

## 3<sup>rd</sup> Ed. D&D Campaign Entities

### Characters

Names in Blue are active in our around Londinium.

Names in Green are generally outside the Londinium area.

Names in Grey are probably dead.

Ceres	Human. Fighter. Ceres is the owner of the Wayward Wanderer Inn in Londinium where our party spends a lot of time and we sleep there often too. He is one of Gus's three fathers.
Dorvin	Human. Wizard. Owns "the IceHouse" in Londinium. He sends us on a few adventures, mentors Devis in Magic, and he is one of Gus's three fathers.
Artemis	Human. Ranger. Owns "the House of Animals" in Londinium. He sends us on a few adventures to gather animals or animal parts and he is one of Gus's three fathers.
Mortimer	Human. He owns some stables in Londinium and has rented us a wagon.
Sevrius	Human. A guard in Londinium. By birth he is English, but he works with the Romans.
Rufus	
Sven	Human. A clerk at the Roman Sanctioned School of Magic in Londinium. We can go there to buy some magic items.
Bom	Human. A famous musician (also a powerful Bard – unbeknownst to most). He knows our party because Talia has performed with him.
Tombadil	
Grishnak	Goblin. One of the leaders of the Black Hand. He is a new leader. The rumor is that he used to be a gnome but he was turned into a Goblin.
Verro	Elf. Rogue and junior member of The Black Hand. He and Tulkas attempt to recruit Berigand to join The Black Hand on multiple occasions.
Malachi	Human. Priest of Heironeous. Often works with the Romans in Londinium.
Tyranius	Human. Fighter. A Roman Spartan. He led the interrogation of the party about possible poisoning of a party member by Lena. He does not speak common. He seemed very unfriendly.
Gimli	Dwarf. See Legolas below.
Legolas	Elf. We encountered Gimli and Legolas and helped them fight off some goblins. They had been lifelong prisoners of some giants, but the giants suddenly left and these two were therefore free to leave. They are trying to find their families.
Pellar	Grey Elf. Prison of Goblins until released by the party.
Gok	Half-Orc. Prison of Goblins until released by the party. He returned the favor by identifying magic for us when Berigand ran across him again at a thieves guild in Colchester. He is Not a member of 'The Black Hand'.
Grindle	Satyr. Prison of Goblins until released by the party.
Drappo	Goblin. Prison of Goblins until released by the party. He helped us with information.
Malthasar	Wood Elf. Ranger. His parents and sister were brutally killed by human soldiers when he was barely in his twenties. This fueled an intense hatred of humans, especially soldiers. Over the next 200 years he would lived alone as a skilled Ranger and would occasionally kill humans, especially soldiers, when he had a good opportunity. This occurred in the southern part of Great Britain. As the population grew and more intense hunts by humans, and eventually other elves for him increased, he decided to go North. Over the next few hundred years people would occasionally be slain in the south and some claimed it was Malthasar still seeking revenge. This eventually became a folk tale used by humans to frighten kids into staying near the home, but even the folk tale is not heard much of any longer.
Albion	A druid in the area near Box Ford. We know only of his reputation.
Artilan	Human. Deceased. Friend of Sevrius and former Roman guard. He lead us on an adventure searching for a rumor of buried treasure.
Swekel	
Stoddle	Human. The leader of the village near Old Fort Harwich – probably dead now.
Arbon	Human. The local healer of the village near Old Fort Harwich – probably dead now.
Derlin	Human. A member of the village near Old Fort Harwich.
Lena	Human female. Woman from the village near Old Fort Harwich who thought we cursed

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*their village so she and Tivol stole the village's funds and came to Londinium and put a bounty on the heads of two of our party members with 'The Black Hand'. The bounty is for either Talia, Devis, Bunklor, or Glistar. She thought our curse is what led to some villagers disappearing including her kids Juprin and Judina; and Tivol's son Tindar. She was probably executed by the Romans.*

*Tulkas*      *½ Orc. Rogue/Fighter and junior member of The Black Hand. Bunklor knocked him out and turned him in to the Romans. The Romans need little excuse to dispose of a ½ Orc. The party sees Tulkas later in a chain gang, and he is most likely killed by the Red Dragon.*

*Sclethithil*      *Troglodyte. Prison of Goblins until released by the party. He then attacked us and we killed him.*

## Groups and Organizations

**The Black Hand**      The largest, and most evil, thieves guild in Londinium. This guild is illegal because it deals in poison, murder, and lawlessness. Other guilds are allowed to operate under the guise of merchants, etc

**Spartan**      A sect of "Law-Enforcers" for the Romans. These are usually Roman Fighters and are at least 5<sup>th</sup> level. Their decision is the law! They are not seen often. They usually travel in parties of 6 or more. Their armor has a reddish hue to it.

**Praetorian**      Roman Elite Guard. These black-armored warriors are all at least 9<sup>th</sup> level and primarily serve as body guards and special servants to the Emperor of Rome. Our party has not encountered one of these, and there probably are none in England. Rumors state that they can all communicate constantly via thought no matter where they are, and their armor allows them to fly, go invisible, and more. They usually travel in groups of 3, and people estimate that about 100 of them exist.

**Roman**      Some time ago, the Romans invaded "England" and now rule in the major city of Londinium (and most other towns). The war by the English against the Romans is over (the Romans won), but there is still a lot of resentment and bitterness. However, some things like roads, and law and order, and schools, have actually improved since the Romans took over.

## Places

**Londinium**      Londinium is the town in which we reside (an ancient name for London). Since the Roman occupation began, the city records the entry and exit of most people; and lots of people must pay an entry fee.

**Box Ford**      A former fort existed here. The dungeons beneath it remained and were recently re-used by Grishnak's faction of 'The Black Hand' to store prisoners bound for the Coliseum.

**Stour River**      A West to East river north of Londinium. It runs from Box Ford toward Old Fort Harwich.

**Old Fort Harwich**      A former fort that was destroyed when the Romans invaded. It is just rubble now. A village of about 50 people existed nearby by, but it has since been abandoned too.

**Culchester**      Town of 2,000 people that we visited on the way to/from old Fort Harwich.

**Chelmsford**      Town of 5,000 people that we visited on the way to/from old Fort Harwich.  
Roman Sanctioned School of Magic