

Aonach Mor Player Pack

Pre-game Player Knowledge and Realm Notes

Realm Information

The realm of Aonach Mor is ruled by a Monarchy in which the succession is determined by the reigning King. An ancient ritual is performed as part of the Ascension Ceremony wherein the King goes to Niall's temple and remains there for three days. At the end of the ceremony he announces his chosen successor into a holy horn. When next winded, the horn will announce the successor. It is said that there is a magic in the horn which protects the chosen one from harm so that there will never be a time when no successor exists.

The Priests say that the horn was given to them by Niall himself centuries ago when the gods first awakened mankind. They tell of a time when Men were as the animals, with no society at all and no intelligence. Then the gods came and awakened them and taught them.

Religion in the Realm

The people of Aonach Mor worship a small pantheon of gods. There is one Supreme Being, Niall, who has governance over the four Major Gods, Ceanna, Greum, Mòrag, and Seoc, each of whom is served by a Lesser God.

The gods of Aonach Mor more closely resemble the Greek concept of gods than the Judeo-Christian view. They are immortal in that they do not die and cannot be killed, but they can be imprisoned, defeated, tricked or banished. They are not omnipotent except within their own domains (which are outlined below). They have physical manifestations, though these are rarely seen and they can be reached if one is desperate enough to take the quest (such as when Prometheus climbed Mt. Olympus to steal fire).

The pantheon is populated as follows:

Niall: Niall is a god of balance. He is true neutral and doesn't see a good vs. evil. In his mind, all things work to balance the opposites. War is not always bad and prosperity is not always good. Niall commands all of the other gods in the pantheon and at times will intentionally pit one against the other in his perpetual quest for ultimate balance. The Priests of Niall hold public services in large temples at the end of every tenday (the equivalent of a week). The Priests of Niall are usually called the Children of Niall or simply the Children. Higher ranking priests often place the title Childe in front of their names. Childe characters may not be of any other alignment than neutral (though they may be lawful or chaotic). A player who plays a Child may choose from the Good, Evil, Healing or Knowledge domains (note: a character may choose Good or Evil even though he is Neutral but may not choose both).

Ceanna: Ceanna (pronounced: chee-ăn'ă) is the neutral good goddess of Air and Life. Her priests, known as Cenans, call her 'the Giver' and hold their services in open courtyards on the day after every full moon. They believe that all life stems from her and

that she was the goddess who performed the Awakening ceremonies. Their services, therefore, consist of the recitation of their story of the Awakening and of the burning of incense. These services are for the clergy only. Players who wish to make Cenans characters have access to the Air, Healing, and Good domains. All Cenans must make a journey before they reach level 6 to Mount Amphor where they are to stay until Ceanna sends a servant to them and personally accepts them as a priest. If she does not accept them, then a storm on the mountain will kill them. For, although she is usually a soft-spoken woman, she also controls the storm winds in her wrath.

Greum: Greum (pronounced: groom) is the god of the Earth, of Travel. His home is a labyrinth under a great mountain by the place known as Greum's Ravine (also the site of his great temple). His priests are called the 'Wayfarers' and they believe that all of the earth's bounty is a part of Greum; that gemstones are his tears and that veins of gold and silver are trails left behind him when he moves through the earth. They mine these as gifts from their god and hold the Amethyst in highest reverence. The shrines of Greum dot the landscape along roads and highways since it is believed that leaving an offering at one in passing will give you good luck on your journey. Wayfarer characters have access to the Earth, Travel, and Luck domains and those above 6th level must journey to the Cave of Garadh in Greum's Ravine every other year for a ceremonial festival. Greum is slow and resists change of any kind. If change is forced, it is always devastating and the Wayfarers believe that this is the cause of earthquakes.

Mòrag: Mòrag (pronounced: mor'ag) is the chaotic neutral goddess of the Seas and the Arts. She loves music and dancing, sculpting and painting, and all forms of personal expression. Her priests have access to the Water, Magic and Trickery domains. It is believed that Mòrag gave the secret of magic to men so that they could, one day, forever bind Seoc, god of Fire, who she hates. Most wizards worship this goddess and most of her priests are Cleric/Wizards. Because She hates fire, her priests are not allowed to use weapons which are composed of wood. Her priests also believe that fish are sacred but that they are given to sustain her servants. Their diets, therefore, are mostly composed of seafood.

Seoc: Seoc (pronounced: she'ok) is the god of Fire and Destruction. He is neutral evil and hates Mòrag. It is said that he taught men the secret of fire for the sole purpose of allowing them to burn the books that Mòrag's priests were writing their spells in. For this purpose, no priest of Seoc may have a spell book; characters of this bent are treated as Sorcerers with divine spells instead of arcane ones for the purpose of spell lists (because of this, they do not have to memorize spells; treat them as Sorcerers). Players are discouraged from being this kind of Cleric since Evil characters do not fit into a party very well.

Cràdh

The player's hometown of Cràdh is situated between two arms of the mountains and straddles the pass that runs to the West, a dangerous and uncivilized area. The stronghold is very small, housing only about 15 – 20 families and a small military detachment. In spite of this, because of the semi-frequent passage through the mountains, it boasts a lot of trade. The stronghold is ruled by Lord Fionn, man with a, sometimes overly, generous heart.

In game terms, the players each begin life owning a room in one of the three local residence buildings (a sort of apartment) and have access to all kinds of weapons and equipment with the following exceptions. There are not exotic weapons and players may not have weapons that require them to be mounted to use. There are no animals available to rent or buy and there is no public library to study new spells in, though there is a shop which will sell most material components.

The stronghold boasts the best masons in the realm; hired by the King to build the stronghold to begin with, but most stayed on afterwards finding plenty of work. In the center of the city, is a large colossus standing 50ft tall. It is an image of one of the late Kings of the realm and stands upon an ancient foundation. There is also a temple to Niall and Greum here and a large tavern/inn called the Ace of Swords which is run by an open minded ex-adventurer named Fenin.

Game Terms

Players may create characters of any of the races in the Player's Handbook (hereafter, the PHB) except for Gnomes. I simply haven't figured out how they fit into the campaign world. As for the rest, there are few guidelines/restrictions, listed below:

Humans: Humans are by far the dominant race in Aonach Mor, comprising roughly 40% of the population. They may be of any class and have access to the largest number of resources.

Elves: The Elves of Aonach Mor come in two types: the 'traditionalists' of the woods and the elves who have taken to the Human way of city life. Players may not be Drow, but they other subraces of elves are all allowed.

Half-Elves: These are most often the offspring of the latter of the two types of Elves listed above. They usually stay in the cities and have little to do with their more traditional brothers. By the Elves of the city, they are seen as equals, but the traditionalists view them as the unfortunate result of their deviant parents. They are not shunned; more often they are pitied.

Dwarves: The Dwarves of Aonach Mor are few, and most of them have adapted to surface life since there is no Dwarven kingdom in the realm. Players should either be Hill or Sundered Dwarves and may not be Duargar, though they may be any other subrace with valid reason.

Halflings: Halflings have completely adapted to city life with the Humans, though there are the rare rural Halfling villages west of the mountains.

Of the classes of characters listed in the PHB, all of them are available with a few modifications.

Players of the Cleric or Paladin classes must choose one of the above deities. A Ranger, though he gets to use divine magic doesn't have to choose a patron deity. If a player chooses one of the four Major Gods, she is allowed to use Summon Monster to summon an elemental of her god's domain one level earlier than normal if she has chosen the elemental domain.

Regarding material in other books, anything that was published by Wizards will be *considered*, though I reserve the right as the DM to not allow anything that does not fit

in with my campaign world. This includes all items, weapons, prestige classes, feats, skills, spell, etc. Realize, though, that I am always open to suggestions; the worst that can happen is I'll say no, so feel free to ask.

Finally, the point of the game is to have fun. If you are not enjoying the game, please tell me why. As the DM, I see it as my responsibility to make the game enjoyable for everyone. I can't slant all of the rules to suit any one player, but in my mind, if people aren't enjoying themselves, then I've failed. Feel free to suggest anything that you think would help make the game better.

Have Fun!

Yours,

A handwritten signature in black ink that reads "Jason Hamilton". The signature is written in a cursive, slightly slanted style.

Jason Hamilton, DM

If you need to contact me, you can e-mail me at kvorak@yahoo.com

I will also be posting a game website in the near future, details and address to come.

Callanish this way

Dwarves in Dunbeg

