

# Goldenrod's Reign Setting Document

## **Goldenrod's Reign**

This is the default setting for Words of Power and my home game. Thomas Goldenrod is the king of the largest nation and many adventures will center around his leadership. Consider it an era in the timeline.

This document is intended to provide all the charts, world state, major characters, and data needed to play in a game set in this time period. Character Creation information is at the top for convenience. World State follows.

# Character Creation

## Factions

Faction	Tag 1	Tag 2
North Gate	Selfish	Seafarer
East Wall	Poor	Streetwise
Western Checkpoint	Wordly	Skeptical
Final Guard	Loyal	Self-Sacrificing
Lum	Superstitious	Diviner
Twilight Island	Learned	Rigid
Seedling	Youthful	Naive

## Weapons

Weapon	Hit Die	Damage Die	Tag
Small	1d6	1d4	Concealable
One-Handed	1d6	1d6	
Two-Handed	1d8	1d10	
Ranged	1d6	1d4	

## Armor

Armor	Durability	Tag 1	Tag 2	Word
Cloth	2	Nimble	Temperate	
Leather	4			
Chainmail	6	Noisey		
Plate	8	Heavy	Restricted	
Shield	16	Block		

# The World

Abbinoth is a world of relatively young Human civilization. It is only recently that the gods have taken a step back from ruling with an iron fist. After 5 generations or so, belief in them has begun to wane and Man has appointed themselves stewards of the land.

The continent is broken into three major regions. The East contains Mena, a massive desert, and the Isle of Ender. The middle contains Amorelia, Lum, and The Great Forest. The West is home to Nezbereth, Twilight Island, and the Wastelands.

## Factions

---

### Amorelia

The major stronghold of Human power is the nation of Amorelia. It is made up of great walled cities, known as the 5 gates of Amorelia. It is ruled by a king, who delegates to local governors in each city. The king is advised by the High Priestess of Lum, Amorelia's church-state.

#### North Gate

The Northernmost city is Amorelia's major port. Nearly all people from North Gate have some understanding of boats, sailing, and general naval life. A generational battle with the taxmen have left them independent, disillusioned, and cliquey. You can only trust your shipmates in the storm.

#### The East Wall

The East Wall is a remarkable construction that bisects the land between Amorelia and the Endermen. It is the only thing standing between Man and chaos, since the razing of South Gate. The people of the East Wall consider themselves to be under occupation by the Amorelian military. They did not want the wall. They did not want their sons to be conscripted. They have grown poor from the constant ravages of war. There is a criminal element here, but you do what you have to in times of war.

#### The Western Checkpoint

The Western Checkpoint is a literal gate along the road leading inland, towards Lum and Nezbereth. It is a cultural hub, full of trade and all nations of people. While far less political and judgemental than the other gates, the people of the Western Checkpoint are still very much Amorelian. Travelers from all over pass through, but the ones who live in the town believe in their nation's greatness.

#### South Gate (Destroyed)

South Gate was similar to the Western Checkpoint, before it was destroyed. It was a vibrant place with exceedingly rare wares. Those who dared to travel into the lost civilization of Mena, brave the desert, or research in the Great Forest would bring their findings here. Now, no such trade exists. There is no safe launching point for such expeditions. All Amorelians feel the loss of this great city and hate the Endermen for it. It was lost some 10 years ago.

#### The Fifth Gate (only Amorelians know this information)

The "Fifth Gate" of Amorelia is the Final Guard. It is a collection of citizens who have volunteered to die in place of their neighbors. Whether it be in senseless wars, natural disaster, or crazed eldrich invasion, the Final Guard must stand firm. It is a lifetime appointment. Deserting your duty as a guardsman is, perhaps, the most dishonorable thing any Amorelian could do. A standing bounty is offered for any who do.

As the king requires a certain number of standing guardsmen, they are drafted from the villages. It is common for people to volunteer in place of their siblings or friends.

Guardsmen are treated as both honorable heroes and tragic losses. They are publicly grieved, while still alive, by the general public. It is common for mothers to treat guardsmen as their own sons, saying things like, "You were a good lad. You've given everything for us."

## **The Capitol**

The capitol city of Amorelia is called Amorelia. It is a huge castle city of (medieval) industry. Those who live there do so at the courtesy of the king. A healthy mix of people from each of the gates and abroad are in the city at any given time. The royal guard does not fuck around.

---

## **Lum**

Lum is a much smaller nation than Amorelia. It consists of a single temple city. People travel from all around to train in the temple as diviners. The church is led by a High Priestess, who is gifted with visions from god.

She directly advises the king of Amorelia and enjoys general protection and peace in return. Lum is protected by the templars, heavy combat specialists and true fanatics. Most people who come to the temple for help end up worshipping the High Priestess (against her wishes), rather than any specific god or religion.

## **Nezbereth**

Nezbereth is a Human colony on the Western side of the continent. It is known as the Crystal Colonies. An expedition from Amorelia came over, some 3 generations ago, to research and explore this new frontier. Some tragedy took place and the party was forced to the Northern coast. With no way to return home, Nezbereth was their last stand.

It has since grown into a bustling city and outlying villages. The king who rules has found some way to use crystals to ward off beasts and demons. Anything within the crystal's glow is safe from harm. Unfortunately, undesirables tend to find themselves outside that glow.

Amorelia claims the land as colonies, yet the leader still calls himself "king". It's a bit of a tension.

## **Twilight Island**

There is a small triangular island off the Western coast of the mainland. It is inhabited by sages who have formalized training in magic. Their method relies on forming and nurturing a pact with an elemental spirit. They are serious and studious.

The scholars of Twilight Island spend many years in seclusion to develop a bond with an elemental spirit. Those who complete the training are highly revered and often find high ranking government positions in all nations. Anyone may apply but most either do not have the talent to commune or the dedication to study. Those who do manage to complete the training leave the island with a full-fledged elemental on their side and a very identifiable relic.

Scholars are required by their companions to take action on the material plane that will help them in the spiritual plane. This is not always convenient, but it is necessary to honor the bond. The spirit does not enslave the scholar, but breaking the bond over time will leave the scholar powerless.

Twilight Island only cares about training talent. They are neutral in the affairs of countries.

---

## **Ender**

Ender Isle is off the North-Eastern coast of the mainland. It is home to a savage race of totallynotorcs. They are referred to as Demons (but are not technically demons, as you would find in the Wastelands), for the magic they do capturing and binding souls into objects. They know only destruction and the pursuit of more souls to eat and to bind. They cross the waves into Amorelia to snatch people off the roads. The Endermen were responsible for the burning of South Gate and continue raiding near the East Wall.

## **Mena**

Mena was a great stone city in the Southern jungles of the continent. Now ruins, it was said to have been a civilization of alchemists who worshipped the Dragon God, Makenna. Every once in a while an abomination will slink out of the jungles. Nobody in the modern world knows what really happened there.

## **The Sea God**

While not a formal nation, the Sea God is still very active in the world. All water is his domain and all sea creatures answer to him directly. None take action without his leave. He is known to barter with Humans. There are equally many stories of the seas protecting Humans as there are of it crushing them. No experienced sailor doubts his existence and they will often carry a dedicated tribute of interesting objects to ward off misfortune.

## **Children of Gnatha**

The Children of Gnatha are a race of merchants. Each is different, but all present as Humanoid in round silk robes and one or two monstrous spider features. It could be extra spider eyes or giant spindly legs.

Rumors suggest that they answer to a spider queen, Gnatha who lives beyond the Wastelands, but nobody has ever been there or seen that. They are singular in focus : they will trade one magic item for one magic item. They do not specify why. They do not takes sides in disputes. They will trade one magic item for one magic item.

---

## **The Great Forest**

In the Great Forest, there is a race of young tree people. They appear mostly like Humanoid children, but have solid wood green/yellow-ish skin. Their hair tends to be flamboyant. They do not age beyond (Human) 15 or so. Not much is known about Seedlings, except that they like to travel and learn about the world. It is rare to see Seedlings amongst Humans and they often try to pass as normal. This is often futile, as they have absolutely no concept of social norms and let their curiosity win.

## **The Wastelands**

The Wastelands is a region of desolation in the West. Nothing is known about what may lie beyond. Horrific creatures and (actual) demons fill every nook and cranny, sometimes even sliding out into the rest of the world. The crystals used by Nezbereth have been seen along the border and in the caves they call home.

---

## **Major NPC Factions & Characters**

Thomas Goldenrod - the king of Amorelia

Torche Trading Co. - the main transporter, supplier, and financier of the realm

Black Prince Simeon - the prince of Amorelia, known for being at war for many years

Fate - mythical hero who traveled all over and performed many great feats, like Hercules, Prometheus, or Samwise Gamgee

High Priestess of Lum - never called by her name, she is known for beauty, visions, and charity

The Allfather - Abbas is a god believed to be the source of Lum's power and is treated as a general purpose higher power of good by most people

King Thaz - the king of Nezbereth