

Player Information for BF1: Morgansfort

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CHARACTERS OF THE WESTERN LANDS

Clerics

They will likely be from one of the Tahist churches, or one of the hundred gods.

Dwarves

Dwarves in the Western Lands inside mountain fortresses isolated from the surface world. Player character dwarves are likely to be exiles. Some dwarves from Gryk Thalek dwell among humans, as well.

Elves

Elven characters are typically from the Islands of Sunset.

Fighters

Bandits, mercenaries, last sons of minor nobility, deserters from the New Urdish Imperial Army – just a few of the backgrounds of professional fighting men in the Western Lands.

Halflings

A very rare race, they tend to dwell in the swampy forests and jungles in small communities.

Humans

Human characters will be from one of the nearby regions, such as Slatehold, Corvis or the Barony of Rathwynn.

Magic-Users

Magic-Users may be associated with Corvis, where the Urdish traditional of magery is strongest. Elves very often become students of the arcane arts, and the Islands of Sunset have several Illuminated Orders which train the elves in the arcana of the fay.

Thieves

Thieves may come from any backgrounds, but the professionals often find themselves associated with Slateholm.

Equipment Packs

Below you will find a variety of pre-selected equipment packs which will permit players to quickly equip their characters. The total weight of each pack has been included for further convenience (less the weight of any gold included). Choosing equipment in this way replaces the standard method of rolling for starting money; if you use this system, do not also use the starting money roll.

All characters start with the Basic Pack and a class-based pack of their choice. They may also spend their additional gold on the bonus packs, on items in the normal equipment list or to upgrade weapons or armor in their class pack. With the GM's approval, a character may swap a given weapon for one of similar power (e.g. a Battle Axe in place of a Longsword).

Standard Equipment Packs

Basic Pack

Backpack; Torches (6); Tinderbox, flint and steel; Wineskin/Waterskin; Winter Blanket; Rations, Dry, one week; Sack, Large; Sacks, small (2); d6×10 gold pieces
Weight: 21 lb

Fighter Pack 1

Chain Mail; Shield; Longsword
Weight: 49 lb

Fighter Pack 2

Chain Mail; Polearm
Weight: 55 lb

Fighter Pack 3

Leather armor; Longsword; Shortbow; Quiver; 30 arrows
Weight: 25 lb

Magic User Pack 1

1 scroll of random first level spell; 2 daggers; Walking staff
Weight: 3 lb

Magic User Pack 2

2 daggers; Walking staff; 50gp

Weight: 3 lb

Cleric Pack 1

Leather armor; Shield; Holy Symbol; 1 vial Holy water; Mace

Weight: 30 lb

Cleric Pack 2

Leather armor; Maul; 1 vial Holy water; Holy Symbol; Sling; Sling bullets, 30

Weight: 34 lb

Thief Pack

Leather armor; Thieves' picks and tools; Shortsword; 2 daggers; Rope, silk (50')

Weight: 23 lb

Bonus pack 1 (20gp)

Chalk, small bag of pieces; Grappling hook; Rope, hemp (2×50'); Lantern, hooded; Oil (3 flasks); Tent, Small (one man)

Weight: 29 lb

Bonus Pack 2 – Ready for anything (10gp)

Glass bottle; Iron Spikes, 12; Pole, 10' wooden; Map or scroll case; Mirror, small metal

WEIGHT: 12 LB

Hirelings

A **retainer** is a close associate of his employer. Retainers are hired for a share of treasure (typically at least 15% of the employer's income) plus support costs (weapons, armor, rations, and basic equipment provided by the employer). Retainers are typically very loyal and are willing to take reasonable risks; in particular, they are the only sort of hireling who will generally accompany a player character into a dungeon, lair, or ruin.

Hiring a retainer is more involved than hiring other NPCs. First, the player character must advertise for a retainer, typically by hiring a crier, posting notices in public places, or asking (and possibly paying) NPCs such as innkeepers or taverners to direct potential retainers to the player character.

The GM will judge what proportion of their income a hireling spends, but his basic upkeep is to be taken care of by his leader.

Experience

When spending the proceeds of treasure found on adventure, characters will receive 1xp per gp spent. If such gold is spend from a general party fund, divide it between all player characters, but not Hirelings. Hirelings also receive no XP for spending their own GP.

Character Death

If a character dies and is not somehow revived, players may choose one of their retainers to play for the remainder of the session. They may continue playing the hireling or create another character for the next session.

Characters may make a **Binding Testament**, a customary contract among mercenaries, frontiersmen and even aristocrats. This leaves the distribution of a character's property (excepting debts) to a person or persons specified. Otherwise, the law determines that a character's goods may be divided amongst his family, and lacking family amongst his retainers. Lacking personal retainers, his goods may be divided amongst his traveling companions.

KINGDOMS, REGIONS, AND FREE CITIES

The Western Lands encompass several large islands and portions of two continents. Its exact extent is unknown. The term 'Western Lands' may indefinitely refer all of these lands, or in a more restricted sense as the coastal regions between the northern and southern continents which were colonized by the Empire of Urd.

Novatia is about 900 nautical miles from Slateholm (almost a month's voyage in a longship or galley). The Demonfrost Mountains are even further away. Morgansfort itself is 170 miles south of Slateholm – four days of rapid sailing on a galley. The coastal regions are dotted with successful farms, and the occasional provincial stronghold. But the center is distant and weak. The borders are creeping in.

Empire of Urd (Corvis)

A huge oriental empire, which straddled at least two continents, once conquered and settled this region. The colonial rump-state in Corvis claims to be the successor to Urd.

The Church of Tah was the official religion of the Urdish Empire. Paralleling the move of the governor, the Corvisian Church of Tah declared the City of Beth to be the new Holy See, and its patriarch to be the Pontifex Maximus.

Free City of Slateholm

Slateholm is one of the best-known and most developed urban centers in the region. Due to the rough and unsettled nature of much of the area, shipping is an important aspect of most commerce in the region. Rumored to be somewhat lax in morality and discipline, though not so bad as Ravenstone

Islands of Sunset (Elves)

Elves possess a powerful kingdom across the sea from Corvis. They are nominally allied with the Corvisian Empire, though one rarely sees or hears from them.

Morgansfort and the Barony of Rathwynn

The fortress and the surrounding lands for the border of civilization, at least human civilization, in the area. The continent which spans the south, southeast and western lands is largely unknown; neither its boundaries nor its inhabitants are studied but there seems to be little human settlement. Ruins of older civilizations – possibly nonhuman– are found around the Urdish settlements.

If you follow roads and running water you'll come across a village or farm at least every couple of days. The immediate area is a long, narrow delta bordered by rich forest and shallow swamps. Further east, and especially south-east, are uncharted lands.

RELIGION IN THE WESTERN LANDS

The Hundred Gods

The old gods of the Western Lands, rejected by the Church of Tah. If selecting a deity at random, roll 1d20.

1. **Adonai**, God of the sun, prophecy, music and archery
2. **Agni**, Charioteer of Fire
3. **Anu**, Lord of the Heavens, Creator of the Earth, Master of Dragons
4. **Arioch**, Duke of Swords, the Chaos Star
A beautiful man like a fierce lion, summoning swords with spells, sundering spells with swords.
Patron of princes, fighter-mages, elves, and conquerors.
5. **Azi Dahaka**, the three-headed dragon-spirit of death
6. **Blessed Sir Gareth d'Orcni**, the knight of many colors; patron of half-orcs, bastards and mercenaries
7. **Blessed Sir Garlon**, the invisible knight, patron of robber barons and thieves
8. **Brigit**, goddess of poetry and fire
9. **Chao Kung Ming**, Lord of War
Blood-red, riding a flying tiger; his spear pierces men and heavens
10. **Horus-Radamanthus**, the Hawk, the Avenger and patron of archers
His name was once Chi-Chiang, and his symbol is the skull.
A god of terrible aspect who metes out punishment to those who spill innocent blood or desecrate the temples of any of the 100 Gods.
11. **Ilmarinen**, the Great Smith, builder of the Sun
12. **Kali**, Black Earth Mother
13. **Kishijotun**, the lucky little girl
14. **Loviatar**, Goddess of Pain
15. **Mitra-Varuna**, god of order & protector of oaths
16. **Rudra**, Demon-God of storms, animals and the dead

17. **Tewas Melek**, the Peacock Angel, the Prince of Pride, the Lord of the Earth
...he allocates responsibilities, blessings and misfortunes upon humanity as he sees fit and that it is not for the race of Man to question his choices. Melek Tewas is no respecter of persons.
Often equated with Shaitah by the Tahists. His symbol is a male peacock displaying its panoply.
18. **Thasaidon**, Ruler of the Seven Hells, Lord of Evil
The archdemon was depicted in the guise of a full-armored warrior, lifting a spiky mace as if in heroic battle.
Often equated with Mephistus by Tahists
19. **Tvashtri**, the Artificer and Priest of Science
20. **Ushas**, Goddess of the Dawn

Church of Tah (Bethite)

The official religion of the Empire of Urd, and now of the Corvison successor kingdom. A monotheistic state church born in the East and brought by the Urdish colonists and soldiers.

Reformed Church of Tah

A sectarian Tahist group, focusing on ritual simplicity and fanatical piety, this group has been distancing itself from the See in Beth and the old Imperial heritage more generally.