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The Court of Thorn and Steel

A hard-bargained peace is at risk, as once more tensions rise and new generations fight the wars of old again.

COMPLEXITY ●●●○○

THE PITCH

Read this section to your players to introduce them to the campaign.

For a long time, there was a war between the nature-preserving nation of “**Moongrove**” and the industrial nation of “**Emberstone**”. The causes and the original aggressor have been lost to time. But there was a breakthrough 25 years ago. The warring nations, for the first time, did not meet on the battlefield, but at the tables of diplomacy. There they struck a deal to found a political body to keep the freshly found peace known as “**The Court of Thron and Steel**”. In this campaign, you will play figures at the court wanting to hold onto the hard-fought peace, having to deal with lying senators, scheming merchants, and the occasional spilling of blood to prevent an all-out war. You can be a senator, a hired assassin, or any other figure who might be found at such a political body. Can you keep the peace, or is the world doomed to fight the old war once again...

TONE & FEEL

Serious, Political, Dramatic, Dangerous

THEMES

Intrigue, Court Drama, Threat of War

TOUCHSTONES

A Song of Ice and Fire, Five Banner Burning, Schemers Table CR C4, A Crown of Candy

OVERVIEW

Provide the following campaign information to your players before character creation.

Moongrove is the nature-loving druidic nation to the west.

The green land is home to many forests far and wide. Multiple rivers snake their way through the lush land and end in one of the many lakes throughout. Hills and valleys complete the paradise-like landscape.

The people of the West are animalistic in their appearance. Humanoid bears and wolves walk along the ground while humanoid birds fly up ahead. There also live some humans and elves in the woods of Moongrove.

Traditionally, the citizens of Moongrove believe that all beings come from the marriage of the Mothermoon and the Fatherearth, and the elemental, natural, and other spirits of the lands are their children.

It is known for its natural resources, particularly the Moonstone, a magical ore that can enhance the power of magic. They also trade the food they can grow.

The people live in small communities called Groves, led by a leader known as the Elder. In times past, it used to be the oldest member of the tribe, but it doesn't have to be.

No monarch reigns over the nation of Moongrove; the Groves live in mutual respect but isolated from each other.

Emberstone is the industrial nation to the east.

The land of the nation to the east is dark and grey. A ground of harsh stone and mountains as tall as the factories, which shoot thick smoke into the air.

The people of Emberstone are mostly humans, but there are also some dwarfs hailing from The Iron Mountains in the north and elves living in The Golden Coast in the south. There are also some clanks built by the factories of Emberstone.

Religious belief is something that most people neglect in the East; instead, the people celebrate great inventors and researchers of the past. Although some people still believe in Lahros, the human God of Law & Order, Monaros, the dwarven God of the Mountains, Sehara, and the elven Goddess of the Sea. In times past, people followed Varnaros, the God of War and Conflict, but this stopped with the newfound peace.

Although Emberstone does not have many natural resources, they have become masters at turning the resources they have into technologies that are destructive, helpful, or something that can be turned into coin, be it skyships or firearms.

Most people live in cities, either focused on a particular trade of resources gathering, like mining, or on producing something, for example, forging. But there are also gigantic cities where merchants and politicians alike come together to trade coins, promises, and the goods produced by the many fabrics of the land.

King Anduran Ironhammer rules from the capital of Crownkeep over the nation of Emberstone.

Moongrove



The Court of Thron and Steel



Emberstone

