

THE KINGDOMS

The description of each Kingdom will follow a common format throughout this book, one per page, making up a total of one-hundred kingdoms.

NUMBER

Each kingdom will be designated by a three digit number, such as '039' so you can easily look up particular kingdoms by remembering the number code alone. This number appears next to the title of the kingdom at the top of the page.

TITLE

Each kingdom's number is also accompanied by a title. The title may be light hearted, a pun or a simple descriptive. Whatever the title it is designed to be somewhat memorable to you in order to help you locate the particular kingdom you want to work with more easily.

DESCRIPTION

The description provides a brief paragraph or two of overview of the kingdom in question. There are perhaps a couple of lines on the other information that is being provided, along with everything else particularly pertinent to the character and nature of the kingdom in question.

The description could be thought of as being a 'Hitchhiker's Guide' reference or a travel agent's summary of the appeal of a particular nation as a holiday destination.

RULERS

This section describes the political situation within the kingdom including both the official rulers, their loyal opposition, and any other pertinent political forces or machinations at work in the nation.

This will not necessarily go into great detail but will lay out the political situation in such a way as to give you enough to create stories based upon that description.

Contrary to the book's title not every nation or settlement described will be a kingdom, the nations come from the whole smorgasbord of real and fantasy political systems.

GEOGRAPHY

The geography section describes the geographical nature of the kingdom. Where it is situated, what any pertinent geographical features are, along with any other features or items of importance that might factor in. How the kingdom feeds itself, what it trades, natural defences and formations, unnatural ones, the nature of any tombs or dungeons associated with the kingdom and so forth.

STORIES

The stories section will contain a few, very short, adventure seed ideas related to the kingdom as described. These will be limited to only one or two lines but, within the context of the described kingdom, should be enough to spark off a few adventure ideas for you and your group.

001 - CONVENTIA

DESCRIPTION

Conventia is a land of rolling hills, green fields, deep and ancient forests, peace and harmony. Which makes it envied, hated and coveted in equal measure by its neighbouring, less perfect and less tranquil states.

Conventia's ruling line of enlightened kings and queens rule from a tall white castle whose pointed turrets stretch up to the skies higher than most other castles giving a commanding view of the countryside beyond. The rulers are supported militarily by a peasant levy taken from amongst the grateful populace, the King's personal guard of well trained men and the knights and their supporters who own and operate the outlying farms, forts and manors of the Kingdom.

RULERS

Conventia is currently ruled by King Vaylis III, 'the Unconventional'. A man of middle age with a tufty greying beard, a body still honed by years of training as a knight and a mind that doesn't easily settle upon matters of state. His queen, Queen Beviana, is his second wife. His previous wife died giving birth to his last children, twins in a total of 11 daughters, something that makes Conventia rather rich in princesses. Queen Beviana, despite being much younger and fitter than her husband, has not produced any more heirs to date and it seems that Conventia will next be ruled by a queen.

Of Conventia's eleven princesses eight are of marriageable age (or have already been married off), one is about to reach that age and the twins are still too young. The costs of all these weddings and the parcelling out of land to princes found to marry the princesses is costing the kingdom dear and so King Vaylis is looking for heroes to marry his remaining daughters, men who will not stay and use whatever they're given but will leave it to him and his daughters to administrate. Still, they must be worthy.

Regardless of his efforts, many of the border knights, those furthest from the royal estate and nearest to Conventia's jealous neighbours appreciate neither the weakening of the Kingdom from these marriages,

nor the choice to marry the remaining daughters off to adventurers and heroes. Some have begun to plot against the crown and the Queen's Guard refuse to venerate the new queen, choosing instead to revere the dead, older queen.

GEOGRAPHY

Conventia is a landlocked country bordered only by slightly steeper hills than the ones that roll throughout the whole green country. With its borders so easily penetrated every town has a fort of some sort at its centre, whether a castle, temple or simple earthworks. Every town or village has a defensible point and many settlements are bordered by a ditch and ramp defence created by the Kings of yesteryear.

Conventia is extremely fecund for crops of all kinds and feeds itself easily. Its chief exports being grain, cloth, wine, brandy, horses and livestock. This is the chief source of the jealousy of the surrounding nations which are not half so well fed as Conventia. This fertility of the land is what allows the Kingdom to keep its taxation so low, which keeps the peasantry happy and content.

The forests contain the ruins of former settlements and their darkness, shadowed by broad leaves of tall trees, is one of the few places one can be accosted by anything more exotic than a bandit. People generally do not venture any deeper than the fringes of the great forests which are boxed in by Conventia's farmland. Only one forest is ever visited, one of silver birch trees that houses the tombs of kings, queens and knights from Conventia's past.

STORIES

The King thinks one of the adventurers would make a perfect husband for one of his daughters, but what quest can be cooked up so that the young man actually appears worthy?

The border knights have risen in rebellion against the crown and the loyalty of the other knights is in question. Princesses and rich rewards to any heroes who stand forth to aid the crown in its time of need!

Such a rich nation must bury their dead richly too and there's a whole forest full of tombs...