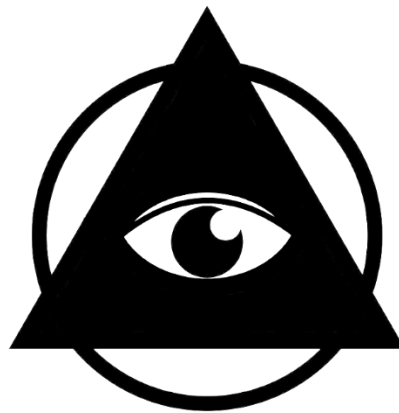


ARTUME

An Old-School Sword & Sorcery Campaign



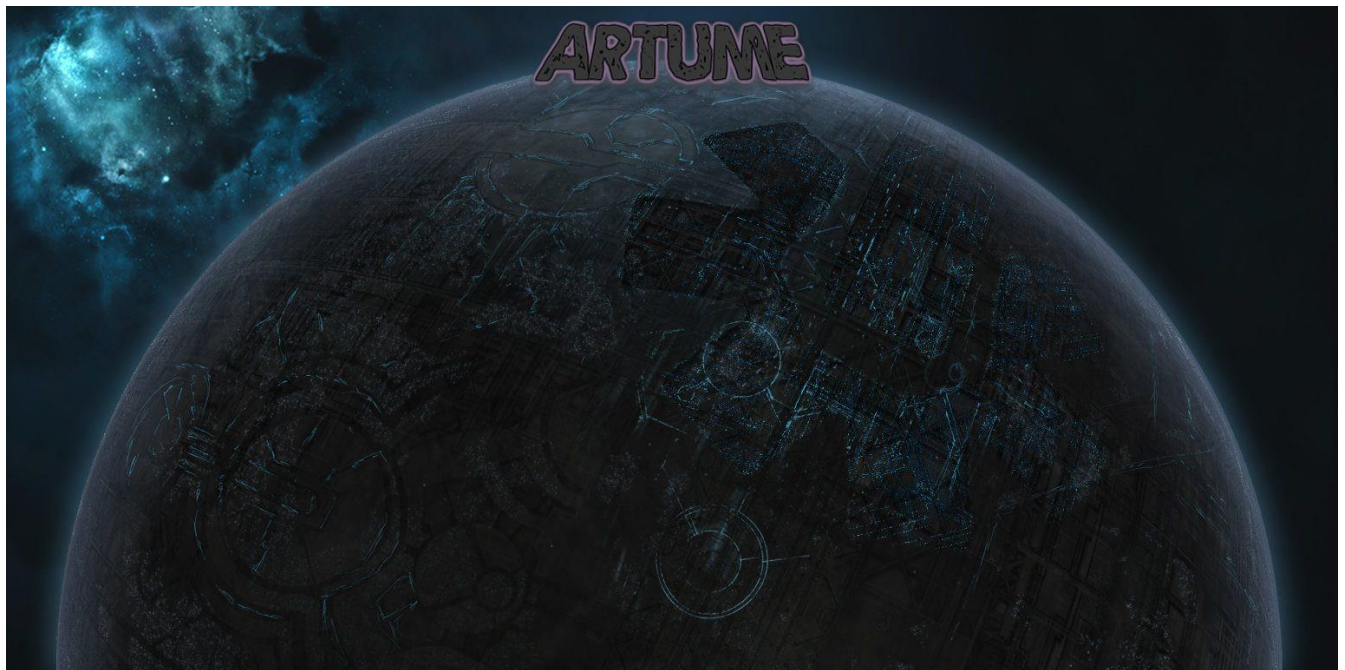
CREDITS

Designer: R. Scott Mortimer

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ARTUME CAMPAIGN WIKI:

<https://scottmortimer.notion.site/Artume-4bdb73c595fb4641955941355d20f925>



ARTUME: HOLLOW WORLD OF SWORD & SORCERY

BACKGROUND

Artume, the lone moon orbiting the planet Tellus, derives its name from the eponymous mythological figure Artume, who is revered as the daughter of the Mother Goddess, Tellus. In ancient times, this moon was shattered by the Primordials of Tellus, whose bases on Artume served as epicenters for dangerous multidimensional research. The cataclysmic event that fractured the moon was precipitated by the Primordials' attempt to forge a trans-dimensional gateway at Artume Station, an underground facility deep below the lunar surface. During the gateway's final test, a formidable alien entity with monstrous power came through the open gate and breached the station's defenses and began a magical metamorphosis of both the structure and its inhabitants. A protracted battle ensued in the station's large and intricate network of chambers and tunnels, culminating in the entity's full might being unleashed, tearing at the moon's very essence. The Primordials, wielding their advanced technologies, managed to stabilize the remnants of Artume, constructing an immense superstructure that enshrouded the moon's surface. Known as the Carapace, this engineering marvel not only maintained the moon's structural integrity but also protected the home planet from a devastating barrage of lunar debris.

The Carapace, now enveloping Artume's entirety, serves a dual purpose: it maintains the moon's cohesion and confines the existential menace inadvertently summoned within. This entity, known as Azagon, shares lineage with Gol-Gor, the Great Old One who later emerged through the Telluric Gates to besiege Tellus. Over eons, Azagon has accepted its confinement and, leveraging its titanic powers, has crafted a synthetic realm within Artume's

husk. Seeking diversion and veneration, Azagon transmuted many of the moon's surviving inhabitants and their flora and fauna into a diverse array of humanoid species, exotic beasts and fantastical plants with which to populate its fabricated domain and watched over them as the people raised dark temples and worshipped their new god.

Artume's unique geography stems from the concave surface topology of this hollow world. Absent a horizon, distant objects ascend in one's field of view until they vanish up into the atmospheric abyss. At the hollow sphere's core floats the Heart-Star, a diminutive sun that perpetually bathes Artume in its life-giving light. The Heart-Star cycles through phases of brilliance and dimness, emulating the natural progression of day and night.

After many millennia, Azagon retreated to its arcane internment on the Isle of the Chrysalis where it has lain in a dream-state for centuries while the denizens of the hollow world that it shaped fight and struggle for dominance and survival.



DM NOTE: GAMING INFORMATION

The Artume Campaign will be played using the Old-School Essentials (OSE) Classic Fantasy RPG. OSE is a modern recreation of the B/X D&D game from the early 1980s.

Playing an old-style game is very different from modern games where rules cover many specific situations. The older D&D rules don't give you much specific guidance, and that's not because they left out the answers to save space. In old-style gaming, rulings are emphasized over specific rules, requiring players to describe

actions and allowing the referee to interpret outcomes. Player skill is highlighted over character abilities, with an emphasis on player creativity, problem-solving, and interaction with the game world.

Details about the specific Player Character choices and associated information are available at the Artume Campaign Wiki's Player Character Guide:

<https://scottmortimer.notion.site/Player-Character-Guide-752b0b9a1a8e42b8866118f4ecfd307f>

More information about OSE can be found at:

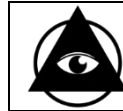
https://oldschoolessentials.necroticgnome.com/srd/index.php/Main_Page

MAJOR FACTIONS

The hollow world of Artume is the stage for the struggles of powerful and arcane factions that shape the daily life of the inhabitants. These factions are either political states or major coalitions.

ARCANUM HEGEMONY

The Arcanum Hegemony is composed of domains and city-states belonging to powerful magic-using beings and servitors of chaos who revere Azagon. In the distant past, the sorcerers of Artume were at war with each other, battling constantly for supremacy with their sorcery and super-science, causing much strife, misery and devastation across the lands. It wasn't until the rise of the serpent-folk and the threat that they presented that the magocracy of the Arcanum was founded and that bound the city-states and their magic-wielding Overseers together and united them against a common enemy. Now the Arcanum and its capitol in Agarath have brought some peace to the city-states, yet many of the Overseers still strive in secrecy to gain dominance and control over their peers with secret coalitions and occult bargains with dark powers.



The All-Seeing Eye of the Arcanum

XINAIÁN EMPIRE

The serpent-folk came to Artume from their home planets in the times of the Primordials before the coming of Azagon and they used their potent science and technology to aid in the grand experiments being conducted in the underground moon bases. In the millennia that have passed, they have adapted to their new reality by developing formidable magics and science based around vivimancy and strange flesh-sculpting biotechnologies that they utilize to mold and control their armies of bonded servants and warriors. They have united their city-states under the rule of the Xinaián Empire and their Emperor Yig-Kulqan whom they worship as a living god.



The Xinaián Star and Moon – Emblem of the Xinaián Empire

QAZAR QHANATE

Across the Outer Sea lie the lands of the vast Qazari barbarian tribes of the Red Horde. The people of the land are spread far and wide across the expanse of the Qazar Steppes where their nomadic horse tribes struggle to survive in harsh and inhospitable environments full of danger. Over the centuries, many disparate and belligerent tribal warlords and qhans have been united under a single banner and forged into a Qhanate ruled by the iron fist of Ehrlik, the Qhan of Qhans, from his ever-growing tent city in the far north near the Lake of the Leviathan.



The Horned Heart banner of the Qazar Qhanate

MINOR FACTIONS

These factions are composed of societies, cults, and minor coalitions based on common interests.

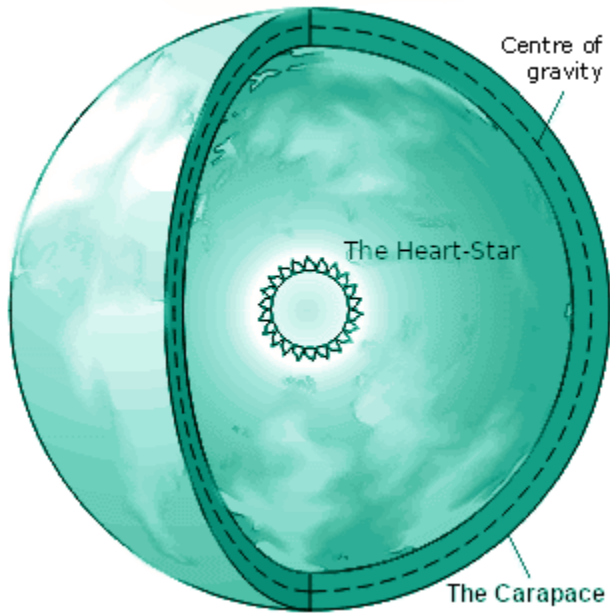
Azagonians	Followers of the Great Temple of Azagon in Agarath (Chaotic)
Luminals	Adherents of the Lords of Light and Temple of Luminescence (Lawful)
Moragh	Demihuman lineage attuned to the Noetic (Psychic) Arts (Neutral)
Intercessors	Brethren-Militants of the Order of the Inner Flame (Lawful)
Shifters	Abhuman cultists of Abhoth (Chaotic)
Scavs	Scavengers and Treasure Hunters (Neutral)
Silent Ones	Agents of the Black Cult of Tsathoggua (Chaotic)
Void Priests	Clergy of the Church of the Nullity (Neutral)
Psions	Brethren-Mystics of the Order of the Inner Flame (Lawful)
Blood-Trothed	Elite Warrior Units of the Qazari Red Horde (Neutral)
Dust Reavers	Raiders of the Moondust Sea in the Lunar Wastes (Chaotic)
Shard Wardens	Agents of the Arcanum Mining Syndicate (Chaotic)

PRINCIPLE POWERS

Authorities and forces of influence in Artume.

Overseers	Sorcerer-rulers of the Arcanum city-states and/or domains
Yig-Kulqan	Xinaián Emperor and Demigod
Artemus Grux	Lord Protector of Agarath, capitol of the Arcanum
Ehrlik Red Wolf	Qhan of Qhans and ruler of the Qazar Qhanate

DIAGRAM OF THE HOLLOW WORLD OF ARTUME



INNER MAP OF ARTUME

