

Introduction: You're In the Army Now

Yesterday, for reasons of your own, you joined the White Cloak Legion. You swore to wield your sword on behalf of the High King of Church and State to protect the weak, the helpless, and the lost. You agreed to go where no others would go, to fight where others would flee. You agreed to die, if necessary, in order to ensure the citizens of the Federation would remain free. And in donning the White Cloak of the Legionnaire you officially relinquished claim to anything except your name and your blade – and now both belong to the Empire until your thirty-year hitch is done.

There are many reasons to join the Legion. For many the White Cloaks are a new beginning – a man joining the legion is forgiven all debts and pardoned of all crimes; in exchange he forgoes all lands and titles, pledging his life to fight for the people of Borr and the Kings of Church and State. Although the Legionnaires are often assigned the worst and most dangerous assignments, there are always times when the thirty years of hard service demanded from each White Cloak is preferable to the alternatives (deserters are rare, since the Legion polices its own; those who flee risk immediate death upon capture).

For others the White Cloaks are a chance for wealth and fame – in exchange for his loyalty to the empire as a whole, the Legionnaire is exempted from taxes on both his pay and the gold he recovers as the spoils of war. The average Legionnaire doesn't last long, but those who survive their thirty year stint (or buy their way free) often leave in possession of extraordinarily wealth.

Finally, there are those who join out of a sense duty and a desire for glory. While every nation in the Federation maintains its own military force, only the White Cloaks serve the people of the Federation without political affiliation. They fight for the common man, not a king, and they face challenges most conventional forcers wouldn't dream of.

The Legion has served the Federation for over five hundred years, growing from a rugged force of scouts and rangers into a military force that answers only to the Kings and their representatives. Politically neutral and acting only in the best interest of the Kings and the Federations citizens, they are beholden only to their vows, their fellow Legionnaires, and the High Kings themselves.

Yesterday you swore the oath and donned the cloak.

Now you're on your way to a Chapterhouse in the frontier territories, getting ready to meet the fellows with whom you'll serve...

Meta-Game Details

- The group is Adam, Murray, Denver and Aaron; I'll have a bunch of NPCs on hand (members of your platoon) to fill in gaps should someone not be able to make it, or if we decide to bring someone in for a session or two.
- As a rule of thumb, I'm going to say we'll run as long as two players can make it to the session.
- The game will run every second Sunday at my place. We'll kick off the actual game at 1, but aim to show up around 12 to accommodate the hanging out and chatting side of the game; We'll be finishing at 4 on the latest, due to the other commitments on my part.
- We'll be using the Pathfinder rule set; an electronic copy of the Pathfinder Beta playtest is downloadable from the paizo website (www.paizo.com). This is backwards compatible with DnD 3.0/.5, and we'll be converting material over on a case-by-case basis from other sources if you want it (IE – Prestige classes, feats, etc)
- Despite the military theme, expect to spend as much time engaging in investigation, diplomacy and mystery solving as you'll spending kicking ass and trawling dungeons for loot. This could get frustrating if you're building your character solely for kick-assery (although we'll do that a lot too – it is still DnD after all).
- We'll be using the slowed XP chart in the pathfinder rules, so you can probably assume you'll level up every five or six sessions.

- The first session will be on April 5th. Feel free to make your character before then and e-mail me the relevant details, otherwise we can line up a time to put one together the morning before the game. If that date's going to be a problem, please let me know soonish.

Character Creation Rules

- Use the Point Buy rules on page 5 of the Pathfinder rules; you get 21 points to start with, with one bonus point for each off the following things you e-mail me before the first session:
 - The reason you're character has joined the White Cloak Legion.
 - The one thing from home your character is most going to miss now that he's in the army
 - A short description of the one person he never wants to see again and why.
 - The one thing your character really wants, and the reason he can't have it right now.
- Starting hit points are Constitution score + hit dice for first level; this means that if you're a 1st level fighter with 13 Con, you have a starting hp of 24 (10 Class + 1 Con Bonus + 13 Con score).
- Don't stress too much about having a well-balanced party; just pick the concept that makes sense to you and we'll make it work.
- All the usual Players Handbook races are present, along with the usual flavour text. Added to the list of commonly-seen races are kobolds (Pathfinder racial rules provided on request) and hobgoblins.
- Rather than roll for equipment, assume that you start with the average wealth for a character of your type (see page 98 of the rules)
- I'm putting the idea of a background feat up for grabs – basically, if you provide me with a short paragraph detailing your characters life before joining the military I'll cobble together a background feat appropriate to your history. It won't be anything powerful – mostly flavour-related skill bonuses – but the options there if you want to take it.
- Try to create someone who has a reason to get along with people; silent loner types may be common in military themed stories, but they aren't a lot of fun for everyone else ☺

The Setting: The Federation in Brief

The last campaign in this setting focused on Borr as a fledgling colony of a decadent empire. This campaign shifts the focus a little – its five hundred years later, the magical curse that afflicted the continent in eternal winter has lifted, and the small colony has grown into a loose federation of kingdoms that have succeeded from the Empire. Rather than focusing on the fight for survival, the campaign looks at the cracks starting to form now that the war against the Empire no longer unifies the young nations. After nearly a hundred years of unity, the cracks are starting to form as individual nations flex their muscles and search for dominance.

This campaign takes place nearly five hundred years after the previous, and Borr has now become a tight Federation of nations that swear fealty to the High Kings of Borr (there are two – one is the High King of the actual country, and the other is High King of the Federation's spiritual matters – kind of like a Pope). The Federation consists of about forty-seven nations (although lots of details have been left blank, so we can fill them in as needed for character backgrounds and adventurers; if Murray wants a Japanese-themed nation for his Samurai idea, it will fill into the blank spaces).

Nine Things About the World

One: The End of Unity

For nearly five hundred years the Federation has been held together under the command of the High Kings. At first the nations cleaved together because they needed one another to survive; then they were unified by a series of champions and powerful kings who had the backing of church and army; in recent memory the Federation held together because of the communal desire to throw off the shackles of the Empire.

Today, no-one is sure what holds things together. The High Kings of the current age are weak and petty; the champions of the past have transformed the continent from frost-ridden wasteland to civilized farmland; and the fight for freedom is two generations gone. Although few people are willing to talk about it, the unease is felt by everyone – how long can the Federation survive now that her people are free?

Two: Bones of the Past

Everyone knows that the frigid wastelands of Borr weren't natural, and that an ancient empire of some kind once lived in the same lands. There are ruins everywhere, ancient cyclopean edifices that have often served as the bones of a new settlement. The city of Magnimar, capital of the province in which you'll be stationed, is known to be built under the shadow of a giant bridge several hundred feet wide.

No-one is sure what happened to this ancient empire, or where its people have gone, but scholars have teased away at the riddle for over a century now. One thing that many people agree upon, however, is the idea that the ruins are related too...

Three: The Godheart Waste

The heart of the continent revolves around a vast, frozen waste known as the Godheart; legend has it that a god once died here, casting a pall of eternal winter that held sway for thousands of years until its magic was undone by the Copperheads. Although parts of the continent are more temperate now, the Godheart Waste remains a dangerous land of frost, snow and savage tribes of orcs.

Fortunately the rest of the continent is shielded from the Wastes by the Frostwall, a great mountain range so vast and dangerous that even the dwarves hesitate before going and mining the rich veins of mithral and adamantine within. The winds that howl out of the Godheart Waste are tinged with sorrow, and those who live in their shadows are often morose and depressed.

Four: The Church versus the Gods

When people talk about the Church, they mean the Hierarchy of the Eternal Chorus – an organisation that unifies the worship of various saints who serve a distant and eternal god as proxies. This is the most powerful church in Borr, with the three most powerful Saints being St Cuthbert (patron of vengeance), St Patryn (Patron of home, hearth and luck), and St Alba of the Field (Patron of farming, compassion and charity). These Saints are inherited from the Empire and favoured among the more civilized lands, although there are plenty of faithful who prefer to worship the saints and the secretive god who elevated them without the guidance of the hierarchy sitting at the sacred Copper Basilica.

Followers of the Gods are far less organised than the hierarchy of the Eternal Chorus – their priests have a more direct relationship with the divine and feel less inclination towards vast organisations or central government. While they may build vast churches, they aren't connected by official dogma or a hierarchy that makes any one high priests more powerful than the next. A cleric's authority extends to their local flock and the adepts under their direct tuition. Worship of the gods tends to be more private and personal than worshipping a saint.

Five: The Empire

Everyone knows that the Federation once belonged to the Empire of Seldarn, and that there was a long struggle for independence that eventually saw Borr claim freedom through a long and violent war. Yet Seldarn hasn't ceased contact with the continent – merchants come through port cities to trade for the bounty that's only available in Borr, and scholars come to investigate the ruins. Both sides have agreed to peace and it's held for two generations now – but everyone suspects that it has more to do with the Empire dealing with trouble closer to home.

Six: The Southern Nations of the Federation

The more civilized areas of Borr are in the south, where the initial colonies have grown into vast cities and sites of culture. It's here that Borr is at its most cosmopolitan and civilized, where the two High Kings hold court in their respective seats of power, and where the Hierarchy of the Divine Chorus is at its most powerful. The seven nations that make up the Southern Kingdoms are the oldest and largest of the Federation, and hold the majority of the political power.

Everyone in Borr, from the downtrodden peasant to the greatest king, knows the three great metropolises of the Federation: The Great City of Borr, where the High Council of the Federation deliberates; the Holy City of Copper, where the arch-bishops of the Church debate scripture; and Torkal, the City of Towers, where the greatest universities train the next generation of archmagi.

Seven: The Young Kingdoms

There are twenty-six young kingdoms, all of them small and roughly the size of a small European nation. The young kingdoms were the result of second and third wave settlers coming to Borr and pushing north, colonising the plains and woodlands north of the Ironspine Mountains and the outlying islands off the west coast of the continent. The young

kingdoms tend to be moderately civilized, although danger still lurks in the shadowy corners and isolated woods where people seldom go.

The most famous of the young kingdoms are Drakkyn-Yi, the small mountain kingdom given to the emancipated kobolds, and Zobeck, the city of wonders where steam, brass and magic are combined in the making of great machines.

Eight: The Frontier Kingdoms

The northernmost kingdoms are the most wild and dangerous in Borr, but also the regions least touched by the war to succeed from the Empire. They press into the northern regions of the continent, their borders often abutting the vast Frostwall Mountains that separate the seemingly endless Godheart Wastes. Life in the Frontier kingdoms is harsh, but its here that people go to make their fortune.

Nine: Two High Kings

Five hundred years ago the cleric Geoffrey Cromwell wed into the royal family of Borr. Upon becoming High King he wed the spiritual aspects of his leadership with the temporal aspects, in effect becoming the High King of both the Church and the Land. His descendents did the same for three generations, until finally the role was split in two by High King Norwell in order to award them to his sons. Since that time the Federation has had two High Kings, one dwelling in the court of the Great City of Borr while the other rules from his throne in the Holy City of Copper.

Today High King Orin Borr remains ruler of the lands, while High King Aldrin the Forthright rules the Church. Both claim their own taxes, form their own armies, and have the right to make laws (albeit only in their own domain - Orin's laws must revolve around temporal matters, Alrdin's around spiritual). In practice they remain in a state of uneasy opposition, their representatives doing their best to keep peace and hold the Federation together.

As members of the White Cloak Legion, you owe fealty to both High Kings. The two of them represent the supreme commanders of the Legion.

Gods of Federation

The Church of the Eternal Chorus

The Seldarni believe in only a single god, Seldar of the Golden Voice, who stands aloof from the world of humanity. According to Seldarni doctrine, it is the hymn of Seldar that created the world and humanity will continue as until the last echo of his voice is silenced. According to Seldarni belief, evil is borne of those places where Seldar's song has grown quiet and all can be redeemed by being embraced by the eternal hymn.

Seldar doesn't answer the prayers of his clerics – his love of humanity is so great that he chooses to sing eternally rather than let the world die – but his divinity is represented on the earthly realm by a series of patron saints known as the Divine Chorus. Each saint has their own clergy and clerics, although all work for the greater glory of the Golden Voice.

The three most popular saints venerated in the region are:

Saint	AL	Portfolios	Domains	Favoured Weapon
St Cuthbert	LN	Justice, Law, Retribution	Destruction, Law, Nobility, Protection, Strength	Morning Star
St Patryn	CG	Home, Hearth, Good Luck, Guiding the dead	Community, Good, Luck, Protection, Repose	Staff
St Alba of the Field	LG	Farmers, Healing, Charity, Compassion	Animal, Community, Good, Healing, Weather	Club

The Pantheon of the Reldanners

The tall, fair-haired Reldanners were the first to colonise the continent and brought with them their own gods - older and less organised than the Chorus, but also more primal and direct in their relationship with their followers. Those who believe in one god of the Pantheon usually revere all of them, venerating each according to their purpose and offering tithes to their clerics in order to welcome (or stave off) the gods influence.

Since many of the earliest kings and settlers to immigrate to Borr were of Reldanner descent, the worship of the pantheon is very prevalent – there are places where the clerics of Reldanner deities hold more sway than those who speak for the hierarchy of the Church.

The members of the Reldanner pantheon are:

Deity	AL	Portfolios	Domains	Favoured Weapon
Nerthus, Queen of the Harvest	NG	Fertility, Earth, Farming	Charm, Earth, Community, Good, Plant	Sickle
Eoster, The Dawn Maid	NG	Life, Renewal, the Bringer of Spring and Guardian of the Dead	Liberation, Plant, Repose, Sun, Weather	Shortsword
Hred, The Snow Maid	NE	Death, Cold, The Bringer of Winter	Darkness, Death, Destruction, Evil, Magic	Dagger
Mannus, The Father	N	Humanity, Poetry, Art, Learning	Artifice, Community, Knowledge, Law, Nobility	Spear
Wotan, The Rune Lord	N	Magic and Mysteries	Charm, Knowledge, Magic, Runes, Trickery	Quarterstaff
Tir Grimjaws	LN	Glory, Justice and Honor	Glory, Law, Nobility, Protection, War	Longsword
Thuenor, the Blood God	CN	Battle, Might, Strength	Chaos, Destruction, Glory, Strength, War	Battleaxe

The Reldanners also have a series of demonic entities associated with their pantheon, among the Sutor and Thrym (Ancient giant-gods who fathered the race of fire giants and frost giants, respectively).

The Pantheon of the Chuls

The Chuls are the third major of humanity to arrive on the continent, primarily short and dark-haired with a strong kinship to the land and a fondness for farming. Their original homeland in the Empire, Chuldur, was obliterated by a war and thus many Chuls found their way to Borr in search of a new life. They brought their gods with them, and found many sites of power amongst the ancient ruins of their new home that corresponded with the Chullish belief in sacred stones, divine wells of power and druidic circles. Many believers in the Chul pantheon adopt the druidic path, but those clerics that exist are primarily travellers moving from community to community in order to protect their people; its these clerics that have ensured the god of the Chul are well-known among the common folk.

Deity	AL	Portfolios	Domains	Favoured Weapon
Arawn	LE	Death and the Underworld	Charm, Death, Destruction, Evil, Magic	Longsword
Brigit	CG	Fire and Poetry	Chaos, Fire, Glory, Knowledge, Trickery	Starknife
Cairbre	CG	Music and Art	Chaos, Charm, Knowledge, Luck, Travel	Quaterstaff
Dagda	NG	Father of the Gods, Good	Community, Good, Nobility, Protection, Strength	Greatclub
Dianchet	NG	Healing	Community, Good, Healing, Protection, Repose	Dagger
Goibhniu	N	Smiths and Steel	Artifice, Earth, Magic, Protection, Strength	Warhammer
Lugh, the Shining God	NG	Heroism, Luck, Magic, Excellence	Knowledge, Liberation, Luck, Rune, Sun	Morningstar
Mannanan Mac Lir	CG	Sea and Hidden Knowledge	Air, Magic, Water, Trickery, Weather	Scimitar
Morrigan	CN	War and Destruction	Chaos, Destruction, Madness, Trickery, War	Spear
Nuada of the Silver Arm	LG	Protection and War	Glory, Good, Law, Protection, War	Longsword
Oghma	N	Knowledge and Learning	Knowledge, Luck, Magic, Nobility, Trickery	Longbow

The Chulls also have their own demonic entity in the form of Balor, the King of the Fomor (Giants).

The Small Gods

Religious scholars theorise that there are a seemingly infinite number of gods in the heavens, many of them minor divinities with a small number of worshippers. Still, the term small god in relationship to those deities that seem to exist outside the established pantheons is sometimes misleading – at least one, the Snake-God Set, is well-known to the common folk. Yet the term persists, and there are many so-called small gods at work within the Federation. No specific examples here, since it's the catch-all for someone who wants to make up a god

for their character, but a good rule of thumb would be to look at the deities listed in the Pathfinder rules and work from there.