

PAX LEXQUE

Campaign Setting



An RPG Game World Setting
By Ed & Xuân Stanek

This product is compatible with the
Dungeon Crawl Classics Role Playing Game.

COMPATIBLE WITH

**DCC
RPG**



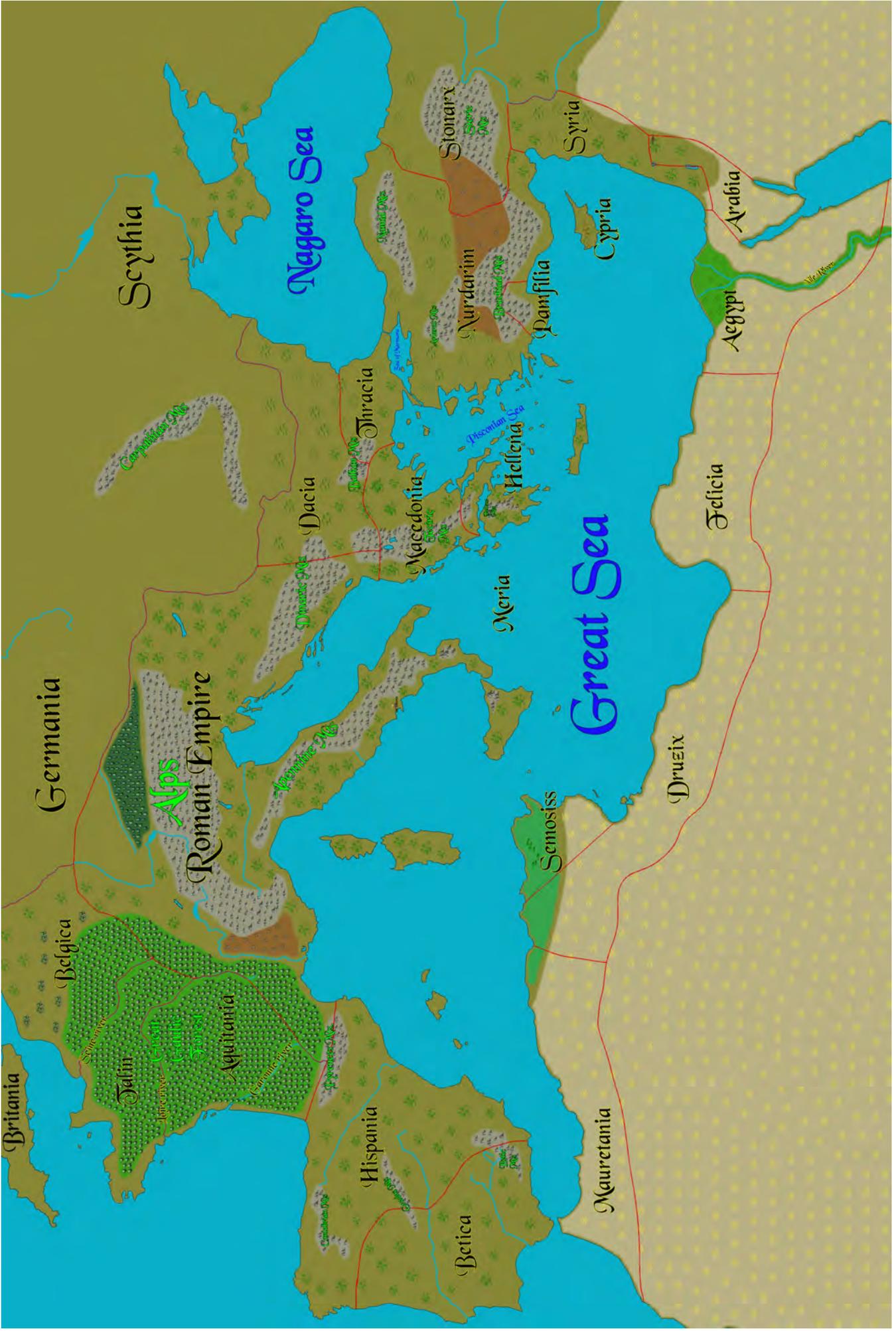
Raorgen Games

ATLAS

Lands of the Great Sea Region

<u>Land</u>	<u>Leader</u>	<u>Primary Language</u>	<u>Primary Patron(s)</u>
Aegypt	Pharaoh Menkefe	Aegyptian	Reku
Aquitania	independent villages	Elven	Tanalis
Arabia	King Aiman	Arabic	Elkev, Eliha
Belgica	independent clans	Celtic	druidic
Betica	King Noteres III	Costapanian	Iber
Britania	independent clans	Celtic	druidic
Cypria	independent villages	Gnomish	none
Dacia	King Detelin	Dacian	Ramasar
Druzix	independent villages	Lizardfolk	Savra
Felicia	independent clans	Felid	Ubaste
Germania	independent clans	Germanic	Mothis
Hellena	independent villages	Elven	Ellellia
Hispania	King Gabriel II	Palacian	Iber
Macedonia	King Philognes	Balkan	Fortruvius, Procella
Mauretania	King Jubair	Mauretani	Hasbia (Procella)
Meria	independent villages	Merfolk	none
Nurdarim	King Hemdorum IV	Dwarven	Doraga
Pamfilia	independent villages	Gnomish	none
Rome	Emperor Socindus II	Latin	Celata, Fortruvius, Procella
Scythia	independent clans	Centaur	Ramasar
Semosiss	Lord Essemelessi	Serpentine	Savra
Stonarx	independent clans	Goblin	Gulyabani
Syria	King Isidorus	Arabic	Elkev, Eliha
Talin	independent clans	Celtic	Helet
Thracia	independent cities	Dacian	Procella





Britannia

Germania

Belgica

Gallia

Roman Empire

Alps

Aquitania

Hispania

Betica

Dacia

Macedonia

Thracia

Meria

Semossis

Mauretania

Druexis

Felicia

Aegypti

Arabia

Syria

Cypria

Pamfilia

Nurdarim

Stonary

Scythia

Nagaro Sea

Great Sea

Carpathian Mts

Alps

Pyrenees Mts

Balkan Mts

Hellenic Mts

Armenian Mts

Nile River

Spain

Italy

France

Germany

Britain

Spain

Italy

France

Germany

Britain

Spain

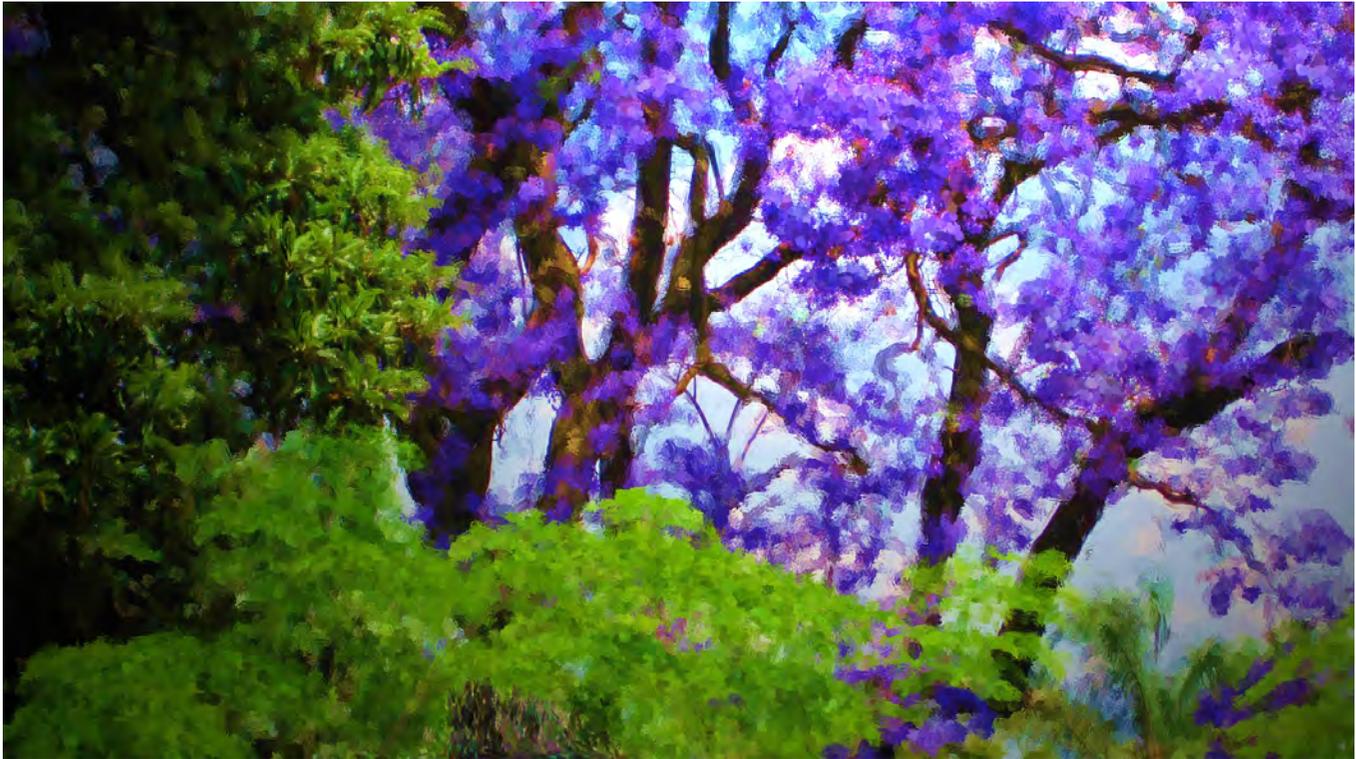
Italy

France

Germany

Britain

Hellena



The land kissed by Elleliara, the Light of Dawn, the land of rolling hills and rocky shores where artistic beauty is ubiquitous - that is Hellena, home of the high elves. Hellena can be welcoming to strangers of goodwill, but those with treacherous intent would be well advised to not confuse the elves' gentle friendship with weakness.

Geography

Hellena is a rocky, uneven land of many peninsulas and a thousand islands amid the Pisonian Sea. This terrain has contributed to the relative isolation of each village and city in Hellena. The majority of Hellena's cities are along the coast. Roads though the inland parts of the country are well kept, but not plentiful, as the majority of travel from city to city is by sea. The islands in the Pisonian Sea which have been settled by Hellena's elves are too numerous to list. Some of the smaller ones are inhabited by single families, while others have mid-sized cities.

The forests of Hellena are not particularly dense nor large, given the rocky, uneven terrain. However, several of the interior towns have large natural orchards of date and fig trees. Likewise, there are occasional clusters of blooming jacaranda trees that are often considered a symbol of Hellena.

Of particular note, mithral deposits are significantly more common in the rocky highlands of Hellena than anywhere else in the Great Sea area. The elves claim it fell in the footsteps of Elleliara as she first walked in their homeland.





While there is no longer a capital in any meaningful sense, the city of Aettisis is the largest and most influential. Built on a collection of rocky hills overlooking its harbor, Aettisis is a glistening city of marble. Its lofty, slender towers make the city visible far out to sea. The Kiss of Dawn, its massive lighthouse, stands at over 200 ft tall. It's brilliant light, beckoning ships to safe harbor, is endowed with a powerful magic. The elves of Aettisis claim that it glows from the very hand of Ellelliar.

Amalaida boasts a unique architectural creation, the Whistling Web. This incredibly complex wooden sculpture is a vast network of loops and arches stretching over 300 feet across and up to 40 feet high in some places. The constant winds coming off the sea create an ethereal music as they pass through this sculpture. It is traditional for each citizen of Amalaida to add a piece to the sculpture as a rite of passage to adulthood and to mark significant life events, such as marriage. Some also contribute to it as an act of sacrifice to Ellelliar when seeking her favor or as part of casting a lengthy spell. The addition of a piece to the Web takes months or years of work and is



done with very careful consideration as to the nature and placement of the piece and how it will subtly affect the overall music of the Web.

Patrasia, well up into the rocky inland, is home to the rather curious spectacle of the Stone Dancers. One of the great works still present from the Age of Light, this is a collection of 54 exquisite marble statues of elves dancing. Though the artistry of each statue is stunning in and of itself, what really makes this collection spellbinding is the fact that they move, or at least appear to. Though never actually seen moving, observers universally swear that as they look away from a statue and later view that same statue, it has changed its position and/or location. Whatever the case may be, the elves of Patrasia aren't giving up the secret.

While each of the port cities of any significant size has a ship building industry of some level, none can match the shipbuilders of Mithio. Renowned throughout Hellena and indeed the known world, the ships built by the artisans of Mithio have a reputation for excellence not only for their seaworthiness and speed but also as inspiring works of art.

<u>City</u>	<u>population</u>	<u>leader</u>	<u>governance</u>
Aettisis	60,000	Speaker Selminaris	The Marble Council
Leivadia	45,000	Lord Athar Phisoldes	Hereditary monarchy
Mithio	40,000	Master Endelos	Shipwright Guild
Amalaida	35,000	Lady Esalinia	The Timeless Voice (elected elders)
Patrasia	20,000	Dophenis Mertai	Theocracy (Church of Ellelliaara)
Pira	12,000	Mayor Olensia	Direct democratic convocation

In the northeast edge of Hellena is the ruined city of Mendelos. This was the point of impact for the Roman invasion of 374 AU. The city was never rebuilt afterward, its location now considered to be cursed. Those who have sought to investigate it report strange lights, ghostly noises and a general feeling of dread. The people of Hellena are loathe to even speak its name for fear of drawing attention from the restless dead.

History

According to elven sages, the people of Hellena were birthed in their land by their patron Ellelliaara in the year -6316 AU (year 1 on the elven calendar). Spreading throughout the Hellenic peninsula over the first few centuries, and somewhat isolated from each other by the rocky terrain, the elves developed a multitude of city-states, loosely tied to each other through heritage and culture.

Roughly 1000 years into their habitation of this land, they began to experiment with basic shipbuilding to explore the countless islands in their sea. Within the next 300 years, their ship craft and navigation skills had advanced substantially, allowing them to freely roam the Picsonian Sea and settle the many islands therein. By c. -4500 AU, the Hellenic elves had begun to explore the eastern Great Sea. It was in this period that they first made contact with the culture of Aegypt. The more they settled in the islands and tapped them for resources, the more their shipcraft advanced, which in turn fed the cycle of further mastery of the Pisonian Sea.



Around -2000 AU, elven presence in the Psiconian Sea inevitably led to an encounter with a rising power in the sea, the Ichtharians. The fish men had migrated from their cities deep under the sea and had begun to explore the shallow waters. Their first encounter with an elven ship was met largely with curiosity from both sides. Relations would not remain calm however. As the years went by, further encounters would occur as both sides sized each other up. Finally, in -1483 UA, a squad of Ichtharians attacked and boarded a Hellenic ship, killing about half the sailors before being driven back. This began a tense back and forth stalemate of skirmishes that lasted for a thousand years. Then finally in -472 AU, for reasons still unknown to the surface folk, the war of the Isles began with a massive coordinated attack by the Ichtharians against elven ships and coastal towns.

For six years, elven island settlements were bled dry by constant Ichtharian raids, unable to either fish or be resupplied from the mainland. Cities on the mainland suffered as well with a significant food source unavailable and trade with nearby nations cut off. Elven response was piecemeal and ineffective as they struggled to set aside their separation for the sake of taking on the common threat. Then in -466 AU, a leader arose in the Hellenic city of Aettisis named Persondis. Through the force of his persona, Persondis managed to force effective unity among the elven cities. He established trusted leaders under him to manage logistics and coordinate military strategy. Then finally in -463 AU, the elves launched a series of counterstrikes against Ichtharian forces resulting in a resounding victory.

After the war, Hellena flourished in a golden age under the leadership of Persondis, now called the Age of Light. Elven sea trade exploded to new levels, expanding throughout the Pisconian Sea and beyond. The beautiful elven ships, each one a work of art in its own right sailed throughout the eastern Great Sea, establishing thriving trade with every nation along the coast. Elven explorers ventured westward, charting out the whole of the Great Sea and even venturing into the Western Sea, bringing strange tales of lands beyond. The elven language became the international language of trade throughout the eastern Great Sea and still stands on par with Latin as such today.

Back at home, with the war behind them and new wealth pouring in, the Hellenes had more time to devote themselves to the path of Ellelliara through the expression of art. Hellenic cities took on ambitious building projects, constructing great works of architecture that were stunningly beautiful to behold. Each city had its local flavor of expression in this regard - from Aettisis with its soaring marble spires reaching gracefully skyward to Amalaida with the Whistling Web.

Likewise was there a revival of every art. Mithio became renowned throughout Great Sea with its shipbuilding - long graceful vessels that seemed to fly across the surface of the water. Visitors traveled hundreds of miles to see for themselves the Stone Dancers of Patrasia or to hear the breathtaking musical performances in the Valley of Honey at Leivadia.



Festivals in the Roman Empire

- January 1: Kalends - This is a dedication of the new year. The emperor, senators, civil governors and officers in the military take a vow to uphold Roman law. People clean their houses and sweep the dust out the door to chase out bad spirits. A family feast is typically eaten at dawn.
- February 13: Parentalia - On this day to honor ancestors, families gather together and share accounts of the lives of their prior generations. A meal is shared at sundown, with places set at the table for several ancestors. After the meal, the food set at those places is burned. All governmental offices are closed and official legal proceedings of every kind are suspended.
- February 27: Equirria - This day honors Fortruvius with horse races all day long.
- March 17: Liberalia - This day celebrates the spirits of viticulture that bring fertility to vineyards. A fantastic amount of wine is consumed on this day, accompanied by much dancing in the streets.
- April 21: Dies Natalis - This is the commemoration of the founding of the City of Rome. Great parades wind through the city, ending in the Forum, where the emperor gives a speech glorifying the city and its heritage.
- May 10: Celetania - This is the main annual festival to honor Celata. Women from around the city of Rome, and even some who make a pilgrimage from other parts of the empire, come to offer embroidered scarves as a sacrifice, seeking fertility.
- June 7: Ludi Piscatorii - Games are held in some of the smaller arenas hosted by the community of fishermen in honor of the year's fishing harvest.
- June 20: Lux Aestiva - The summer solstice festival is the largest celebration of the year, at least in Rome itself. The day is filled with games at the Colosseum, horse and chariot races, and parades through the streets until midnight. The Forum fills with food vendors and street performers of all types for this massive carnival.
- August 10: Marelia - On this feast, a large procession starts in Rome at the temple of Procella down to the main temple of Procella at the port of Ostia, 16 miles away. Once there, members of the Senate cast jewels into the sea on behalf of the people, seeking Procella's favor on Roman sea trade.
- October 19: Armilustrum - This is the main holiday honoring Fortruvius. A large gathering of the army is presented in the Circus Maximus where they and their weapons are blessed. Noteworthy soldiers are presented with amulets bearing Fortruvius's symbol made of copper, iron, silver or gold, depending on the greatness of their deeds. To be recognized at this festival is a great honor.
- November 4-10: Ludi Plebeii - This week honors the common folk of Rome by presenting athletic competitions and theatrical productions for their entertainment.
- December 15: Consualia - The festival of grain storage celebrates the year's harvest at the time when the surplus of the grain harvest is being stored away.



Legion Arcanum

Though the Wars of Darkness were nearly 400 years in the past, their impact is still felt to the people throughout the Great Sea region. Every land still has ruined buildings or blighted fields that are to this day unsafe to enter because they are magically active, inhabited by some unnatural beast, haunted, cursed or some combination of the above. Socindus I concluded that his beloved empire could not rise from the ashes unless there was something to prevent such a tragedy from happening again. To that end, he founded the Legion Arcanum. The Legion is a special division of the army staffed by wizards sworn to protect the people from out-of-control magic. Far smaller in number than a legion of soldiers, which is about 5000, the Legion Arcanum has about 180 members of various levels. The task of enforcing the empire's laws limiting magic use primarily falls to the Legion Arcanum. These laws can seem harsh and even ruthless, but anything less would not have put the population at ease that the issue was being addressed.

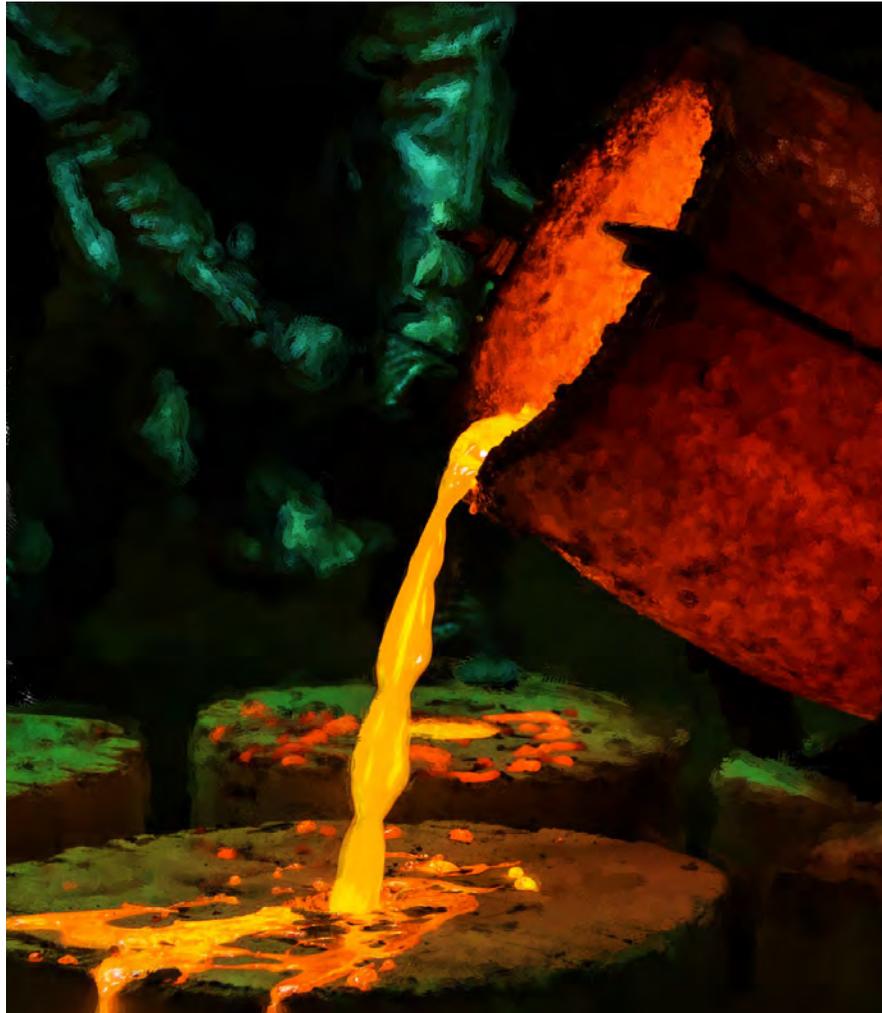
Socindus and his council of advisors determined that it would not be feasible to completely rid the land of magic use. There were far too many exploitable remnants left from the Wars of Darkness and there would always be those tempted to try to exploit that power. Also, the task of cleaning those remnants up would be best handled by trustworthy people knowledgeable in the field. Finally, he didn't want to unilaterally disarm from a magical standpoint. As incendiary as the power is, he deemed its continued availability a necessary evil to avoid having the empire overrun by a magic-capable neighbor. As such, the Legion Arcanum also serves as a branch of the army, ready to fight the emperor's enemies on the battlefield.

Socindus found a few wizards trusted by the temple of Fortruvius and used them to find others, people of impeccable honor and integrity who would not be tempted by the lure of the dark and wild side of magic. Likewise, he tasked them with creating a system of internal checks within the newly formed Legion to prevent the Legion itself from becoming corrupted by the study of their field. When the Renewal Act was passed spelling out the new limitations on magic and religion, the newly formed Legion Arcanum set about tracking down every wizard in what remained of the empire. If their work was deemed irredeemably evil, they were executed for treason. This was perhaps a stretch of the law, but few tears were shed on their behalf. All other wizards were given an opportunity to disavow any forbidden acts and swear to abide by the new restrictions. If they complied, they were registered by the Legion and left in peace. If they refused, they were executed for violation of the Renewal Act.

The law distinguishes between divine and arcane magic, the former being used by clerics and druids and the latter by all other practitioners. It also distinguishes between human wizards, who universally pursue their craft as an intentional study, and certain non-human races that have magical capabilities that are part of their nature.



Doraga - Master of the Forge



Deep inside an unfathomably large mountain is the monstrous forge of Doraga, Lord of the Dwarves, Master of the Forge. Every volcano that erupts is the stoking of his bellows. Every earthquake echoes the beating of his hammer. Near the dawn of time, Doraga forged the first dwarves from iron and molten stone. As his craftsmanship, they reflect his very persona. When a dwarf works a forge and smiths a piece of metalwork, he is engaging in an act of piety, reflecting the spirit of Doraga.

From the days of the first dwarf who was slain by a marauding giant, Doraga's enmity with Glogash, the Father of Giants, is legendary. In the early days of the earth, the two fought many battles, their epic contests carving out the mountains and crags of the world. This war is echoed by his children, who battle against giants at every opportunity.

Doraga expects his followers to value tradition, honor, craftsmanship, courage, family, and skill at arms. His children are to be proud of their heritage. They are born of iron and stone. They are the solid wall that holds back chaos and anarchy. They craft and build whereas the forces of chaos tear down and destroy. His children are to know their duty and live up to it.



Pax Lexque is a campaign setting based on an alternate reality historical earth in which the Roman Empire was co-mingled with conventional elements of fantasy - elves, dwarves, wizards, clerics, giants, dragons and everything else you'd expect.

After a magical war tore the Roman Empire apart, the empire is now rebuilding, with its eyes on its eternal motto, "Pax Lexque" or "Peace and Law". The campaign's starter modules place PCs in a special forces arm of the imperial army. Their squad is sent on missions to deal with unexplained problems left over from the magical war - cursed or haunted battlefields, horrific monsters summoned during the war, necromancers and diabolists who still try to delve into forbidden knowledge.

This guide is meant as a sandbox environment. The world of the Great Sea region is presented with its history and geography broken down to twenty nations, ready for characters to explore. Nineteen new patrons particular to this world are described, six of which are presented in full detail, complete with patron spells. Also included are four new character classes: Dwarven Cleric, Elven Ranger, Felid (or catfolk) and Gnome.



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