travel** – Taking a boat or raft, the Wraiths are using the continent's extensive web of rivers to reach the destination within two days' time.

**Ocean Travel** – Travelling a very long distance by ocean-going vessel takes two weeks or more to reach where the mission is to take place, but the area was not likely accessible without doing so.

**Air Deployment** – Arranging for mock uniforms and the use of an Air Cavalry unit to take the Wraiths directly to the mission assignment, air deployment is very effective and extremely fast but can often raise interesting questions from the air cavalymen doing the flying.

**Portal-Drop (far)** – Using the *Linked Portal* ritual to open a teleportation circle, the Wraiths are simply teleported to the permanent teleportation ring in the closest large city. This could be several days’ walk or even ride from the mission assignment, but it draws the fewest questions – people appearing in teleportation rings is normal to see.

**Portal-Drop (near)** – Using the *Linked Portal* ritual to open a portal to a little-known wilderness teleportation ring closer to the mission assignment than any city-based one would, the Wraiths arrive in the wilderness roughly a day’s march from where the mission is to take place. This is more efficient than being transported to a city a week away, but also could place the Wraiths in a hostile wilderness situation unknowingly.

**Portal-Drop (precise)** – Using the *Omniciex* to view a specific location where the mission assignment is before using the *True Portal* ritual to open a gateway to that spot, *SpellCom* drops the Wraiths within minutes of the mission assignment. This is extremely expedient and very dangerous; teleporting covert agents within eye or earshot of the target could blow any chance for secrecy the mission had.

## Mission Segment Solution

The action and adventure of *Wraith Recon*, the mission segments that make up the assignments are where the Wraiths have their skills, training and equipment put to the test. It is, in laymen’s terms, the meat of a *Wraith Recon* scenario.

Each mission segment is a self-contained series of events that make for a good few hours of game play, allowing longer mission assignments to feel like short story-arcs rather than session-based episodes. Each of these mission segments represents a specific task that must be completed in order to succeed in the overall mission assignment.

The mission segments themselves are made up of potential Complications. These Complications range from possible witnesses to life-or-death battles with enemies of the crown. They are what adds the excitement to a mission’s undertaking, and what could pose a problem for the Wraith Recon team if they handle things poorly or, in some cases, not at all.

Every mission segment should receive 1d3 Complications, rolled on or chosen from the table below.

1d10 Result	Reconnaissance	Retrieval	Escort	Elimination
1	Ideal SitRep	Ideal SitRep	Ideal SitRep	Ideal SitRep
2	Skill Challenge	Skill Challenge	Skill Challenge	Skill Challenge
3	Skill Challenge	Skill Challenge	Skill Challenge	Skill Challenge
4	Skill Challenge	Skill Challenge	Trap or Hazard <sup>1</sup>	Trap or Hazard <sup>1</sup>
5	Skill Challenge	Skill Challenge	Trap or Hazard <sup>1</sup>	Encounter (easy)
6	Skill Challenge	Trap or Hazard <sup>1</sup>	Encounter (easy)	Encounter (standard)
7	Skill Challenge	Trap or Hazard <sup>1</sup>	Encounter (easy)	Encounter (standard)
8	Trap or Hazard <sup>1</sup>	Encounter (easy)	Encounter (standard)	Encounter (hard)
9	Encounter (easy)	Encounter (standard)	Encounter (standard)	Encounter (hard)
10	Encounter (standard)	Encounter (standard)	Encounter (hard)	Encounter (hard)

<sup>1</sup> After rolling this Complication, roll another to take place at the same time in order to better ‘hide’ the threat of the Trap or Hazard.





**Ideal SitRep** – The Wraith Recon team has found itself to be in an ‘ideal situation report’ and can move more or less freely without fear of threats or problems. It means the Wraiths have some time to themselves to heal, rest, reconnoitre and plan ahead for the next challenge. This is also an excellent place for Games Masters to give the Wraiths some time for roleplay with locals or even each other.

**Skill Challenge** – The Wraith Recon team have stumbled upon some kind of obstacle or difficulty that will require the use of the Wraiths’ skill training and chosen equipment to get through. Using the examples and guidelines concerning Skill Challenges found in the D&D 4E *Dungeon Master’s Guide*, the Wraith Recon team is put to the test. The rated Complexity of a random Skill Challenge as a Complication should be determined by rolling 1d3 and adding 2 to the result.

**Trap or Hazard** – The Wraith Recon team are about to walk into a situation that hides a perilous device or situation. Using the examples and guidelines

concerning Traps and Hazards found in the D&D 4E *Dungeon Master’s Guide*, the Wraith Recon team must try to circumvent the situation or else find themselves harmed by it. The effective level of the Trap/Hazard is equal to the highest level in the team plus 1d3.

**Encounter (easy/standard/hard)** – The Wraith Recon team are entering a situation that could very well become a combat encounter. Following the appropriate instructions provided in the D&D 4E *Dungeon Master’s Guide* to create monster/creature Encounters at the difficulty level indicated in the table above, the Wraiths will need to find a way to ignore, persuade or defeat the Encounter in order to be successful in the mission segment.

Games Masters should design these Encounters based on the sorts of creatures and beings that are found in the kingdom or territory the mission is taking place (ogres in the Wildlands, undead in east Dardarrick, fire giants in Sando and so on).

### Successful Mission Segments

As the Wraith Recon team works its way through the various Complications in the mission segment they should be rewarded with experience between *segments* – not Complications. This is to show the characters learning from their situations and becoming more accustomed to using their skills in the mission assignment.

### Overall Mission Success

Once the Wraith Recon team has finished all of the mission segments of the assignment it should be pretty evident whether or not they have been successful in the overall mission.

If it was a Reconnaissance mission assignment and they have the information they need, they were successful. Perhaps they could have been a little more sneaky and a little less ‘kill them all’, but the information was the target.

A Retrieval mission is successful if the target in question was acquired and brought back to SpellCom for the de-briefing. Hopefully the target is unharmed or undamaged, but bringing anything back is better than coming home empty handed.

Escort missions are only really successful if the object or person made it from the starting point to the target point intact. Should that not happen, the Wraiths are likely to have taken considerable casualties themselves – they would never just roll over and let their mission be dismantled without a fight!

Elimination missions have the easiest degree of success. Is the aforementioned target destroyed? Yes? Well, the mission was successful. If it somehow survived the Wraith Recon team’s attacks they had better not return all in one piece. Wraiths do not normally run away and leave a job unfinished except when ordered to do so by SpellCom.

### Exportation

When a mission has been completed (or determined to be a failure), the Wraith Recon team must then return to Spellcaster Command as fast as they can. This often is as easy as the team performing a *Linked Portal* ritual to go instantly back to the dedicated permanent teleportation ring found in Wraith Recon Headquarters, but might be more involved if the assets are not available to them.

Whether they are forced to hijack a boat, steal a team of horses or bribe a local wizard to send them – the Wraith Recon team must return to Fort Brazen as soon as they can.

### Post-Mission Debriefing

Once the Wraith Team has returned after their mission and have dropped off any people, information or items that they were responsible for getting during the mission, they head into the debriefing chamber to talk about what happened on their mission to the Wraith Commander (or occasionally one of his assistants).

If successful, the team will be applauded for their service and treated with respect and honour. They will be treated to a few hours of healing and rest at the hands of the clerics of the All Father while Spellcaster Command figures out what next to do with the team. Everyone will be pleased with their accomplishments.

If they failed, gods help them, the Wraith Commander will take turns explaining exactly what they did wrong during their mission (he could see it all through the SpellCom system) and what horrible fate they have spelled for Dardarrick because of their failure.

### Requisition Returns

No matter how the mission panned out, Spellcaster Command wants their assets back in the vault where they belong. This means that any requisitioned equipment (not Basic Wraith Equipment Packages or



personally-owned items) that were given out for this mission assignment is expected to be returned. Items that are expended upon use do not have to be returned if used, such as potions, scrolls and ammunition.

Anything that was requisitioned that is supposed to be returned that does not find its way back into SpellCom's hands before the next mission assignment is considered to be 'erroneously lost'. Items that fall into this category go onto a list in that particular Wraith's personnel file and is held against his future requisitions.

In game terms, every item on a Wraith Recon character's 'erroneously lost' list counts as one negative level for the purposes of the amount of equipment they can requisition in future mission assignments. Every two successful mission assignments the character goes on in the future can erase one of these negative requisitions levels, or the retrieval of the original item (not a duplicate!).

### Rewards for Success...Penalties for Failure

*Wraith Recon* is a setting based around the accomplishment of covert missions in the name of king and country, and it would be remiss not to reward players that accomplish their missions regularly. Conversely, Wraith Recon teams that frequently fail their tasks should be punished.

- ◆ A successful Wraith Recon mission assignment earns the team members a bonus of 200 XP times their current level.
- ◆ A failing Wraith Recon mission assignment halves (round down) the number of Additional Equipment levels each team member can requisition for their next mission assignment.

## Mission Sourcebooks Await...

The kinds of vague and generic missions that can be created using this chapter are a good place to start for beginning Games Masters in *Wraith Recon* or used as the building blocks for bigger unique adventures and campaign plots. They are designed to be open and neutral on purpose; allowing the Games Masters to use them as they see fit for their own campaigns.

As the *Wraith Recon* supplement product line expands, there will be new and exciting mini-campaign sourcebooks published that will describe bigger and more detailed missions. They will draw readers into the setting as Wraith Recon Four...the covert strike team that will one day be responsible for the salvation or damnation of an entire kingdom...



# Campaign 0: The Lorn Initiative

**W**raith Recon Four has been selected, trained and equipped for the time of conflict that will soon weigh heavily on Dardarrick. Lorn has unleashed a dracolich upon the eastern borders of the great kingdom, Spellcaster Command is in a frenzy over conflicting information they are getting from the other teams, and the enemies of Dardarrick seem poised to strike at anytime.

It is time for Wraith Recon Four to do what it was trained to do – and save the kingdom one mission at a time.

This campaign, *0: The Lorn Initiative*, is a series of four short mission assignments that not only help Games Masters get used to the format and feel for *Wraith Recon* missions, but also introduce the players to the world in which a first level Wraith Recon Four will soon be active within – revealing a horrible secret that is sure to shape the conflict to come.



## Reading Mission Assignment Codes

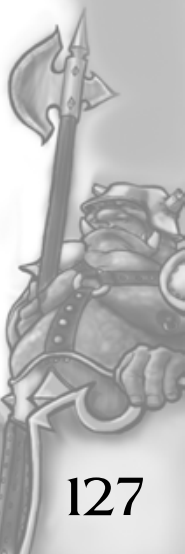
All *Wraith Recon* campaigns follow a specific numerical code to explain when in the setting's chronology and publication series a mission assignment should occur.

**X.X** – The first numeral in the code is the campaign identifier. For example, all of the mission headers in this product will begin with a 0, as they are all part of the mini-campaign 0. If the first numeral is a letter, that mission assignment or collection of assignments are not tied to the overall chronology of *Wraith Recon*, and can be used whenever the Games Master wishes.

**X.X** – The second numeral is the assignment identifier. It shows which order the various mission assignments in a given mini-campaign collection.

**X.X.X** – The third numeral is the segment identifier, showing where it occurs within a given mission assignment.

Individual mission complications do not have a coded signature, they simply are listed with the mission segment they are a part of.



## Mission Assignment O.I: Sweep Eastermarck

**Mission Start Date:** 4<sup>th</sup> day of Fatherstime, 1,209 YBD

**Deployment Location:** Eastermarck, Dardarrick

**Deployment Method:** Overland on foot.

**Primary Mission Goal:** Reconnaissance around the outskirts of Eastermarck and count the number of undead.

**Secondary Objectives:** Destroy any groups of undead you encounter during exportation.

**Expected Resistance:** Mindless undead in small numbers.

**Useful Information:** Eastermarck is dangerous. Do not risk entering city limits.

### Pre-Mission Briefing:

*Wraith Recon Four, your mission is to head over to the fields surrounding Eastermarck and get a good idea just how many walking corpses we have over there. Those Lornish bastards dropped that dracolich on us almost three months ago and we still have newly dead washing up on the shores of the Dawn and Fisherslane. Something just is not right, Wraiths.*

*I think this is a perfect assignment for you to cut your teeth on, too. Easy in, easy out. No heroics. No sad letters to your mothers back home. Got it?*

*It is only a few days' hike if you head straight east from here, and this is not time sensitive; just something that the arcanists need done.*

*Go grab your gear, and I'll meet you out by the eastern gates. And for the All Father's sake...do not forget to grab a good cloak to hide your armour!*

### Mission Segment O.I.I: Eastermarck

Wraith Recon Four have been travelling across Dardarrick for several days and have reached the western banks of the Dawn River. They will now have to figure out a way to cross the river due to the undead creatures meandering on the footbridge. Once crossed, they will need to avoid further conflict with the walking dead in order to count their estimated numbers.

#### Complication 1 – The bridge is guarded!

*You approach the bridge that crosses the Dawn, but several shambling shapes stumbling into one another on top of it give you pause.*

This skill challenge gives the Wraiths a choice to do as they were told and avoid combat if they are smart enough to figure out how to get past the bridge.

**Setup:** To get past the Zombies on the bridge without a fight the Wraiths must try to sneak under it or swim past.

**Level:** Equal to the level of the team.

**Complexity:** 2 (requires 6 successes before 3 failures)

**Primary Skills:** Athletics, Nature, Stealth.

**Athletics (moderate DCs):** You try to simply swim across the river.

**Nature (moderate DCs):** Watching the river's current you decide where the best place to try and wade across is. First success of this skill can point out the safest place to swim as well, lowering all further Athletics DCs to easy.

**Stealth (moderate DCs):** Using the brickwork on the side of the bridge you plan to try and sneak right under the zombies' collective noses, those that still have them!

**Success:** The team is across the river and does not have to battle the zombies on the bridge.

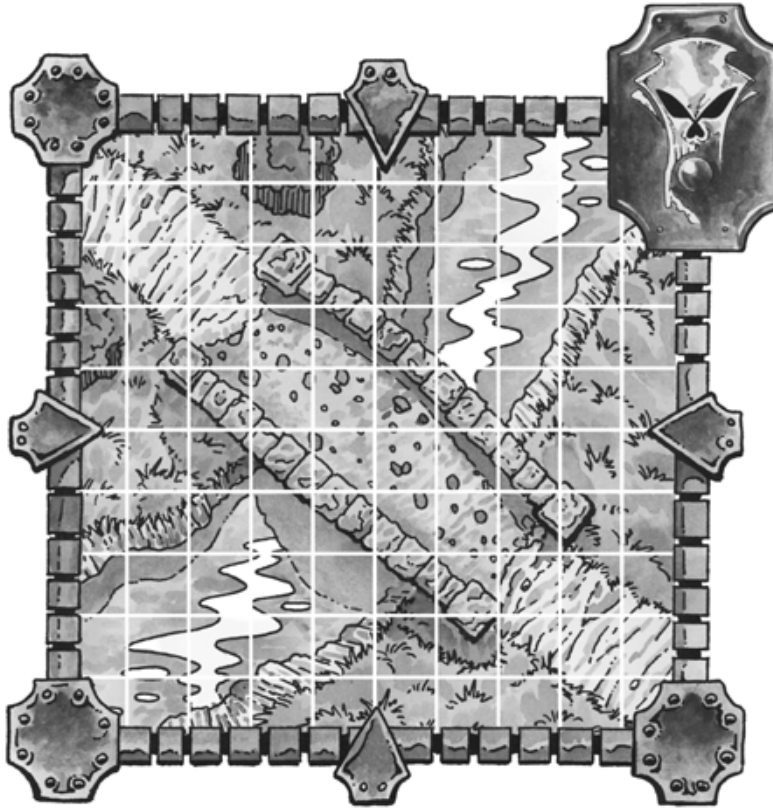
**Failure:** The zombies are alerted to the Wraiths' presence and attack. The following combat encounter immediately occurs.

#### Level 2 Encounter (XP 440)

- ◆ 2 zombies (level 2 brute)
- ◆ 5 zombie rotters (level 3 minions)



The bridge is guarded!



### Complication 2 – They are everywhere

*The closer you get to Eastermarck, the thicker the stench of death gets. You can hear the moans of the dead or perhaps the dying, and lumbering shadows wander everywhere you look.*

This skill challenge is the goal of the mission assignment, the counting of the risen dead in and around Eastermarck.

**Setup:** To stay out of sight and unnoticed long enough to avoid any undead altercations while ‘counting’ the groups of them shambling around.

**Level:** Equal to the level of the team.

**Complexity:** 3 (requires 8 successes before 4 failures)

**Primary Skills:** Any Knowledge, Perception, Stealth.

*Any Knowledge (moderate DCs):* You remember some specific fact about one of the undead things you have seen regarding the numbers it commonly travels in or how fast it can move across open land.

*Perception (easy DCs):* You simply look out for the undead and make mental notes as to how many and what kinds you have seen.

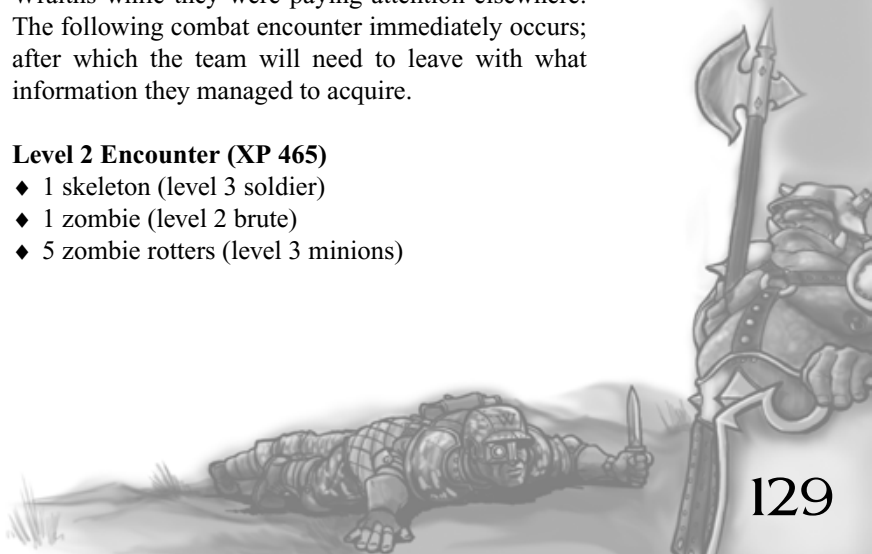
*Stealth (moderate DCs):* You use ruined farm equipment, shrubs, boulders and anything else you can to make sure the walking dead do not catch wind or sight of you.

**Success:** The team spends a few hours counting and categorising the undead on the outskirts of Eastermarck, coming to the conclusion that there are too many to count!

**Failure:** A group of the undead have found the Wraiths while they were paying attention elsewhere. The following combat encounter immediately occurs; after which the team will need to leave with what information they managed to acquire.

### Level 2 Encounter (XP 465)

- ◆ 1 skeleton (level 3 soldier)
- ◆ 1 zombie (level 2 brute)
- ◆ 5 zombie rotters (level 3 minions)



**Mission Segment 0.1.2:  
The Cold Road Home**

Having counted as many undead as they could without being overrun by walking corpses, Wraith Recon Four enacts their exportation back to Spellcaster Command. Weary and possibly injured, they choose to use one of the old packed earth roads. Unfortunately they are not the only beings that wanted to use the old road to Graenwich!

**Complication 1 – Undead on the road!**

*You can see another group of travellers on the same road you are on just ahead of you, but something is not right about them. As you squint to see better, wind blurring your vision, a raven hears your foot scrape*

*the gravel and erupts in flight from in front of one of the travellers – taking a chunk of decrepit scalp and hair with it!*

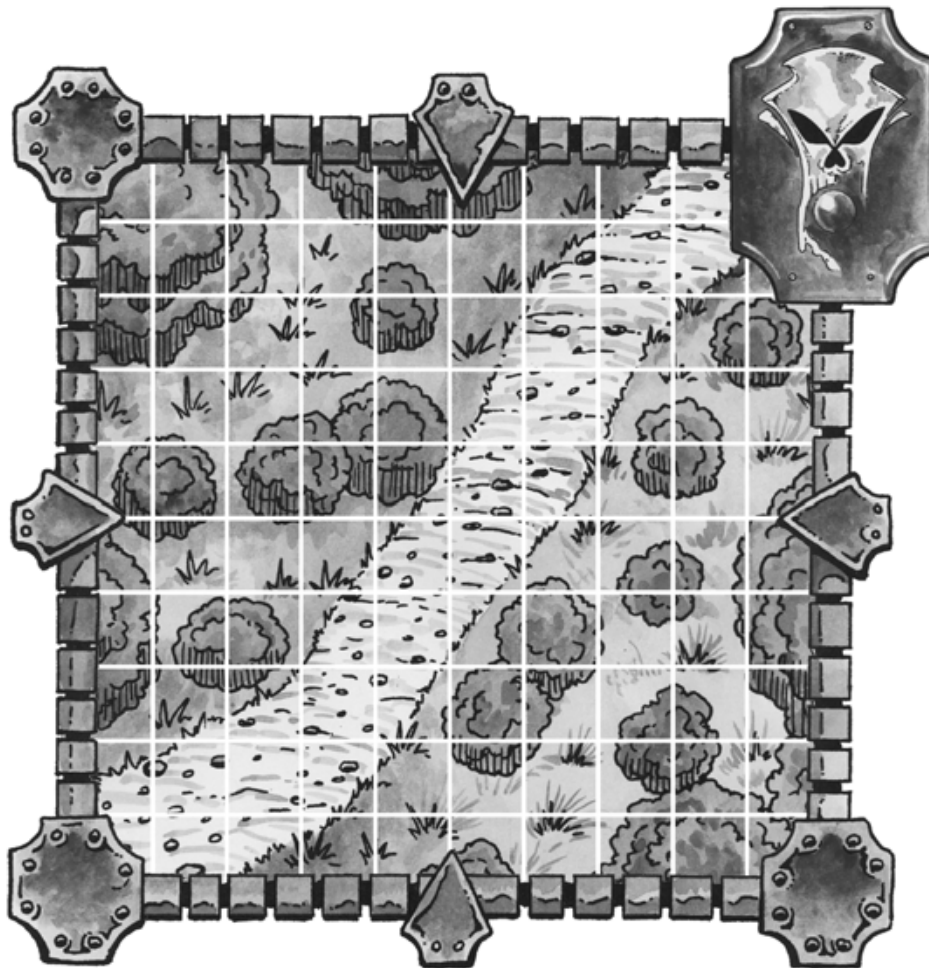
*The beast turns slowly to cast empty sockets toward you, emitting a horrible wail to his packmates...*

This is a combat Encounter (standard) with the following enemies involved:

**Level 3 Encounter (XP 640)**

- ◆ 1 ghoul (level 5 soldier)
- ◆ 2 zombies (level 2 brute)
- ◆ 5 zombie rotters (level 3 minions)

Undead on the road!



**Post-Mission Debriefing (Success):**

*Good job out there, Wraiths. I knew that a bunch of rotten meat sacks would be no match to hard cases like yourselves!*

*On a more sombre note, the information you have brought back shows that Eastermarck is worse off than we thought. The arcanists are going to have a field day with this trying to figure out what to do, but leave that to the crystal ball boys upstairs.*

*Go and get some rest, Wraiths. You've earned every wink of it.*

**Post-Mission Debriefing (Failure):**

*What?!? You couldn't manage to even get a glimpse of a few bags of bones wandering around out there? You could have at least had the decency to lie to me...wait, no...maybe the problem is that you folks just do not know what dead things look like, hm?*

*Well, let us fix that. Go grab some aprons and head on up to the kitchen...the butcher needs some able hands for the next few days to haul guts, and if you cannot grow 'em...haul 'em!*

*Dismissed!*

**Mission Assignment 0.2:  
Doctor Harrensson**

**Mission Start Date:** 25<sup>th</sup> day of Fatherstime, 1,209 YBD

**Deployment Location:** Stone Forest shelters north of Grainington, Dardarrick

**Deployment Method:** Overland on horseback.

**Primary Mission Goal:** Escort Doctor Erich Harrensson safely from the shelters to an operative in Rivermarck.

**Secondary Objectives:** Do not allow other Grainington survivors to follow your exit.

**Expected Resistance:** Mindless undead in small numbers; Stone Forest kobolds.

**Useful Information:** The citizens in the Stone Forest shelters are tired of being raided by kobolds out of the mountains and are looking for any method to safely travel away from the area.

**Pre-Mission Briefing:**

*Good morning, I hope that your time off was constructive? Good.*

*Your next assignment should be an easy one; a simple babysitting job that requires a steady head and a glib tongue to pull off. In lieu of such talents you are going to just have to do your best.*

*A student of arcana from the Wizard's Guild named Doctor Erich Harrensson happened to be in Grainington when the Lorns' dragon attacked. We know he made it out and is now living in the communal shelters in the Stone Forest foothills. As the chief researcher of undead in the Guild, SpellCom wants him back.*

*You are to ride hard to those shelters, I have a map to give you, find the doctor and take him to Rivermarck. There you will find 'Benner'. He will take the doctor from you at that point and you will return for debrief.*

*Now, keep in mind that the rest of those people in the shelters are tired, hungry and scared. Many of them want to leave but cannot risk unguarded travel through kobold territory. We cannot afford outsiders learn who you are or why you are taking the doctor – do NOT allow those people to follow you out of the hills.*

*We have a team of fast horses for you in the stables, with one extra for the doctor. Good luck Wraiths, and godspeed.*



### Mission Segment 0.2.1: The Shelters

Wraith Recon Four have ridden hard northward from Fort Brazen and reached the foothills to the south of the Stone Forest Mountains. There is a stacked-stone and timber encampment that is currently home to roughly fifty survivors of the Grainington attack. The Wraiths have to find Doctor Harrensson without attracting too much attention to themselves and manage to convince him to leave the shelters with them.

#### Complication 1 – Where is the doctor?

*The unwashed and sullen faces of so many uprooted Dardarrians wraps a cold hand around your heart, but you must stay vigilant and find the doctor in the crowds without alarming too many of the citizens.*

This skill challenge forces the Wraiths to try and practice their smooth-talking and covert skills, perhaps even their ability to work unseen in public.

**Setup:** To find the doctor in the shelter camp, the Wraiths have to hide, observe and lie their way past the refugees.

**Level:** Equal to the level of the team.

**Complexity:** 3 (requires 8 successes before 4 failures)

**Primary Skills:** Bluff, Perception, Stealth.

*Bluff (moderate DCs):* You lie to anyone you come across in order to narrow your search for Doctor Harrensson.

*Perception (moderate DCs):* Paying close attention to the faces that walk through your vision, you keep your eyes peeled for signs of the doctor.

*Stealth (easy DCs):* Sticking to the shadows and lurking outside of view, you look for the doctor from the outside of buildings through windows and cracks in the construction.

**Success:** The team finds the doctor without alarming the public.

**Failure:** The team fails to find the doctor, and a small group of angry citizens corners them and tries to force them to explain themselves. The following combat encounter immediately occurs; after which the doctor will come to administer to the wounded.

#### Level 2 Encounter (XP 398)

- ◆ 2 human lackeys (level 7 minions)
- ◆ 8 human rabble (level 2 minions)

#### Complication 2 – Come with us...now

*The doctor looks at you with dark circles under his eyes, shakes his head and clicked his tongue, 'These people need me, and now you are saying you need me to leave them? Why?'*

This skill challenge puts the Wraiths in a position to get the good doctor to come along with them peacefully and without making a scene.

**Setup:** To get the doctor to come along with them without revealing who they really are, they will need to come up with a good story or angle.

**Level:** Equal to the level of the team.

**Complexity:** 3 (requires 8 successes before 4 failures)

**Primary Skills:** Bluff, Diplomacy, Intimidate.

*Bluff (moderate DCs):* You come up with a believable tale that could persuade the doctor that he must sneak out of camp with you.

*Diplomacy (moderate DCs):* Playing up to the facts of the matter, you explain that the Wizard's Guild sent for him concerning his knowledge about undead, getting him to want to go with you.

*Intimidate (easy DCs):* Choosing the direct route, you use fear and threats to get the doctor to comply with your orders. Each failure of an Intimidate check counts as two failures.

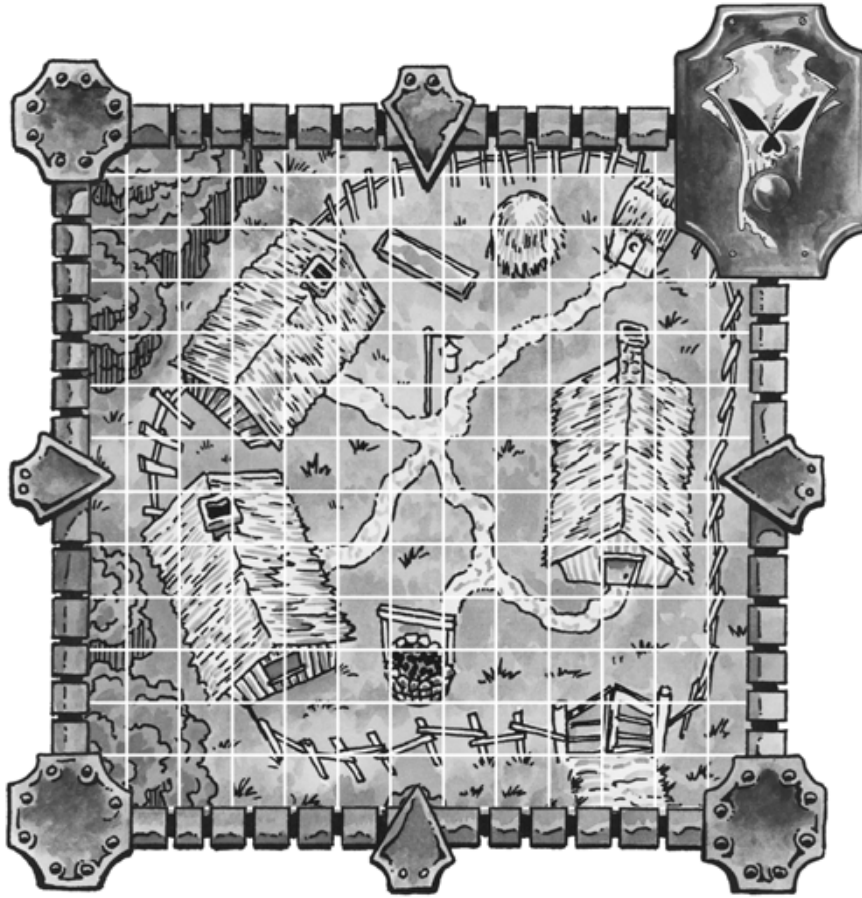
**Success:** The doctor agrees to sneak out of camp and go with you to Rivermarck.

**Failure:** The doctor disagrees with your reasoning and refuses to leave. This means that the Wraiths will need to kidnap him instead, during which he will shout out for help – triggering the following combat outside his shelter building.

#### Level 3 Encounter (XP 573)

- ◆ Doctor Harrensson; 1 human mage (level 4 artillery)
- ◆ 1 human guards (level 3 soldier)
- ◆ 8 human rabble (level 2 minions)

Come with us...now



### Mission Segment 0.2.2: To Rivermarck!

The doctor with them, willingly or not, the Wraiths have to get out of the encampment without being followed by Grainington refugees. Once on the road to Rivermarck they have to deal quickly with a small group of raiding kobolds from the hills, so as to not attract attention from the nearby shelters. Eventually they will reach Rivermarck and need to find Benner and deliver the doctor to him.

#### Complication 1 – Under the cover of night

*Twilight falls upon the land and a cold wind blows from the east, but it is the perfect time to sneak out to the horses with the doctor and get out of the camp. No one can follow you, so you must be careful.*

This skill challenge pits the Wraiths against the nature of their own tracks and noisiness, perhaps attracting

attention when they are supposed to be leaving stealthily.

**Setup:** To get the doctor out of the camp without the other refugees following, the Wraiths have to come up with some clever solutions.

**Level:** One level higher than the team.

**Complexity:** 4 (requires 10 successes before 5 failures)

**Primary Skills:** Intimidate, Nature, Stealth.

*Intimidate (moderate DCs):* Anyone that even dares come close to you during your exit is quickly rebuked with a solid threat or stern glare.

*Nature (easy DCs):* Using the best natural terrain to cover your tracks, you ensure that no one can easily follow you once you has ridden out of the camp.

*Stealth (hard DCs):* Although leaving at night and trying to be quiet, you must do everything you can to keep your horses and the doctor silent enough to get away from the shelters unnoticed.



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**Success:** The team gets the doctor away from the shelter encampment without attracting any refugee tagalongs.

**Failure:** The team did not know it, but several Grainington refugees have been following their tracks, becoming the victims of the Stone Forest kobold pack that is active in the area. If the team fails this skill challenge, double the number of kobold skirmishers found in the next complication (sent to deal with the additional humans).

### Complication 2 – Kobold ambush!

*Two large boulders line the path ahead of you, forcing you to ride single filed through the gap. As the first horse crosses into the gap however, a shrilling hiss is heard from above and diminutive lizard-like humanoids scurry from around the boulders to encircle you, spears at the ready.*

This is a combat Encounter (standard) with the following enemies involved:

### Level 3 Encounter (XP 725)

- ◆ 1 kobold dragonshield (level 2 soldier)
- ◆ 2 kobold slingers (level 1 artillery)
- ◆ 4 kobold skirmishers (level 1 skirmishers)
- ◆ 4 kobold minions (level 1 minions)

### Complication 3 – Who is Benner?

*Entering the busy city of Rivermarck, you begin to wonder if you should not have asked what your contact looked like? Who is this Benner? What is he? Is he really...a she?*

This skill challenge helps set the secretive mood of the Wraith Recon organisation and show that not all of the operatives are known to the Wraiths, or that they are considered team players.

**Setup:** To find Benner (or get Benner to find them), the Wraiths will need to carouse at taverns, inns and public squares without losing sight of their mission.

**Level:** One level lower than the team.

Kobold ambush!



**Complexity:** 3 (requires 8 successes before 4 failures)

**Primary Skills:** Bluff, Diplomacy, Endurance.

**Bluff (easy DCs):** You drop the right false stories and fake hints to the right people and Benner will surely come and find you.

**Diplomacy (moderate DCs):** Explaining that it is important that they help you find this Benner person, the operative will reveal himself to you.

**Endurance (moderate DCs):** A fast way to the truth is through an empty bottle or two of booze, but it has its drawbacks as well.

**Success:** Benner is made aware that the Wraiths are looking for him and he comes to pick up the doctor from them. When he does so he flashes a Wraith Recon insignia on the pommel of his dagger and calls himself a 'Wolf'. He does not mince words long, and takes the doctor away almost immediately so Wraith Recon Four can head back to headquarters.

**Failure:** The Wraiths made a mess of trying to get Benner's attention and almost blew his cover amongst a guild of local thieves. As a point of personal spite Benner sneaks into wherever the Wraiths are keeping the doctor and simply steals him, leaving a note that says 'Give my best to the Commander. - B -' where the doctor was. This has no direct effect on the mission's success, but it should make the players feel really foolish that this guy stole their man right out from under their noses!

## Post-Mission Debriefing (Success):

Welcome back, Wraiths. Benner reported that the doctor made it to Rivermarck safely and that he is already hard at work with a few others in his field looking into the rise of undead in the east. What they can come up with will be instrumental in us getting that eastern border under control before we send in the troops to Lorn, so you did good Four, real good.

I put an extra hundred gold in each of your lockboxes in the preparation room as a little bonus. Go get some R&R, and that's an order.

## Post-Mission Debriefing (Failure):

I just do not know what to do with you. 'Go get the doctor' I said. 'He is important' I said. But yet you still manage to get the leading mind on necromantic studies killed in the hills of our kingdom!

I am not sure there is enough profanity in all the languages I know, which is seven in case you were thinking of saying something smart, to describe exactly how bad I want to have your collective arses kicked for this!

Get out of my sight.

Now!

## Mission Assignment 0.3: Dark Gypsum

**Mission Start Date:** 6<sup>th</sup> day of Greening, 1,209 YBD

**Deployment Location:** The northeast border of Dardarrick/Lorn

**Deployment Method:** Portal-Drop (near)

**Primary Mission Goal:** Retrieval of dark gypsum samples from the Lornish mining facilities outside of Stonefall Reach.

**Secondary Objectives:** Do not allow the Lornish to link Dardarrick to the mission – no witnesses.

**Expected Resistance:** Lornish watch soldiers; potential citizenry support.

**Useful Information:** Stonefall Reach is the leading ore refinery for Lornish blacksmithing; expect high number of dwarven soldiers.



### Pre-Mission Briefing:

Good evening, Four, and my apologies for getting you all up so late this night. When the mission crossed my desk bearing the red wax of an emergency assignment...I knew you were the team to get it done.

The brains over at the Wizard's Guild have discovered something interesting about the undead that keep getting fished out of Lake Pale. There is a strange substance in all of them, some kind of crystal dust that SpellCom is codenaming 'dark gypsum'. Exactly what this substance is or does they are not sure of; apparently it gets all alchemically fouled up when its in the undead folks.

Which is why your team is going into Lorn to get the orb-gazers a few samples of the pure stuff.

They are sure that it must be getting dug out of the Stone Forest on the Lornish side of the border, near Stonefall Reach. We are going to portal-drop you in an old broken tower an hour or so this side of the border, and then you will be on your own to get to Stonefall Reach and grab that sample.

I know I do not have to say this, but I am going to anyway – do not leave ANY trace that you were ever there. Someone sees you or the bodies of your kills and reports back that we were involved and suddenly Lorn has reason to invade. Get in, get that sample, and get back across that border as fast as you can.

That's all...good luck.

### Mission Segment 0.3.1: The Lornish Border

Having been teleported to a broken tower just a few miles away from the border between Dardarrick and Lorn, the Wraiths must try to get past the border patrol and into the general area of the Stonefall Reach mining facilities without leaving a trail of bodies and mayhem in their wake.

#### Complication 1 – Who goes there?

The border area leading into Lorn is a muddy mixture of water and gravel pooling at the bottom of dozens of old, weathered army trenches left over from the last Lornish War. You can see a few wandering border patrols on the other side, but you know you have to get past them.

This skill challenge is a tense collection of difficult manoeuvres for the Wraiths to try and sneak past some soldiers. They can fight them if they must, but the commander asked for as few corpses as possible.

**Setup:** To get past the border patrol the Wraiths must sneak through the long and muddy trenches or end up having to fight their way across.

**Level:** One level higher of the team.

**Complexity:** 4 (requires 10 successes before 5 failures)

**Primary Skills:** Acrobatics, Athletics, Stealth.

**Acrobatics (moderate DCs):** You try to leap and somersault through the open areas to reach cover whenever the guards are not looking.

**Athletics (easy DCs):** You just try to belly crawl your way through the entire trench network steadily and with little pause.



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**Stealth (moderate DCs):** You try to duck and dodge your way through the trench network, keeping your splashes to a minimum and the guards looking elsewhere.

**Success:** The team crosses into Lorn without incident and gets far enough away not to worry about more guards for a while.

**Failure:** The team alerts the border patrol to their presence and they come running. The following combat encounter immediately occurs.

### Level 4 Encounter (XP 925)

- ◆ 3 dwarf bolters (level 4 artillery)
- ◆ 2 dwarf hammerers (level 5 soldiers)

### Complication 2 –

*You draw near to the outskirts of the smoke-belching city of Stonefall Reach. It is a busy city that is covered in a haze of smoke and bellows exhaust. You can see mules laden with baskets of ore and stone travelling in and out of several big buildings on the lower west side – but you can also see city guards stalking around as well.*

This skill challenge forces the Wraiths to use their stealth and misdirection skills to get into the outskirts of Stonefall Reach without having to do battle.

**Setup:** To get into the mining facility block on the outskirts of the town, the Wraiths will need to be patient.

**Level:** Equal to the level of the team.

**Complexity:** 2 (requires 6 successes before 3 failures)

**Primary Skills:** Bluff, Endurance, Perception, Stealth.

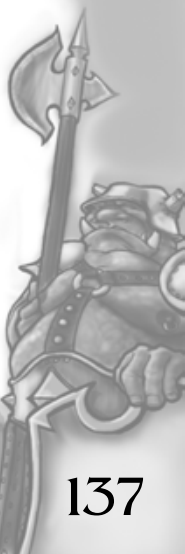
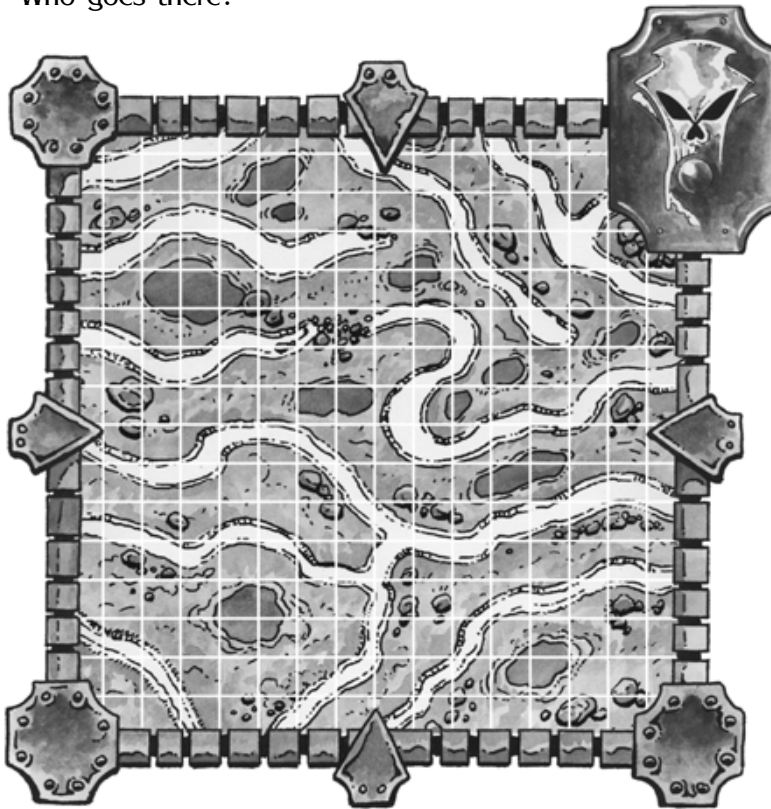
**Bluff (hard DCs):** You lie your way into a mining caravan or past Stonefall Reach civilians.

**Endurance (moderate DCs):** waiting all night if you have to, you simply outlast the traffic on the roads between you and the mining facilities.

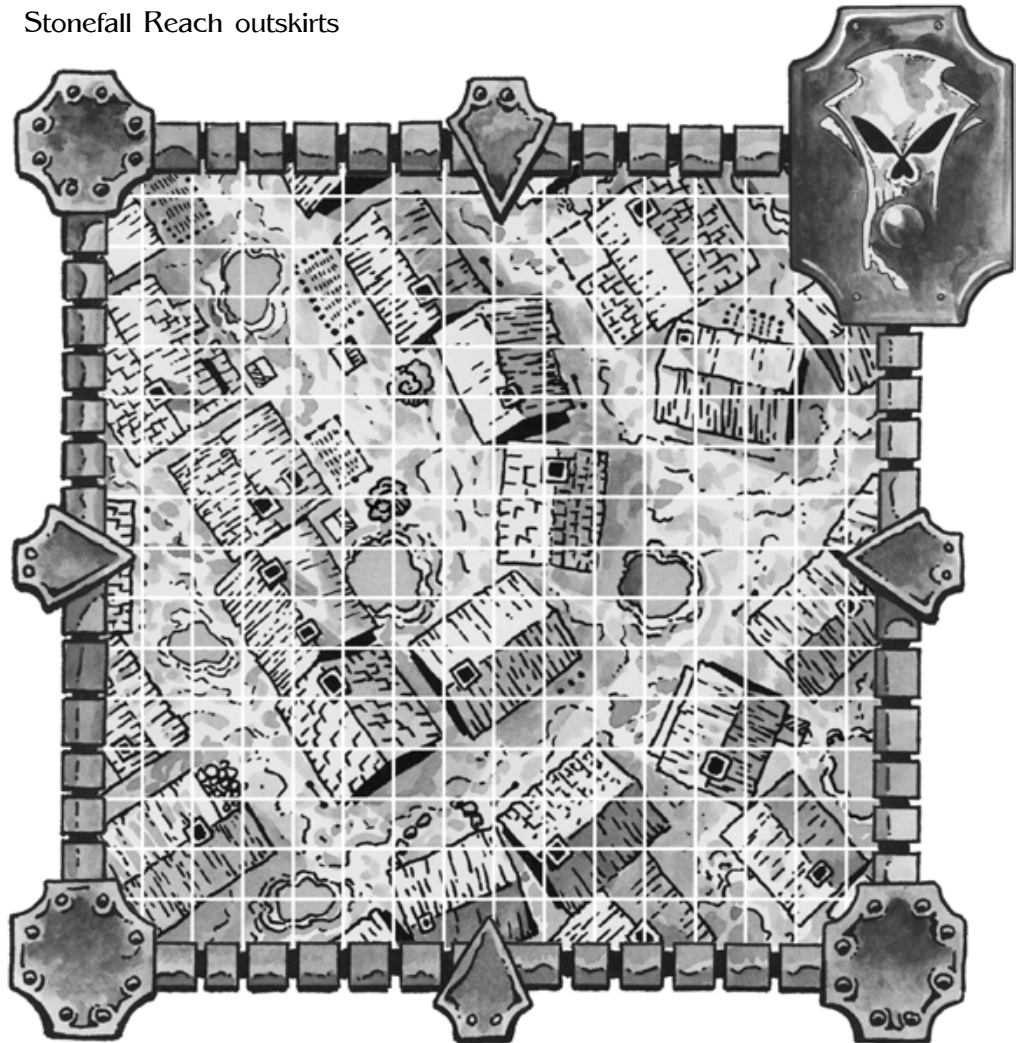
**Perception (moderate DCs):** You stay on the lookout for watch patrols, alerting your allies whenever you see them coming.

**Stealth (moderate DCs):** You sneak into the city outskirts using darkness and smoke to cover your movements.

Who goes there?



Stonefall Reach outskirts



**Success:** The team manages to get into a good position outside the mining buildings without getting caught.

**Failure:** The team alerts the city watch and the soldiers try to take them into custody. The following combat encounter immediately occurs. Due to the sounds of combat, 1d3 human guards (level 3 soldiers) will join the fight every 10 full combat turns.

**Level 3 Encounter (XP 575\*)**

- ◆ 1 dwarf bolters (level 4 artillery)
- ◆ 2 dwarf hammerers (level 5 soldiers)

\*plus any XP from human guards that might arrive during the fight.

**Mission Segment 0.3.2:  
The Mining Facility**

Wraith Recon Four has made it into Stonefall Reach and is now in the mining facility block on the western outskirts. They have to find the facility that has the dark gypsum in it, then break in and get a sample without getting caught!

**Complication 1 – Which facility is it?**

*Due to the lack of creativity in Lornish architecture, many of the mining buildings look exactly alike. You have to figure out which facility is the one that holds the samples you need to take.*

This skill challenge is designed to test not only the cleverness of the Wraiths, but also some of their less-utilised skills.

**Setup:** Using only the tiny sample of the dark gypsum they saw at headquarters, the Wraiths must somehow track down which mining facility has the pure thing in it.

**Level:** Equal to the level of the team.

**Complexity:** 3 (requires 8 successes before 4 failures)

**Primary Skills:** Arcana, Insight, Perception, Streetwise.

*Arcana (moderate DCs):* You look in windows for the proper ingredients and instruments one would use to work with a substance like dark gypsum.

*Insight (hard DCs):* You watch guards and workers for a special way they might act when around an important building, hoping that it is the right one for your mission.

*Perception (hard DCs):* You peek in windows and check doorway dust for dark gypsum fragments or leavings.

*Streetwise (moderate DCs):* Looking at the wagon ruts and hoof tracks leading in and out of some buildings you narrow down the search to those that see the most traffic.

**Success:** The team finds which mining facility building is the one that houses the dark gypsum project.

**Failure:** The team guesses incorrectly as to which building is their target and waste time investigating what turns out to be an empty warehouse. Not only must they repeat this encounter, but every time they fail one additional success is required to succeed in the Complication 2 encounter.

## Complication 2 – Get it open...quietly!

*You have found the right facility building, you are sure of it. All you need to do now is get inside, unlock the cabinet doors and get the samples. Of course, you can hear footsteps just outside on the path getting closer...*

This skill challenge puts the Wraiths between their conflicting needs for stealth and speed. If they move too slowly in order to be careful they could get caught, if they move too quickly they could spring the trap or make unnecessary noise.

**Setup:** To get the samples and get out without getting caught by city patrols.

**Level:** One level higher of the team.

**Complexity:** 3 (requires 8 successes before 4 failures; one of which must be a Thievery success)

**Primary Skills:** Perception, Stealth, Thievery.

*Perception (easy DCs):* You are a lookout for trouble, telling your teammates when to duck, hide or be quiet.

*Stealth (easy DCs):* You are trying to make sure that you do not make any noise that could betray your team's position.

### Foot-Slicer Blades Level 2 Obstacle Trap XP 175

*Spinning blades launch up from cracks in the floor, potentially into the feet and guts of the person standing on the cracks when it fires.*

**Trap:** Any character on the 2-by-2 section in front of the cabinet has a chance of being sliced by the spinning blades. 5,000,000 gp

#### Perception

- ◆ DC 20: The character notices the crack in the floor and avoids stepping on it, gaining +4 to their AC when it fires.
- ◆ DC 25: The character notices the pressure plate that triggers the trap and can avoid it.

#### Trigger

The trap is the 2-by-2 section in front of the cabinet. Standing on it for longer than a few seconds (the time it takes to pick a lock) activates the firing mechanism. Attacking any characters standing in the area before retracting and re-arming itself.

#### Attack

**Opportunity Action Melee**

**Target:** All creatures in the 2-by-2 section when the trap fires.

**Attack:** +8 vs. AC

**Hit:** 1d8+4 damage

#### Countermeasures

- ◆ A character who makes a successful Acrobatics check (DC 12) can hang from a rafter in the ceiling and unlock the cabinet that way.
- ◆ An adjacent character can disable the trigger plate with a DC 25 Thievery check.
- ◆ A DC 22 Dungeoneering check grants a +2 bonus to Thievery checks to delay or disable the trap.
- ◆ A character can attack the trigger plate (AC 11, other defences 10; hp 28; resist 5 all). Destroying the trigger plate renders the trap useless.



## Lorn Initiative

*Thievery (hard DCs):* You are picking the advanced drowish lock built into the cabinet containing the dark gypsum. It must be noted that anyone attempting a Thievery check for this challenge is first given the opportunity to use Perception to see the trap hidden in the floor in front of the cabinet. The statistics of the trap are on page 137.

**Success:** The team breaks into the cabinet and retrieves enough pure dark gypsum for 3 sufficient samples.

**Failure:** The team makes too much noise or is stumbled upon by city watchmen. The following combat encounter immediately occurs; the Wraiths can get their samples after the fight.

### Level 4 Encounter (XP 750)

- ◆ 2 dwarf bolters (level 4 artillery)
- ◆ 2 dwarf hammerers (level 5 soldiers)

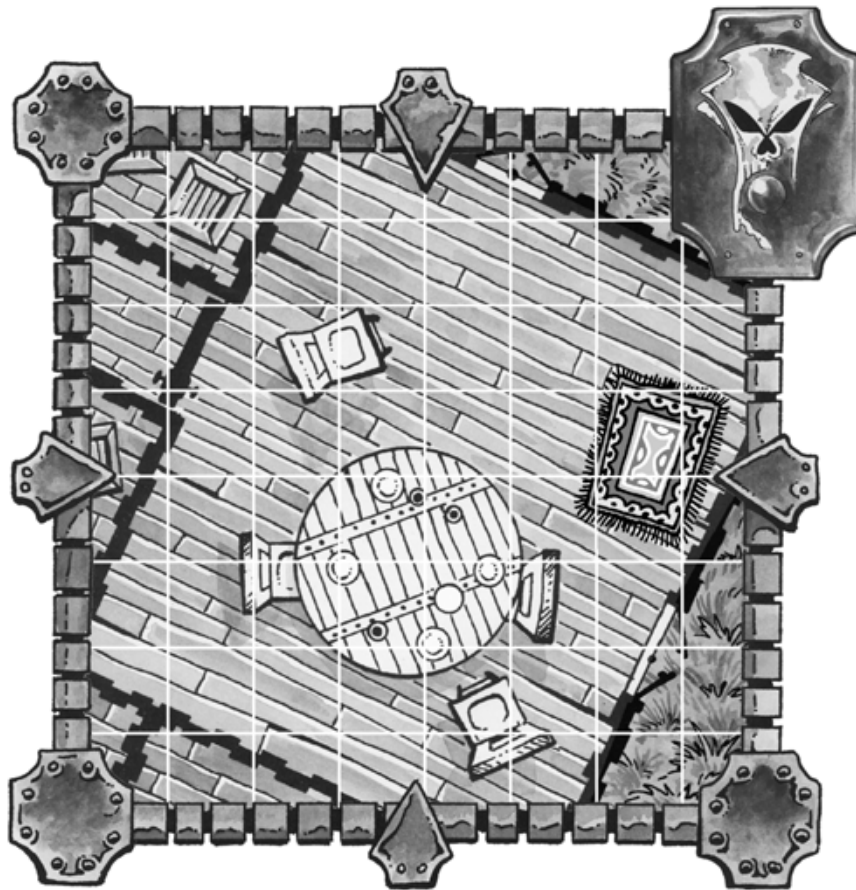
### Mission Segment 0.3.3: Return to Dardarrick!

Samples in hand, Wraith Recon Four have to hurry back across the border as fast as they can without getting caught. Once back in Dardarrick they can slow down and take their time, as Exportation is always easier outside of enemy territory.

### Complication 1 – Have dog, will hunt

*As you slink away from Stonefall Reach you cannot help but feel as though you are being watched. Behind you, only a few hundred paces at the most, is a Lornish search party. You can hear the barking of dogs...they might not know who was in their facility, but they are trying hard to find out!*

Get it open...quietly!



This skill challenge gives the Wraiths a chance to either outsmart the Lornish soldiers or go ahead and battle them; it is up to the players.

**Setup:** To get back across the border without being caught, the Wraiths will have to find a way to neutralise those search dogs.

**Level:** Equal to the level of the team.

**Complexity:** 3 (requires 8 successes before 4 failures)

**Primary Skills:** Nature, Stealth, Streetwise.

**Nature (moderate DCs):** You use some old hunting tricks and such to cover your team's scent and fool those hounds.

**Stealth (hard DCs):** You simply try to stay ahead of the mutts and avoid being seen or heard by the dwarves at their leashes.

**Streetwise (moderate DCs):** Using some old tricks you heard about on how to baffle angry alley dogs, you try to confuse the hounds following your team.

**Success:** The team gets away from the search team and makes it across the border, safe to begin Exportation back to headquarters.

**Failure:** The team is caught by the search team and the hounds are released with orders to kill. The following combat encounter immediately occurs. Due to the similarity in landscape, the trench map from 0.3.1 will suffice as a good combat map for this encounter.

### Level 3 Encounter (XP 775)

- ◆ 3 dwarf bolters (level 4 artillery)
- ◆ 2 gray wolves (level 2 skirmishers; describe as hunting dogs)

**POST-MISSION BONUS:** +100 XP for each character in the team for each dark gypsum sample successfully retrieved.

### Post-Mission Debriefing (Success):

*This is good work, Wraiths, really good work. These samples will help Spellcaster Command figure out exactly what in the hells is going on with the undead around Eastermarck...and what Lorn has to do with it. I know that could not have been an easy assignment, Four. I do not even want to know how you managed to do it, I'm just glad that you did.*

*It'll be a little while before they decipher what the dark gypsum actually does, or why it is all over our poor, tortured dead. I hate to think about our sons and daughters out there, trapped in those meat suits, souls never...unggh!*

*Take the next week and get some recreation in. I heard the River King is docked over at Graenwich Commons, maybe that old dog can get you all something nice. Dismissed.*

### Post-Mission Debriefing (Failure):

*I know it was hard. I know it was in Lornish territory. I know...I know...*

*...and I don't care! You have the training! You have the gear! I thought you had the stones!*

*Maybe I was wrong. Now I have to send a different team to clean up your mistakes. This will cost the kingdom thousands.*

*I will get back to you on that amount...because I am going to take it out of you in the form of sweat and blood in the practice hall.*

*Dismissed!*



## Mission Assignment 0.4: Shut it Down

**Mission Start Date:** 20<sup>th</sup> day of Greening, 1,209 YBD

**Deployment Location:** Stonefall Reach, Lorn

**Deployment Method:** Portal-Drop (precise)

**Primary Mission Goal:** Elimination of dark gypsum mining facility.

**Secondary Objectives:** None.

**Expected Resistance:** Lornish watch soldiers.

**Useful Information:** SpellCom will be giving the Team Leader a single use of Arcana Tactical that is normally outside his influence. This is only to be used to destroy the building.

**Additional Pre-Deployment Equipment:** Scroll of *Linked Portal* Ritual to be used for Exportation

### Pre-Mission Briefing:

*That pure dark gypsum we obtained from the Lornish mining facility turned out to be some kind of unnatural gemstone that the Lorns are somehow farming out of alchemy labs in the facility. The Wizard's Guild is baffled as to how this is possible, but apparently that stuff is solidified necromantic energy. Anyone that has ingested or inhaled the pure substance will carry it with them for weeks; should they die in that time they unlock the properties of the dark gypsum and...bam...you have another undead critter walking around!*

*We thought the dracolich was an atrocity, but this is downright vile. Guntheor has stooped to an all time low. We may not be ready to take Lorn by storm, but we can at least shut off his supply of undead weaponry.*

*We are sending you back to Stonefall Reach. Right in...direct drop. No border hopping this time. This time we are not going in with slippers on and under the cover of night. We are going in like a bolt of lightning to split that black place wide open. No prisoners. No quarter. No second thoughts.*

*The Brotherhood has arranged for a special something for you as well, when you are sure that the building is secure and you have dealt with anyone nearby. When it is time, put the centre of that building in your Omnilens, and use the codeword 'iron lion'.*

*Sharpen your claws, Wraiths. It is about time I gave you a straight up fight.*

### Mission Segment 0.4.1: A Hostile Portal-Drop

Subtlety not being the key to this mission assignment, Wraith Recon Four are portal-dropped via *True Portal* directly into the main room of the dark gypsum mining facility (the same building from 0.3.2. Unlike last time, when the building was empty, there are several guards and alchemists in the main room that need to be dealt with before heading into the main office – where the mining supervisor awaits. Kill everything, destroy the building and get out...easy as that.

#### Complication I – Surprise!

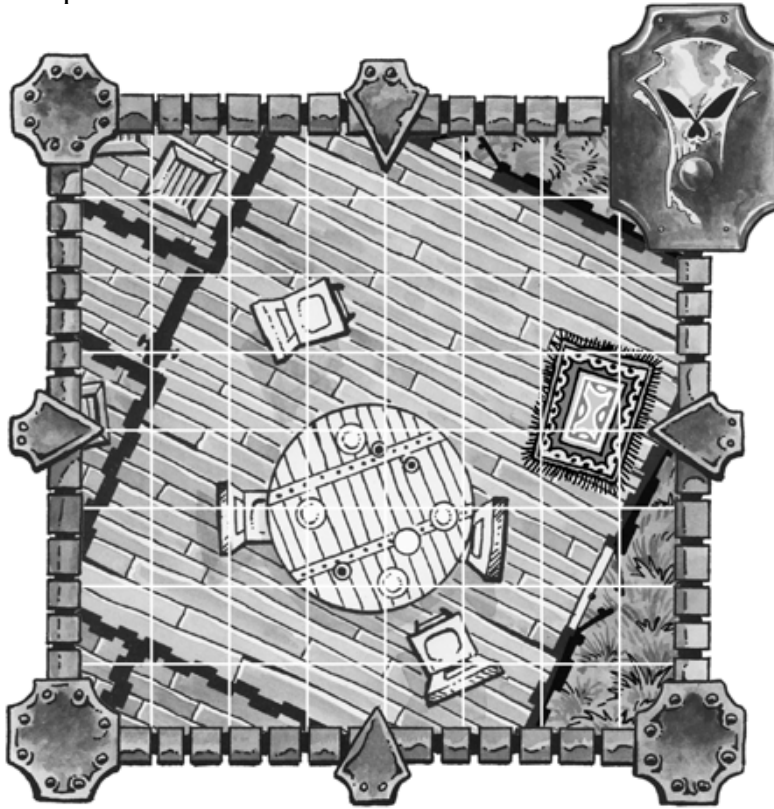
*The portal drops you into the centre of the mining facility where the dark gypsum is being created, much to the shock and awe of the group of alchemists, workers and guards around the room. Weapons are drawn in a flash and the first cries of 'Intruders!' begin to be heard immediately before the sounds of combat...*

This is a combat Encounter (hard) with the following enemies involved:

#### Level 6 Encounter (XP 1475)

- ◆ 2 tiefling heretics (level 6 artillery)
- ◆ 3 dwarf hammerers (level 5 soldiers)
- ◆ 5 human lackeys (level 7 minions)

Surprise!



**Complication 2 – You cannot stop us!**

*As the last body hits the floor from the foes in the main room, a brilliant flash from under the door leading to the main office along with a gurgled scream snaps your heads that way.*

As long as the characters kick in the door and move in to deal with the ‘supervisor’, they get the additional description:

*The heavy scent of sulphur fills the air as smoke billows out from the office, pushing you back into the main hall. As you retreat you can see a dead dwarf in a Lornish uniform cut from navel to neck on the floor. Two dark-skinned tieflings, tails whipping, follow you out from the room, but they are the least of your concerns...*

*...as the red-skinned devil with the flaming sword smashes through the door’s frame to join the fray, his voice like hot embers in your ears, ‘Secrecy be damned! Kill them! Make them suffer!’*

This is a combat Encounter (hard) with the following enemies involved:

**Level 6 Encounter (XP 1400)**

- ◆ 2 tiefling darkblades (level 7 lurkers)
- ◆ 1 cambion hellsword (level 8 brute)

**Complication 3 – Iron Lion! Iron Lion!**

*As the flames flicker out from the devil-man’s blade and it clatters from his weakening grasp, he lets out a gurgling laugh, ‘Foolish Dardarrians, this world is not for mortal things any longer...no kings, no kingdoms...nothing. The masters are coming on wings of leathery steel and wearing whatever face they need to make you suffer...I will see you all in hell...’*

*As he finally dies, his body deflating slightly as black smoke pours up from his orifices, you can hear shouting from outside getting closer...and you still have to get out to bring down the building!*

This skill challenge makes the Wraiths use a tactical withdrawal to accomplish the mission.



## Lorn Initiative

**Setup:** To make sure the mining facility is targeted with the Team Leader's *Arcane Artillery* that the commander gave the team, the Wraiths will need to pull back a safe distance and not get caught by the alerted guards.

**Level:** Equal to the level of the team.

**Complexity:** 3 (requires 8 successes before 4 failures)

**Primary Skills:** Athletics, Endurance, Stealth.

*Athletics (hard DCs):* You sprint as hard and fast as you can to get to a good place to activate your arcane tactical.

*Endurance (moderate DCs):* Staying close to the rising flames around the building takes gall, but you can handle it long enough to bring down the arcane artillery.

*Stealth (moderate DCs):* You duck into doorways and alleys, using the chaos of the city trying to put out

the fire at the mining facility to stay hidden while the Team Leader calls for the Iron Lion strike.

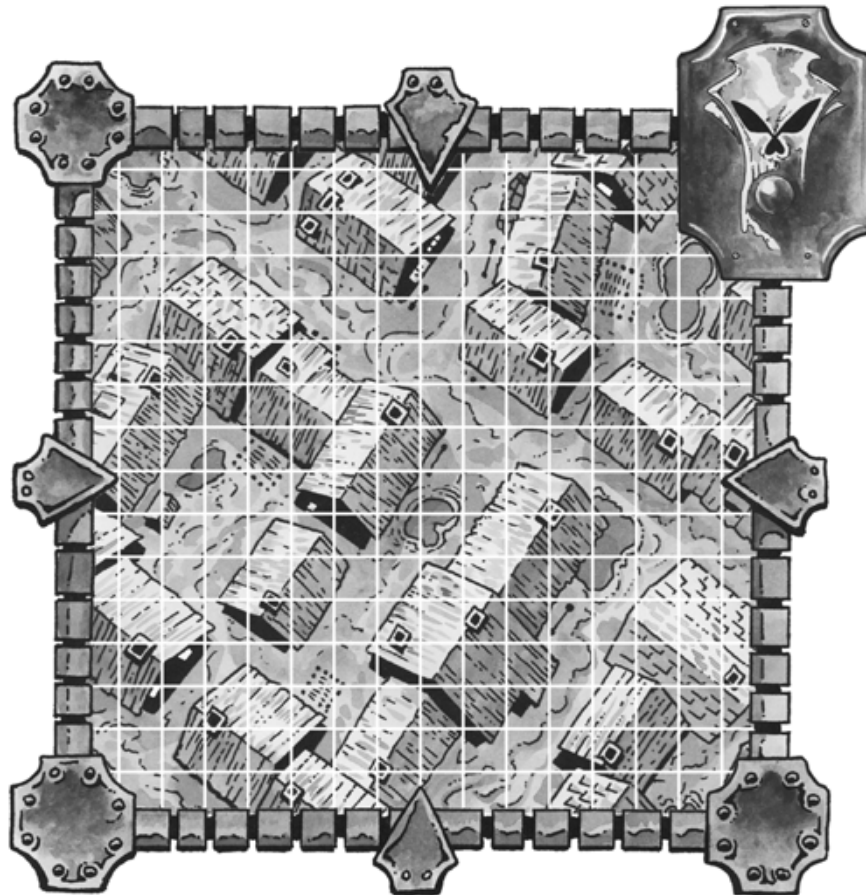
**Success:** The team gets into a good position and the Team Leader (or acting Team Leader in the case of a casualty) calls down a powerful *Acid Storm* barrage of arcane artillery – blasting the building to smouldering pieces and showering dozens of nearby soldiers and mining workers with deadly magical acid as well. The resulting panic is enough for the team to withdraw completely to use their *Linked Portal* scroll and teleport back to headquarters.

**Failure:** The team does not quite get far enough away before some guards catch sight of them. The following combat encounter immediately occurs.

### Level 4 Encounter (XP 725)

- ◆ 2 dwarf bolters (level 4 artillery)
- ◆ 2 dwarf hammerers (level 5 soldiers)

Iron Lion! Iron Lion!





Post-Mission Debriefing (Success):

I do not say this often, Wraiths, but I am proud of you. You did real good today, Four. If you were all regular Ground Corps I'd be pinning medals on your chests right now. Medals by the fistful.

While we cannot be sure that the facility was the only dark gypsum producer, we know that you blasted several months' worth of mining to the bells, and that is worth it in my books.

That creature, the devil-man that seemed to be in charge, the arcanists called him a 'cambion', and apparently they are pretty nasty fellows on a good day. They are not sure why one was working with the Lornish production facility, and they promised me they'd let us know when they find out.

Anyway, he mentioned something about the masters. We are not sure if that was just misdirection and lies, the cambions are supposedly pretty good at that, or if King Guntheor V has made some new friends we don't know about yet. Whatever the case may be, we struck a blow against those Lornish bastards today that they will not soon forget. I just wish they could know it was us that gave them that bloody nose.

Oh well. It was a good day, and I want you all to celebrate your victory. Parennaxian schnapps is on me folks!

Oh, and because we cannot talk about it outside of here...the first glass you see me raise tonight in silence is a toast to you, to Wraith Recon Four, and to the future of a peaceful, free Dardarrick.

May it come sooner, rather than later.

Huzzah!

Post-Mission Debriefing (Failure):

None; if the team failed in its mission after being portal-dropped into the centre of the enemy they are obviously dead and never reported back for debriefing.

## The Story Continues...

The events that take place in this mini-campaign are just the beginning; a touch upon the greater story unfolding across the world of Nuera.

Wraith Recon Four – your team of special covert operatives in a world beset by magic, wars and mystery – will soon be called upon again for your king and country. They will be sent into the four corners of Nuera to make Dardarrick safe for its people; risking their lives under a blanket of secrecy to keep a population free and blissful in a world that does its damndest to rob them of it at every turn.

They will do this and more for little other than the satisfaction of a job well done.

They do it because they have to.

They do it because they can.

They do it because they are *Wraith Recon*.



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# WRAITH RECON



Join the legendary Wraith Recon teams, dedicated special forces trained and equipped to operate deep within hostile territory. Entrusted with the most dire missions, the Wraiths are capable of overcoming almost any obstacle. Armed with the latest in Dardarrick magicks, and kept informed by the mysterious SpellCom system, Wraith Recon units are tasked with assassinations, raids, reconnaissance, and hostage rescue missions, in the name of truth, liberty and justice.

As a member of Wraith Recon Four – a team of special covert operatives in a world beset by magic, wars and mystery – you will soon be called to serve king and country. You will be sent into the four corners of Nuera to make Dardarrick safe for its people; risking your life under a blanket of secrecy to keep a population free and blissful in a world that does its damndest to rob them of it at every turn.

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