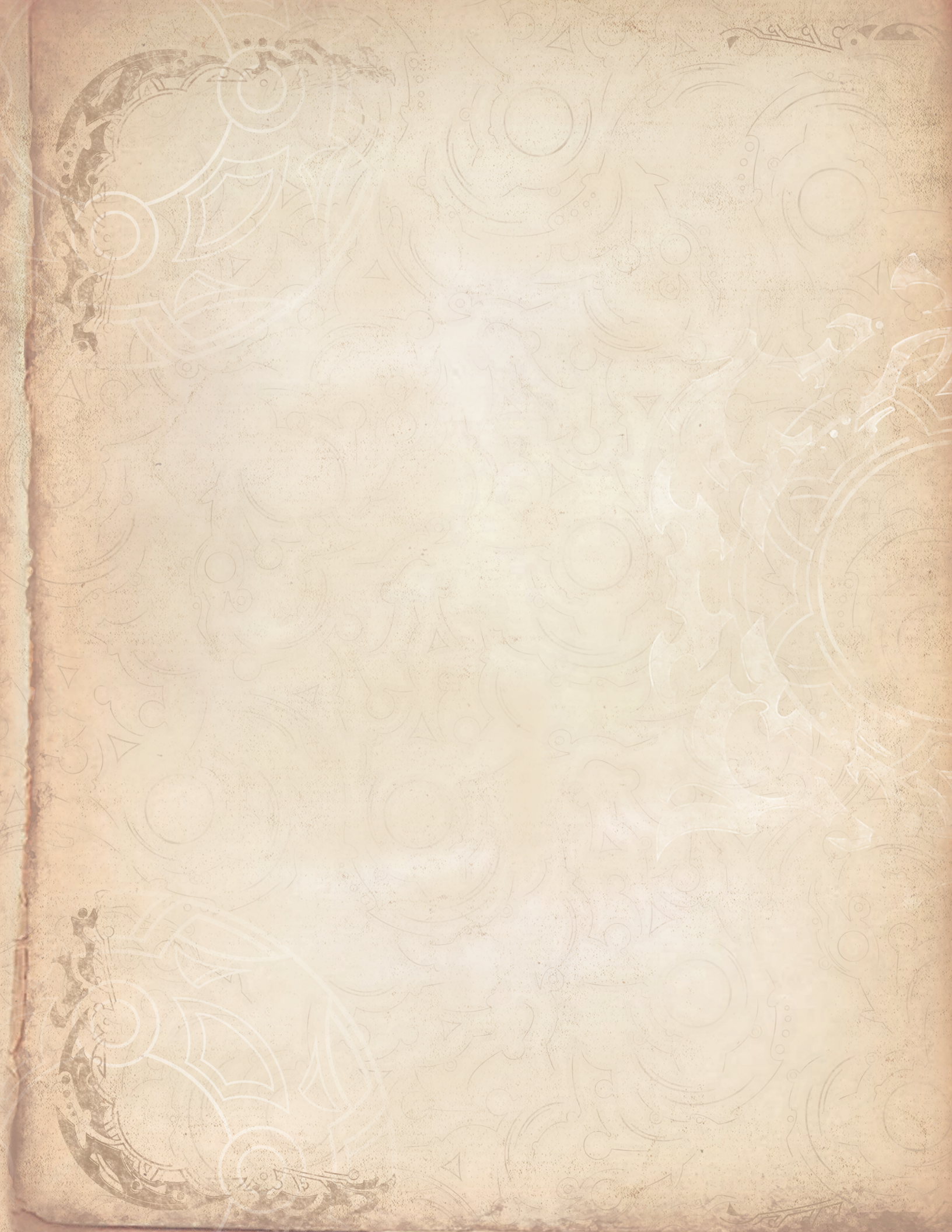


QUOTH THE RAVENS

C a m p a i g n I n t r o



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QUOTH THE RAVENS

C A M P A I G N G U I D E L I N E S

Quoth the Ravens is a fantasy campaign set in New Caledonia, a newly discovered region across the Atlantan sea.

Seafaring Njords and Sax adventurers discovered the new land as they sought farmlands and riches away from the Old Continent. Establishing a foothold in a natural harbour, the adventurer and explorer, Eørl Byrnwold Haligon founded the small village that bears his name, and it quickly grew into the city it is today, after just a few years.



Since its founding in 1582, Haligon grew, and attracted many an adventurous soul who sought to make their fortune in the untamed wild of New Caledonia. (Caledonia is the Sax homeland)

Rich farmlands with bountiful red soil produce wondrous crops. Seemingly endless forests of timbers of strong woods ideal for shipbuilding and construction span the lands. Boatloads of fish, crustaceans and molluscs return to port each day. All manner of minerals lie just beneath the hills,

waiting to be mined. And the forests teem with wildlife, providing furs and food in near endless supply. New Caledonia is a virtual paradise.

Except when it isn't.

Hard winters, even by Njord standards, bring wild storms off the Atlan Sea. Unrecognized monstrosities, and dire beasts roam the otherwise idyllic countryside, and nothing prepared the early settlers for the Skraal.

Certainly, the explorers who traveled with Haligon expected to find intelligent life on this side of the Atlan Sea. Every shore explored until then had found other men, of different creeds and religions. Nothing could prepare them for the truth of who, or more precisely what, they would find.

Vile, and hateful, these Skraal Savages kill without remorse, defiling the dead, feeding off their flesh. These tusked primitives strike without warning and leave naught but carnage in their wake.

With blood red skin, and coarse hair, the Skraals' stooped, lumbering postures, and low foreheads, form quite an imposing presence. Their large muscular bodies, and porcine faces often feature lower canines that resemble boar tusks. More beast than man, these savages have pointed, wolf-like ears, similar to fey of Tir'nå'Nøg. Despite being larger than most men, with well muscled and robust frames, the Skraal can disappear into the forests with nary a trace.





RULES AND THINGS

The rule of cool overrides all other rules. The campaign's rules system will be an adaptation of the **Genesys**[™] rule system published by Fantasy Flight games. Players and the GM will develop rules and guidelines as needed in order to build the type of character the player wants within a few constraints:

1 The rule of cool has to be reasonable, within the realm of the physics of a relatively low-magic fantasy world.

2 Players are limited to human, or human-like characters, at least initially. The campaign world is human-centric. Fey (elves), dwarves, halflings, and other similar races do exist, but are rare, and tend to be restricted to certain geographical areas. A strong case for an exception will be heard, but should not be counted upon. Very human looking half-human races or combinations will be open, but the character should want to keep this hidden.

3 Traditional D&D[™] classes can be used as a guideline to develop archetypes, but there are no classes to speak of. Skills and talents define a character's abilities.

4 Magic is present, pervasive even, but powerful magics are rare. Think of relatively low magic worlds like Middle-Earth, or the world of Beowulf. Magic is the thing of gods, and rare mystics, but augers and witches do ply their low-level magics (real or not) in secret.

The very existence of fey creatures and aberrations tells us magics exist, but most will be wary or even fearful of anyone who wields combat magic openly. Gypsy fortune tellers, are gazed upon with distrust or awe, but more than one Eörl may have in their employ a priest with second sight, or mysterious auger who claims clairvoyance.

Any player who wishes a character with magical abilities should keep this in mind. Open displays beyond "parlour tricks" will be seen as miraculous, and for good or bad will affect how a character is viewed or interacted with.

5 Keep the Party Together. Not so much geographically, but philosophically. Players who choose to join the campaign should look upon this as an opportunity for cooperative improv theatre. Characters should mesh in some cohesive way. Players should collectively discuss who/what they want to be, and not work at complete cross purpose. Story based conflict is good, and rivalries are to be encouraged, but a LG Paladin-type in a party with a CE assassin will simply not work harmoniously.

THE SETTING

Players will quickly notice they are playing on the map of the Earth. While some geography and anthropology may be familiar, players should not take for granted they know too much. Terminology will be somewhat familiar, and this will allow the adoption of some assumptions about society and structure. Njords are Scandinavian nordic peoples, Saxs closely resemble the Saxons of our history, for example, so we can get up and running with certain cultural assumptions. Players are also encouraged to play off on this as they create their characters and backstories.

Technology in the campaign should be considered as middle dark ages. The 9th through 11th centuries of our own history. Silver is the main currency, plate metal armours are rare and cost a fortune, but are not completely unheard of. Some improvements in shipping and navigation are present. Sextants and (very expensive) compasses have begun to allow the navigation of the Atlan Sea, but no one has yet mapped or explored the reaches of the globe. Notable technological developments in (sometimes sparing) use:

- The hourglass and water clock
- Sextant and astrolab
- Crude blast furnace/forge (steel)
- Water cooled still (liquor)
- Crude glasses (optical)
- Gunpowder is just beginning to see use (no man-portable gunpowder weapons, yet)

Religion plays its role in the Campaign. The gods of the Norse Pantheon hold sway over most of the people in this part of the world, but other religions, from the east also have found a foothold. The many gods of the Chin, and the monotheistic Martyr are finding more and more followers. Missionaries and self-proclaimed saints evangelize and try to convert masses, often to be laughed out of the town square, but sometimes they find an Eørl with a sympathetic ear.



Then there are the others. For every light, there is shadow, and for every god, there is something ungodly. Spoken of in hushed tones, or prayed to by those who might seek revenge, there are the shadowy daemons who would fulfill wishes, and grants boons or ill tidings upon others, always for a price.

Creatures of myth and legend populate the lands. Though rare, and often seen as an omen from the gods, all manner of beasts can be encountered in the uncivilized lands. Giants of Jotenheim are known to roam the Njord mountains, and trolls inhabit the darkest swamps. In between and between, other creatures of wonder are known to roam.

All manner of heretofore unknown creatures call New Caledonia home. Giant deer-like creatures the size of Njordic Mastodons roam in small herds, their eerie calls resound like warhorns across the hills. Glowing figures are seen in the forests in the deep of night, only to wink out of existence as anyone approaches, and when all is still, on the calmest nights, many a sailor has heard beautiful singing coming from the waters of the Atlan Sea. Mysteries abound in New Caledonia, just waiting to be discovered.

Laws are set by the one who holds the power to enforce them. While Haligon is civilized, with a council and codified law, much of New Caledonia is lawless. Eørls who lay, sometimes overlapping, claim to land set what laws they see fit. Some are fair and just, others change with an Eørl's mood. All should beware when venturing beyond the protection of Haligon or an even-tempered Eørl.

THE GODS

THE NJORDIC AND SAX GODS

- **Wotan**, Chief god of the Aesir. Known as 'Allfather'. God of Poetry, Battle and Death.
- **Balder**, God Of Beauty, Son Of Wotan
- **Bragi**, God of Eloquence
- **Forseti**, God of Mediation
- **Freyr**, God of Fertility
- **Heimdallr**, Guardian of the Bifrost
- **Hod**, The Blind God
- **Loki**, God of Fire, mischief maker
- **Njord**, God of the Sea
- **Thor**, God Of Thunder, son of Wotan
- **Tyr**, God Of War and Justice
- **Freya**, Goddess of Fertility
- **Frigga**, Goddess of the Hearth, Wotan's wife
- **Idun**, Keeper of the Apples of Youth



THE MARTYR

The Martyr or the Broken God finds his origins amongst the desert peoples off the coast of the Med Sea. Increasingly popular amongst the poor masses, the Martyr's priests present diametrically opposing views of a god who is at once lion and lamb. Promising salvation and eternal life to his believers, the Martyr demands that no other gods be worshipped by his true believers.



THE NAMELESS

The Nameless are a collective of vile and evil infernal beings who are worshipped in the darkest corners of the darkest minds. Their names dare not be spoken aloud, and few but the most studied theologians even know their names any longer. Dark ritual and sacrifice are practiced by those who seek gifts from the Nameless. Only the darkest hearts or the most desperate are willing to pay the terrible price the Nameless would exact.



Other gods and saints are sporadically worshipped by the various peoples of Haligon. While small in number, their worship is tolerated, for who would dare speak out against a god? One should not tempt such fate. Only the Martyr demands sole fealty. However, the gods can be jealous, and it is said they sometimes roam the world testing their children, rewarding the loyal, and sometimes cursing those who turn to other deities. The gods can be fickle, after all.





WHAT YOU NEED

That is, what I would like everyone to have, ideally. I really want an immersive, fun campaign that will last. To that end:

1 I want everyone to have fun. Which means cooperation, no PvP, no talking over people, no stealing the limelight. Be conscious, courteous and aware of other players and their characters.

2 Dice. Genesys dice are different. They tell a story as well as play with probability. So, ideally each player will have access to a set of dice, or an app to roll dice. There are Genesys Apps for Android and iOS, as well as web based rollers.



I, myself have the app, and a number of Star Wars Dice. Perhaps we can build a community pool of physical dice and share the cost? TBD.

3 Mini. As we plan a monthly face-to-face, physical game with some digital augmentations, we will be using miniatures and tabletop maps for combat. It would be great if, following character creation, players could provide their own mini, modeled upon their character. Monsters, NPCs and opponents will be represented

by miniatures whenever possible, or tokens when necessary. If we (I) get organized enough, we may use digital maps, projected or on a big screen. TBD.

4 Journal. Ideally, It would be fantastic if each player could recap their experience in a journal to create an ongoing record of the campaign journey. Whether physical or digital, this would be a great boon for me, and a great way to keep track. I can provide physical journals if needed, and I will maintain a Wordpress site where players can blog. www.theivorygoat.com

5 Coin purse. Whenever possible, treasure will be provided physically. I am amassing quite a collection of metal coins, and other treasures. Hopefully this will add to the experience, with tactile feel. As such, each player/character will need a suitable receptacle or container to carry their treasure. If the party chooses to keep all treasure together, we can purchase wooden treasure-chest from dollarama for this purpose.

6 Availability. A once per month commitment is required. I would love to make this the years-long campaign that sees characters from budding adventurers to real power-brokers in the world. I believe a once monthly Sunday game is mostly do-able. Certainly life can get in the way, whether emergency, vacation, or other commitments, and we can certainly make allowances, but for all involved, and for the work I will be putting in, I would like to get an 85% commitment from players.

If a player cannot commit fully, then they may be able to play a drop-in role, but I would really like to get a solid core of 4-5 players who will make it to 10 sessions per year.