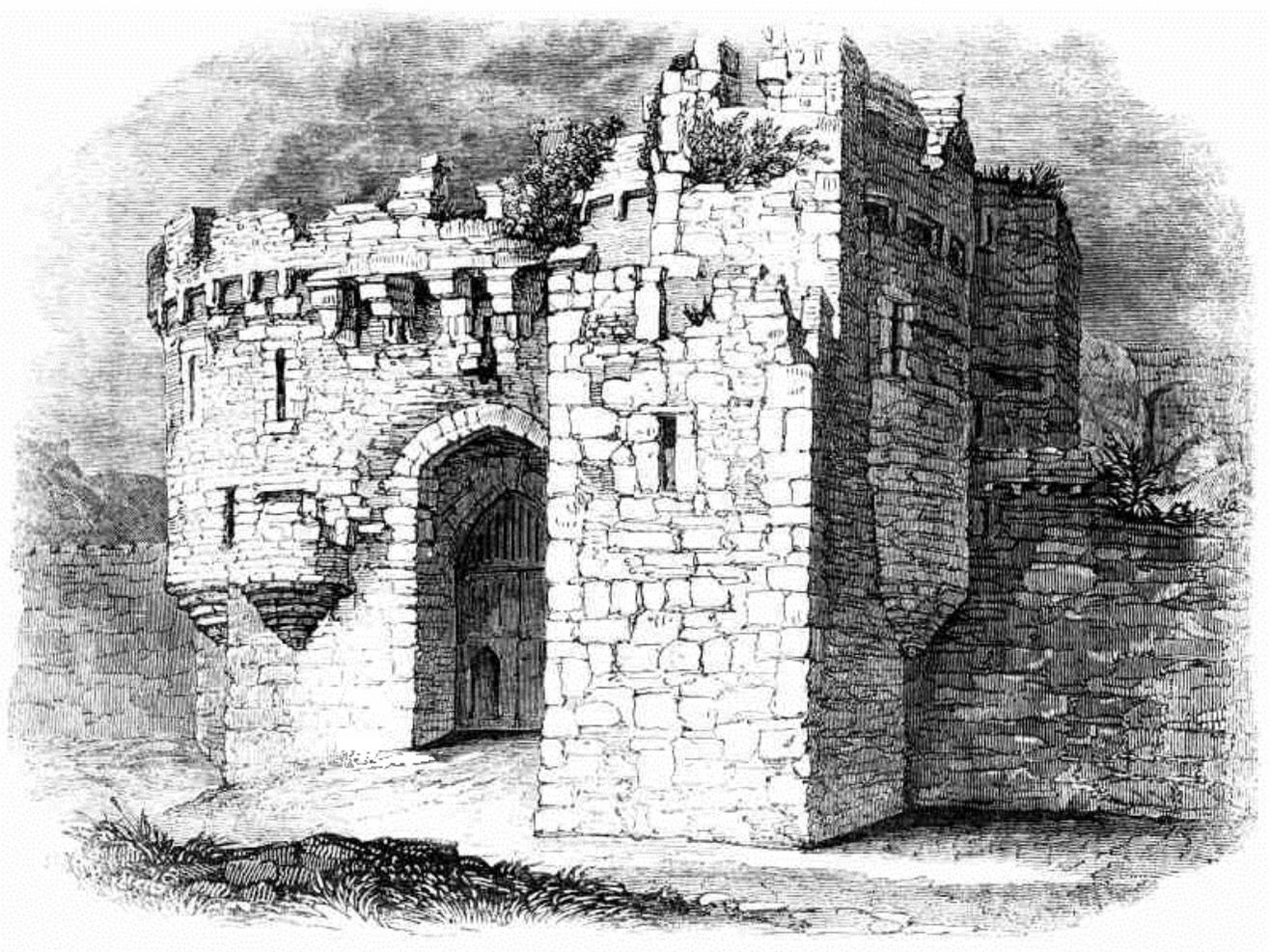# Little Kingdoms

The Kingdom of Birrowdaum

AN OPEN SPACE MODULE
for use with your Role-Playing Games

AND Necromancers' Coup - A Campaign Starter Kit

Little Kingdoms Birrowdaum

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Let's Set Expectations!

If you're new to Board Enterprises products, we want to get you in the right frame of mind. Honestly, the last thing we want is for you to give us your money (pretty small amount on this book, but still ...) and then be dissatisfied. We don't want that because we're just not like that, and because you'd probably give us a bad review, and we don't want that either.

So what are we offering here? Well, this is a setting, a great place for you as a GM to place a starting group of adventurers, though not a great place for a more powerful party of experienced PCs. More on Open Space Modules to follow. There happens to be a Campaign Starter Kit here as well. That part is **free**! Why is it free? Well, because it will not suit every gaming group's style of play and again, we have that whole wanting you to be happy thing going on.

So what are you buying? Well, a fully developed setting in a fantasy world. There are geographical descriptions, notes on the rulers and other powerful people, discussions about their economy, their religions, their culture, well, a whole lot of stuff to make this an actual setting. Too often we hear about a "setting" and only get three paragraphs. We don't think that's what game masters want.

and the free thing? A Campaign Starter Kit is exactly what it claims to be - a preplanned campaign for starting characters. This one happens to have a decidedly "horror" theme to it. There are characters, mission suggestions, some more details on some of the setting locations, and ideas about the bad guys. If it sounds to you like we haven't given you every single bad guy detailed as to how tough they are to kill for your game it's because we didn't.

This is a generic supplement and therefore has to cover multiple game rules. Because it's generic, we are focusing on the setting and things that can be found in almost every fantasy role-playing game. We are not only giving you any ideas that are focused on one specific style of gaming, but we honestly believe that with this framework, you can easily utilize the setting in your own world and rules. None of this should be world specific. Not everything will necessarily relate to your campaign world, but that's OK. With minor modifications, we know you can easily blend this setting into your overall game world. Since this is based on places and personalities and not stats, you should be able to morph it into use for non-fantasy games as well.

One last point: If you're more familiar with books that are crammed full of art and beautiful formatting, this may not be for you. We find that stuff to be a waste of space. If you're buying a fantasy setting in order to look at the art, we think you're doing it wrong. We have just enough art that the book doesn't turn into a horrible slog of words that blinds you. And that art is just good enough to fit the bill, but very little of it is "great". We're an old style gaming company that believes that content is more important, and we wanted you to know that up front.

Open Space Modules

Open Space Modules are intended to fill in all that "white space". What's white space? It's the spots on your world map that you haven't taken the time to fill in just yet. You always intended to, but you were focused on other parts of your world and campaign.

That's what these are for - saving you time! If you need a new location, but don't want to spend the time figuring everything out, just use one of our **Open Space Modules**. We'll give you all sorts of details, hopefully more details than you really thought you needed. That way you know everything you wanted to know and can ignore anything that winds up being excess. That's the hidden secret on these things - You never get frustrated for coming up with ideas and working on cultures that may not be as important come game night as you thought they might.

But, we're going to keep it simple too. If you are looking for 300 pages to run your game world, then there are other products out there more suited to what you're doing. This isn't it. We're going to give you a great start - more than enough to use this setting, at least once. If you use it multiple times, this book will support that. If you want to run several campaigns from here, you're going to need to add some, but again, you've got a great start!

Use the ideas that work for you; ignore the rest! That's what cheap supplements are all about!