



# Nation Guide

# Plumeria



## The Warfighter Warverse

The universe was always thought to be a complex place. It wasn't until recently that people discovered it was even more complex than they ever imagined.

Not only is there the "world" and the "now" that people are familiar with, there are in fact many "worlds" and many "nows", all existing at the same time.

Some worlds and nows exist in what is called modern day. Being around the year 2000. Another world and now takes place during World War II. For a while it was thought that these were the only two worlds/nows in existence. People have recently discovered not only a new world/now, but one that according to all recorded history, never existed on this world.

It is a world of fantastical creatures, and users of magic, and holy people who can channel what is to all appearances the power of divine beings.

Now that three have been discovered, people are researching the existence of even more. After all, if these three exist, who knows what other worlds may be out there?

To make all this even more confusing, they all exist "now". A person can wake up in one world, eat breakfast, travel to a different world for the day, and return to their home world for dinner.

At least in theory.

In practice, travelling between worlds is very difficult and is more of an art than a science. This has greatly annoyed the scientists of the more technological worlds who live by the laws of consistency and predictability. Attempt a passage to a different world one day, and it works, perform the same procedure the next day, and it fails.

The method of attempting a transfer to a different "now" varies by "world" and even by the people attempting to create the transfer. In some cases, cutting edge technology is used, in other cases rituals, and even sacrifices are used. In all cases, success is sporadic and unpredictable.

Why?

No one knows.

At least no one on any of the so far discovered worlds knows.

There are unfortunately beings out there who do know. And so far, they are content to observe humanity from the shadows of their own realm.

## How To Use This Guide

Each entry in this guide describes a Town in the Plumerian Empire. The descriptive text tells you a little about the town, its inhabitants, the surrounding area, and the challenges they face. It is our goal in writing this guide to fill in the world and make it a real place to identify with for you and your adventuring Heroes.

The last paragraph in each entry is game information presented in a story format. Any rules and game mechanics are separated from the story text with (like this).

You may choose to use this guide while performing both stand-alone and Campaign adventures. Choose at the start of a Campaign if you will use this guide throughout the Campaign.

## Go Forth!

Take what you learn from these pages and go forth in your adventures! May you obtain riches and fame while performing heroic deeds!

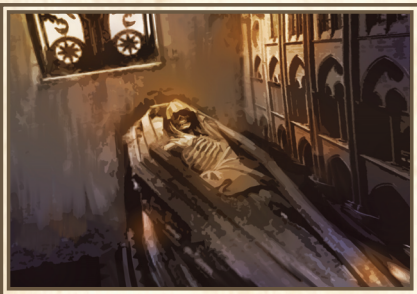
## Danbrook



Danbrook is one of the oldest towns in Plumeria. The chapel was established by priests as a stopping point for followers to take their rest, and regain their strength for the night before continuing on their journey. As the years passed, a good-sized town grew up around the chapel and is now one of the larger settlements in western Plumeria.



A couple day's walk from Danbrook are the Danbrook Crypts. The Crypts have long been the resting place of departed souls since the first days of the chapel. It is widely believed that immediately after death, spirits are often restless. Burial locations are therefore kept well out of town to keep citizens far from any super natural activities. Recently, strange tales of the dead that once again walk have started circulating, and sadly, they are true. A year ago, Agin, the captain of the town guard and a skilled archer, was laid to rest in the Crypts after years of faithful service. That should have been the end of his story, but it was not. Through evil magic, he has risen from the dead and has gathered other fallen soldiers to his side. Danbrook will not see peace again while this unholy presence is allowed to remain.



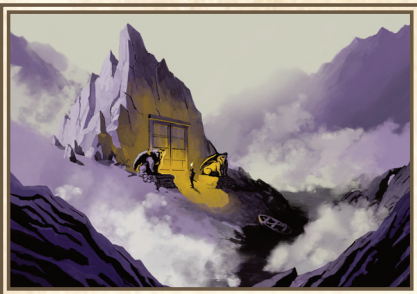
If you happen by the chapel in the late afternoon you'll find Chaplin Brisbane taking his afternoon tea in the chapel's garden. As the afternoon wears on, tea will turn to the full-bodied red wine made in the nearby vineyards, and the Chaplin will impart what he knows of Agin and the Crypts if you make a small donation (1 Silver) to the chapel. He tells you that as you enter the Mausoleum (Activate the Objective), to the right is a small nave with black candles always burning. If you douse these candles with holy water when you enter (Expend 1 Holy Water when you Activate the Objective), it weakens the dark magic sustaining the undead and some of warriors will not rise to challenge you (place 1 fewer Skeletal Swordsmen Minion).



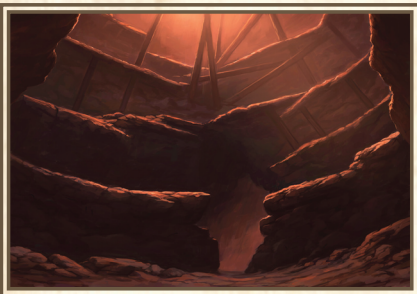
## Silvergate



Located at the southern tip of the mountain range on Plumeria's western border, Silvergate is a vital fortress as well as trading center for the Plumerian Empire. Its proximity to the Zurian Empire to the south led to it being in possession of a massive collection of ancient texts and manuscripts covering all aspects of magic use, its sources, manipulation, and limits.



Heroes with a knowledge of local Lore can delve into the mysteries of Silvergate's expansive torch-lit catacombs in search of knowledge to bolster their Mana skills.



Unfortunately, the area is also plagued by a Harpy of great power, Basheera. She has made a nest, which she has named "The Aerie", in one of the highest nearby peaks. Along with her Harpy minions, Basheera raids the local farms, carrying off livestock, and sometimes unlucky folk who happen to catch Basheera's eye in her flights abroad.

If you talk kindly with the local farmers (pay 2 XP), they will tell you of Basheera's flights as of late. With this knowledge, you will be able to see the pattern of when she takes her foraging flights.

Armed with this information you can climb the Steep ledges of The Aerie when she isn't there, and catch her unawares when she returns from a flight. (This knowledge gives you an additional +3 on your Climb Pick roll in The Aerie.)



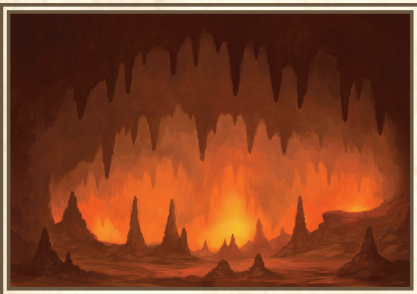
# Thornkeep



Just as Silvergate guards the southern approaches to Plumeria, mighty Thornkeep guards the approaches from the east. Mooncrag, the capital, guards the northern routes, and the tall mountains to the west make passage in that direction all but impossible for most armies.



The people of Thornkeep are known for living with nature, both in the forests to the west as well as the swamp land running around the city itself. Thornkeep was built on a stable section of swamp land for the natural defenses this provided the city in times of war.



Because of this, the area has many guides that can aid your travels both overland, and in the subterranean passages below. You can use your knowledge to find and befriend a local guide in the city. In return, the guide will provide you with a couple torches to aid you in your exploration of the Thorn Graveyard, a long day's walk from the town.

These torches can be of great aid to you as you explore the Thorn Graveyard for Gritmore, a large and powerful gargoyle has taken up residence in the grotto behind the graveyard itself. At some point, a lava fissure close to the surface allowed enough heat to reach the surface to dry out a small section of swamp. The people of Thornkeep then used the area as their graveyard to lay to rest members of their community.

While in town, if you pay a local (pay 1 Silver), they will show you a faster path through the Graveyard (add 1 Turn to Adventure card's Time).

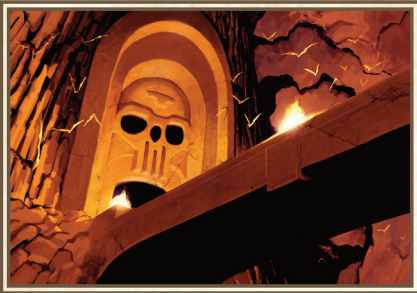


# Morwall



Morwall has long enjoyed its isolated location, deep in the expansive forests of Plumeria's southeast region. This has protected it from the occasional border disputes between Plumeria and Vaylor to the east, and any raiding parties crossing over from Rathin usually hit the much more exposed Incot to the north.

This isolation however, has lead the residents of Morwall to go slightly... astray.



A while back, Morgoth, the latest member of a long line of magic-users from the town, rose to power with very little resistance from the townfolk and town leadership. The residents are fanatically secretive and protective of both their history, their odd beliefs, and even Morgoth himself. You must watch your step while talking with the towns people, or you will raise their suspicions of your true purpose for being in their town, and they will alert Morgoth and he will gather another terrible minion to join him in his study.



Within Morgoth's Dark Study is a magical brazier set on his central table. If you can quickly defeat Morgoth (Eliminate him in 2 Turns) the brazier will light your way to a hidden treasure (add 1 to Morgoth's treasure Item value).



## Padun



Padun was an homestead of dwarves long before humans entered the region, and the Plumerian Empire rose from the ground. For the most part, humans and dwarves have lived in harmony, but there have, of course, been troubled times.

Padun's proximity to the capital Mooncrag is not a coincidence. The dwarven craftsmen helped to build the castle and other major buildings of Mooncrag.



While in town, if you are kind to the dwarves, they will offer you some of their supplies. These can be particularly handy while traversing the underground complex that is Grim's Forge.

Not all the dwarves were in favor of the alliance with the humans. One such dwarf is Grim Axe. He has shunned the town, its dwarven inhabitants, and makes war with travellers and sometimes the townsfolk on a whim.



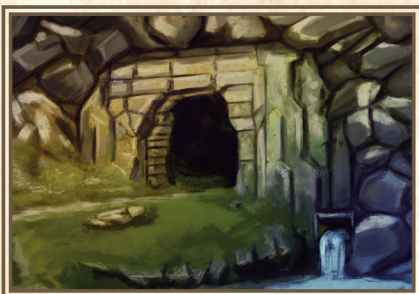
There are dwarves who would gladly see Grim Axe's reign end and peace be restored to the area. If you hire a bearer (pay 3 Copper), you may carry more gear with you during the adventure (replace Adventure's +0 Loadout with +2 Loadout).



## Primburrow



Primburrow is a peaceful hamlet inhabited by hafflings. Throughout its history, it was mostly overlooked by the outside world. It wasn't until the travel route between Thornkeep and Sheywood was established that the world even took notice of Primburrow.



The people of Primburrow have very different feelings about all the newcomers passing through their town. The younger hafflings think it is tremendously exciting and eagerly wait along the road to greet each new cart or traveller passing by. The elders, on the other hand, are more likely to shake a walking stick at the passing people and yell, "Yee stay away from my garden!" to anyone in earshot.



Magic-users are very welcome here. If you have a chance to get to know the locals, their large hearty meals and fine brews will greatly aid your focusing powers when it comes time to start casting spells.

To the great consternation of the hafflings, a dreadful large green slime has taken up residence just outside of town on the edge of the swamp.

To hear them tell it, not only does Oolosh, that's the sound it makes when it slithers across the ground, destroy their beautiful gardens, but it also leaves a sticky, smelly, slime trail through their pastoral lands.

If you spend some time in town talking with the haffling young folk (pay 2 XP), they will tell you an easier way to enter the Slime Pit (pays 1 Action of the 1 Action cost to Activate the Slime Pit).



## Ullfeld



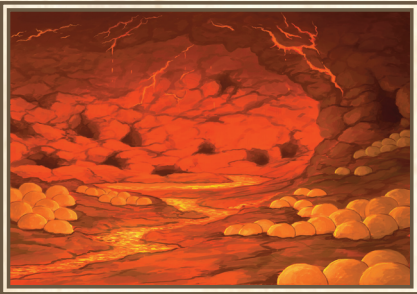
Ullfeld is one of the older settlements in the region. In the old tongue, it means “Old Field”. It is widely believed this comes from the area being one of the richest farmlands around and having been a place of bountiful crops and livestock for centuries.

While in town, do not be surprised if the tougher members of your party are invited to a feast and an eating competition. The cooks of Ullfeld take great pleasure in providing massive meals for heroic guests that pass through their town.



Unfortunately for the townfolk of Ullfeld, a subterranean laval flow runs beneath the ancient worship site of Yill Goor. This ever-flowing heat has provided a perfect habitat for a spawling nest of fire ants and their queen.

If you are feeling particularly powerful, the locals will tell you of a little known secondary entrance to the The Queen’s lair.



This entrance will take you through more chambers than normal (insert 1 Nuisance Location before the first specified Location). This outer chamber is guarded by Fire Ants (Draw and Place a “Fire Ants (N)” Hostile card in the Location during the Draw Hostile Card step instead of its regular Hostile cards).

By doing so, you also gain extra time to reach The Queen (add 1 Turn to the Time). By doing this, you have a greater chance to earn much needed treasure and experience before encountering The Queen.



## Laford



Laford is the northern-most of Plumeria's towns and is a major trading center connecting Plumerian and Mardian merchants. The town's proximity to the western mountains also offers access to the giant eagles that make their homes on those peaks. These eagles have inhabited the region since before the arrival of people, they are intelligent, and have their own customs and society. They are especially fond of stories and will gladly give a person a ride on their back in exchange for tales of adventures and far off lands.



Similar to Ullfeld's Yill Goor, Laford also has an ancient worship site within a few days travel outside of town. This site holds the name Thorga Dur. The name's original and meaning are lost in mists of time. All that is known is that Thorga Dur predates even the arrival of the eagles to the region.



In more recent times, Grond, a large and aggressive cave troll has claimed Thorga Dur as his own. It is rumored that he was held captive by orcs in a deep mine to do their bidding and attack any who entered their caves. On the day of Grond's escape, the orc population was nearly wiped-out. The few survivors fled southwest. Now, he often ventures from Thorga Dur to harass the passing merchants, demanding a toll in return for safe passage through the countryside. With the emergence of foul creatures across the land, Grond's tolls, and willingness to do violence, has steadily increased.



If you hurry and quickly make your way through Thorga Dur (choose to subtract 1 from the Adventure Time at the start of the Adventure), you will take Grond by surprise. This will make entry into his lair much easier (if you chose to subtract 1 from the Time, subtract 2 Actions from the cost needed to Activate Grond's Cave).

# Sheywood



Sheywood was once a peaceful town. It enjoyed its position in central Plumeria, nestled between Thornkeep, Silvergate, and several other towns. Each day many travellers would stay in Sheywood to rest the night, eat a hot meal, and relax by the warming fire of a local inn or tavern.

Then, Chieftain Urg and his warband of orcs arrived.



They make war on any who attempt to enter or leave the area, and only the strongest of caravans can safely cross through the countryside.

The town will gladly pay the few coins it has if you can rid the nearby land of orcs. But, this is only the smallest of the town's problems. The larger problem is Urg himself. To truly make the area safe and return passage to normal, Urg must be dealt with once and for all.



Urg makes his lair in an abandoned army barracks deep in the Twisted Grove. The area was once a beautiful forest, lush with vegetation and wildlife. In more recent times, the area has grown dark and overgrown with foul vines of all descriptions. It's as if the ground itself is rising up to strangle the creatures above.

If you rid Sheywood of orcs, and do not accept payment for your heroic deed (if you succeed in the Town card's Lore roll, and choose not to gain 1 Gold), then the townfolk will be happy to share details of the layout and secrets of the barracks layout over a pint and hearty feast (one Hero starts the Thorga Dur Adventure with an extra 3 XP).



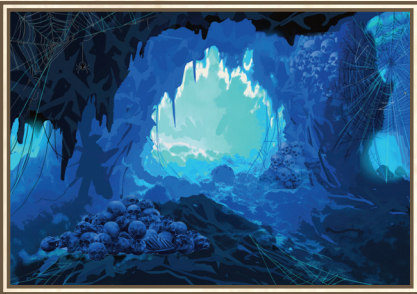
## Wabryc



Located along Plumeria's northern edge, Wabryc is a not easily accessible, being surrounded by vast ranges of forest. Because of this, it never really developed into the natural trade center that one would expect with the Mardian empire.



The forest, and its many natural caverns, has unfortunately made for an excellent home for a robust population of spiders of all sizes. These spiders range in size from the common household spiders, to the aggressive cave spiders that are the size of a small dog when fully mature. The cave spiders have always been a problem for Wabryc, but they have become more troublesome than ever before under the leadership of a truly monumental cave spider, Spinner. If you clear the cave spiders out of Wabryc, the townfolk would be happy to pay you a generous reward.



It is hoped that once the spiders have been eliminated, new trade routes will be established with Marda, and the town will flourish.

If you spend time getting to know the locals at the tavern (pay 3 XP and 1 Gold), they will show you how they have learned to drive off the cave spiders using fire. This will aid you when under attack in Spinner's Lair (when a Hero is about to suffer Wounds from a Cave Spider or Spinner, they may Expend 1 of the Torches they are Carrying to suffer 1 fewer Wound).



## Zangkeep



It is said that the southern reaches of the Plumerian mountains have long been tainted with foulness. Zuria was well known for its conjurers dabbling in the dark arts, and it is thought they drew their powers from beings residing in the dark places under the southern mountain ranges.



When Zangkeep was one of the first towns in Plumeria to come under siege by foul forces, no one in Plumeria was surprised.

Much of this ancient lore can still be found tucked away in the shadows of Zangkeep. There is much to be learned here, but watch yourself and trust to your luck, for there is also much danger.



The Wizard Zang is thought to be one of the few Zurian conjurers still alive after the apocalyptic destruction of Zuria. As they say, to all things there is a limit, and the Zurian conjurers might have delved too deep into the mountain abodes for their own good. Now, their land is covered in pools of lava and swirling ash storms.

If you purchase extra adventuring supplies while in town (pay 1 Gold), you can delay Zang's Guards from reaching his Throne room (add 2 to all Guards rolls during the Adventure).



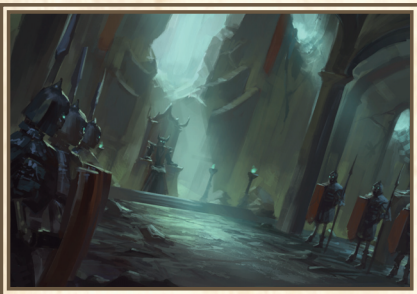
# Fahyrst



In the distant past, before the rise of the Plumerian Empire, and for that matter, most other human civilizations in the region, the land around what is now Fahyrst was home to, something.



As to what it, or they were, there are as many theories as there are scholars. Some say they were we early arriving humans. Others claim finding evidence of non-human creatures. No one knows for certain, except whatever they were, all agree they carried the taint of evil. Massive corrupted temples, altars, and subterranean complexes all speak to the evil that was done here in the shadows of times past.



If your travels take you through this foul stretch of ground, watch your step, and the shadows, for foul things still lurk here. They seem to feed off each other, and any luckless enough to travel these parts. If you are not careful, your wanders in the area will triggers forces that will add to the power of the lich that is now master of these parts.

The Zurian Lich was once a powerful wizard in the now doomed land of Zuria. How he escaped the cataclysmic that swallowed that Empire, no one knows. But, the escape cost him his life, and now he lives on as an undead power in the land of the living.



If you travel the area, carefully mapping the Forsaken Temple (pay 10 XP), you can learn a great deal of the forces powering the Lich, the undead abominations of the area, and throughout Plumeria (when you Clear the Forsaken Temple Adventure, gain 2 extra Hero Points and 3 extra Divinity).

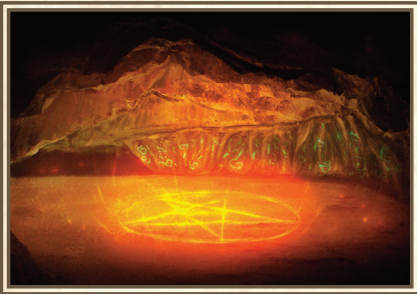
## Incot



While the origins of Fahyrst's corruption are shrouded in mystery, Incot's fall is better known. Zuria was once a land of powerful conjurors, and among them, there was always those who delved into the darker arts. One such group was known as the Cabal of Five. Their explorations into darkness took them beyond even the limits of what Zuria would endure, and they fled under the cover of darkness before being put to death. The Zurian Lich, now controlling Fahyrst is rumored to be one of the Five.



The Five fled to Incot, long known to be a place of ancient power, and renewed their dark rituals. It took them years to perfect the proper ceremonies, but they were finally ready to exact their revenge on Zuria. They entered into a blood pact with a major demon overlord, Molluk. In exchange for sacrifices made to him, he would call down destruction on Zuria and all who dwelt there.



And Molluk did. He called forth an icy fist from the sky and drew it down to smash into Zuria. The shockwave leveled everything to the horizon, and the impact punctured so deeply into the crust, that it brought forth geysers of lava that covered the landscape, obliterating everything in their path.

The land around Incot is now under Molluk's control, and any entering that area risk raising his wrath to even greater levels.

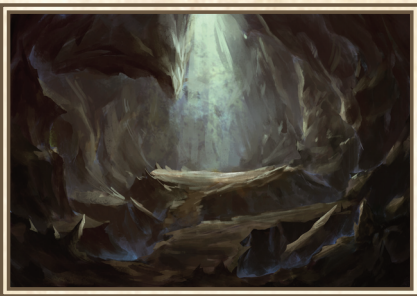


In preparing to defeat Molluk, if you obtain divine ingredients (pay 3 Gold while in Incot) to perform a rite, your attacks will have an easier time striking Molluk (add +1/+0\* to your Attack rolls against Molluk, \*if an Explosion attack, instead roll 1 extra Attack die).

## Kazamor

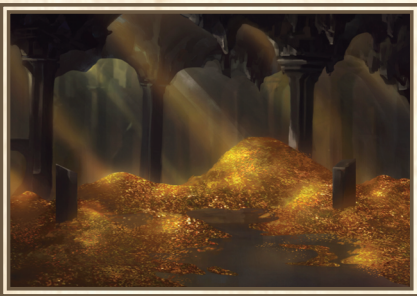


Kazamor is one of the longest continually inhabited towns in the area. As the years have passed, it has gone back and forth between Plumerian and Zurian ownership. The two empires have fought many border wars, and the maps have been redrawn many times.



Following a pitched border battle for the town, Wurm discovered the town demolished, and few people in the area. Combined with its extensive network on caverns, it was the perfect environment for a dragon. Years, passed, and people returned to the area, and no one knew of the dragon sleeping under their feet, and under their town.

As you move around the area, be careful where you wander, Wurm is well aware of his domain and gains power when intruders poke into his secrets.



In Kazamor, there is a small library (pay 5 XP) with town records and drawings going back many years. If you study them, you'll gain insights into how Wurm might have converted the underground caverns into his abode, and get a good feel for the dangers awaiting you below (add 3 to the Detect Ambush Pick roll in Wurm's Lair to avoid the Fire All Attack).

