KINGDOMS OF AFRICA

An RPG Game World Setting
By Keyukemi Ubi
& Xuân Stanek

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

Raorgen Games

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Credits

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This work may be used as an expansion to the Pax Lexque Campaign Guide, available though Goodman Games:
https://goodman-games.com/store/product/pax-lexque-campaign-guide-print-pdf/

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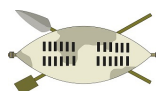
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Introduction

Kingdoms of Africa is designed as part of the campaign world first presented in the Pax Lexque Campaign Guide. This world is an alternate reality Earth in which the general course of our own history is intermingled with conventional elements of fantasy. As such, while this world is meant to reflect the general feel of Earth's own historical cultures, it must of course depart from actual Earth history. The world presented in the Pax Lexque Campaign guide focussed on lands that were part of the Roman Empire in our own history, and as such included the northern coast of Africa. Those lands are therefore not represented in this work. Most of the nations included in this work are based on nations that existed historically, though in our own history they did not necessarily exist contemporaneously with each other.

Like the other volumes in the Pax Lexque line, this book uses a few rules that are not standard to Dungeon Crawl Classics core rules. One is the addition of two alignments, Good and Evil, beyond the standard Lawful, Neutral and Chaotic. These may be thought of as constituting an additional axis for defining alignment. For the purpose of clerical healing, Good and Evil are thought of as being adjacent to Lawful, Neutral and Chaotic and are opposed to each other.

<div align="center">

Good

Lawful Neutral Chaotic

Evil

</div>

Another deviation from standard Dungeon Crawl Classics is that patrons of arcane casters are the same entities that are worshipped by clerics. The difference comes in the way that the caster interacts with these entities. This is detailed in the Patrons section.

Finally, there are two unofficial classes added here, the Felid and the Shaman. Felid is a reprint of the same class from the Pax Lexque Campaign Guide.
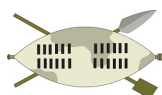
None of these deviations from standard Dungeon Crawl Classics are critical to the environment of this campaign and may be disregarded if you prefer.
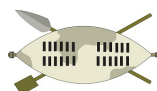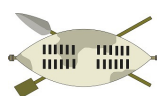
History timeline

There are many calendars in use among the kingdoms of Africa. For the sake of a common reference point, this guide will reckon to the calendar of Egypt, as it was the first one developed on the continent. This calendar starts with the uniting of Egypt under Senet I. As this was done at the guidance of Reku, the Light Giver, the timeline is referred to as the Year of the Dawn. To convert from the year YD to the year AU (used by the Romans) subtract 5379 from YD.

Year YD	Events
c -600	Egyptian culture arises
0	Egypt unites under the rule of Pharaoh Senet I.
c 500	Kushite, Semosi and Syrian civilizations emerge.
c 1000	Aksum is settled by explorers from Egypt, initially as independent city-states..
c 2300	Ubaste ascends - felids begin to settle in Dimetochi and Felicia
3725	Aksum is united under one king, Atenaho.
c 3900	Mauretanian culture begins to rise in the city of Tangier.
3992	Kush conquered by Egypt
c 4000	Sojourn of Beeni - founding of Oyo
4533	Kush goes from being Egyptian territory to client state
c 4600	The Great Bantu Migration - For reasons now debated, a large migration of people from what are now the central jungles pushes south and east, resulting in the settling of the Maasai seringit, Mapungubwe and the Swahili Coast.
4760	Kush gains full independence from Egypt
4970	Kanem Empire is united under first emperor, Atandasti.
c 5200	Bura is settled
5379	The city of Rome is founded
c 5600	The Great Zimbabwe of Mupangubwe is founded.
5799	Roman Empire conquers Egypt
6020	Wars of Darkness - Magical wars tear the Roman Empire apart. The kingdoms on the north coast of Africa regain their independence.
6404	Current day

Mauretania

Semosiss

Druzix

Felicia

Egypt

Kush

Wagadu

Kanem

Aksum

Bura

Oyo
Empire

Nok

Sao

Dimetochi

Mbenga

Maasai

Luba

Swahili Coast

Common
trade routes

Mapungubwe

Mermiwati

1000 KM

1000 MI

San

6

Atlas

"The nations and cultures of the continent of Africa are as varied as the magnificent landscape. Many of these lands are highly advanced, including some whose metalworking skills are on par with the best dwarves in Nurdarim. Several of their rulers have become fabulously wealthy from trade, to a point that gold seems to flow like water in their palaces. In fact, the emperor of Wagadu has a treasury of gold and gems that would put any emperor of Rome to shame. One could spend a human lifetime traveling this incredible region and still not take in all of its wonder."
Ailuin Faeynore, elven geographer

The realms of Africa are extremely varied, ranging from ancient, highly structured kingdoms to scattered nomadic cultures whose pasts disappear in the mist. The nations which make up the northern coast of Africa, namely Mauretania, Semosiss, Druzix, Felicia and Egypt, are detailed in the Pax Lexque Campaign Guide.

| Land	Leader	Primary Language(s)	Primary Religion
Aksum	King Zuka Ansi Khalid	Ge'eze, Egyptian	Gilitzera
Bura	King Damilola	Akan, Beeji	Wikia, Nzei, Berru
Dimetochi	Queen Sete	Felid	Ubaste
Kanem Empire	King Didaminali	Tebu	Amah, Shewa
Kush	King Amenhemeif	Ge'eze, Egyptian	Reku
Luba	King Folashade	Luban	Ilunga
Maasai	independent villages	Bantu	Mvua
Mapungubwe	King Chitauli	Bantu	Mwene-Kudenga
Mbenga	independent clans	Luban	Ilunga
Mermiwati	Queen Mermi	Mermi, Bantu	-
Nok	King Olayinka	Akan	Dae, Majara
Oyo Empire	King Oluwamuyiwa	Akan	Ija, Ogbon, Shenago
San	unorganized	San	-
Sao	independent city-states	Tebu	-
Swahili Coast	independent city-states	Bantu	varies
Wagadu	Chief Adebayo	Akan	Zolonu,Balu,Ashantu
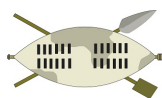
Aksum

Geography

Aksum is the "Twice Blessed Land" due to several factors of its environment and geography. The theme of "two blessings" begins in the land itself and pervades many aspects of life in Aksum.

The first of these pairs of blessings is found in Aksum's trade routes, by land and by water. Aksum's position on the mouth of Red Sea and Gulf of Aden and south of the Great Sahara places it in a perfect location for trade that flows south from the Nile, East and North from Africa's heartland, and then over the sea, along the Arabian coasts to India. The highlands of Aksum are one of the few places in the world where frankincense can be harvested from the resin of ancient trees. Frankincense, ivory, tortoise-shell, Egyptian linen, Indian iron and cotton, fine worked jewelry set with all manners of stones, glazed pottery...all these and more flow through the many markets and ports of Aksum.

The people of Aksum also find double blessing from the land and from the sky. Aksum sees little seasonal difference in the length of days throughout the year, enjoying an abundance of sunlight. At the same time, much of the land is elevated in great plateaus and gentle highlands which cool the air and bring plentiful rain. Aksum enjoys a bountiful double harvest every year. Fields are carefully rotated between crops and grazing, with two years of crops followed by two years of rest and occasional grazing.
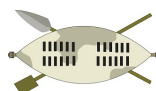
The site of the inland capital city of Axum was chosen for its two hills and two streams, further evidence of the double blessing of Aksum. Other prominent cities in Aksum are Adulus and Qohaito. Adulus is located on the southern tip of the Red Sea, near the mouth of the Gulf of Aden. It is Aksum's principal sea port and home to the mighty navy of Aksum. Qohaito is located on a high plateau, halfway between Meroe and Adulus and near the holy mountain of Emba Soira.

History

In the very distant past, explorers set out from Egypt, in search of lands with new resources. Some of those explorers settled in Aksum, founding its first cities. For centuries, these cities existed as their independent chiefdoms, with very little commonality. It wasn't until the rule of Atenaho that the cities and villages of Aksum were united under one rule. According to Aksum's scribes, one of these cities was originally Meroe - a bit of history that is hotly contested by the people of Kush.

When the kings of Aksum want to appeal to the pride of their people, they often talk of war to take Meroe from Kush, which, they see as rightfully belonging to Aksum. In the end though, no agreement of two kings and the 11 have ever ruled for war when consulted to break a disagreement. The kings are content to launch the occasional border skirmish as a token effort. The exact reasons that full out war has been avoided are varied, but certainly one of the underlying concerns is the fear on Aksum's part that Egypt might join such a war on the side of Kush.