

GENERAL OUTLINE

Campaign #3

Characters live in country of Farson (see map) near Wilderlands. It is a country of heavily-wooded country and most people are have above average strength and are very hardy.

~~far live~~ They live in the province of Arctor so named for the major river there. It is named by the inhabitants - Land of Seven Bridges. This is because only seven bridges cross the Arctor - seven real bridges that is, not foot paths & fords. It is a province famous whose main industry is forestry with some mining. Population is 80% human with some Dwarves & Gnomes - these mainly mine. The only Elves are in the forest, are wood Elves and do not relish contact with humans and are thus rarely seen. It is a very sparsely populated area with almost all habitation near the river.

The main (and only) road runs alongside the river for nearly all the way.

The characters live in a village called Hamlet which is out of the way and connected to the outside only by a path leading to Marked and Bryon.

It is a sort of a base for foresters in the region and consequently is a rather wild place.

All the characters are adopted children of a wealthy lord who lives in a large manor house in Hamlet. In fact, a lot of people wonder why he settled in such an out of the way place.

The Characters can be Human, $\frac{1}{2}$ Elven, Halfling, Dwarf and Elven - but not $\frac{1}{2}$ Orcan.

^{They} ~~Yod~~ were all adopted and at the age of 9 sent away to be trained in their respective professions. You have not seen ea. other for 10 years or so.

The characters have been called back near the end of their various ~~news of the~~ careers by the news of their father's death.

Upon arriving home, they discover that their father is indeed dead and but his body ~~has~~ disappeared.

When the body disappeared earlier so did his faithful man-servant Grond but he has since returned to supervise the opening of the will.

The characters also note that the villagers are unfriendly and tight-lipped to them.

(2000) If they press, they find that when their father died some villagers also died. It will take a lot of cajoling to get the whole truth out.

The will (when opened) leaves a map to the father's treasure to Grond who will distribute accordingly. There is also 100 g.p. for ea. character.

He reveals that he was murdered (he knew he would be) by the organization called the Demon Princes. They are well known by name but are otherwise totally mysterious figures who control various parts of society in Farsun - Military, Money, Religion, shipping etc. Even these are not known. Combined they are a dangerous group. His life was committed to hunting them down (which is why he trained the characters to carry on the fight)

OUTLINE

3 people, 3 toms along road separate.

In forest, small toms, generally peaceful.
Have to join up w/ each other, 1-2-3. Then go
on to something else (dungeon, temple, city,
somebody else to protect)

Chased by something (evil, chaotic)
which wants something they have,
very valuable.

Have limited weapons, arrows.