



# WELCOME TO FABLED REALMS

*Ah, here on this quay beside these warehouses, smell the evening air now my friend. Can you pick out a scent of exotic trade goods over the stink of all those fish oil barrels, or that constant whiff of black river mud under these wharfs. Quick come, follow me closer friend and don't meet the eyes of those coming this way on our right. Those particular wharf gangers were a mean hearted sort and a little too many of them this time for my big fellow 'Tigman' to dissuade easily. Along over here now on our left is where you can take a tender out to one of those sea worthy vessels at anchor in mid-river. On one of these you can sail to any port city in any of the fabled realms. Also just a bit further over there is where you can board a 'Langa Barge' and travel to 'Langaholm'. Away we go this way friend, we leave the wharfs, now down this alley we go through some back streets, so still you come close by me, understand. What was I saying, ah yes, 'Langaholm' t'is the fur and silver traders' town set out from its river island on stilts. For streets and alleys it has waterways between the houses. It's so far up river from here, over fifteen days away to the east, but only four days to come back down river home. Below the first foot hills of the 'Karpoth Mountains' 'Langaholm' sits on a lake in another bend of this river, it's just before where the 'Langa' is joined by the 'Ruga Falls'. Often counted as first and last stage for many a fellowship heading up into the dark vales and frozen white peaks of 'Karpothia', it's also a good place to join a merchant caravan heading north over the 'Grass Sea' to 'Whitewind-Fell', but that city and those mountains are two very different places, I will tell you more of them both later.*

*Oh, I forget, my name is Migvillam and 'Mordanburg' though not the place I've always lived is the place of my birth and for some years now home to my wife and daughter, a place I still work in from time to time and a place I love to come home to. Enough of me, so my friend what of you, you say you're looking for board and clean lodgings but why are you here in 'Mordanburg'. I can usually tell a fellow's business by their look, but you, I don't read you so good! Could you be wanting to take the 'Teuden Forest' road south, are you bound that way for 'Sleevigval' that sleepy town deep in those woods. Or maybe you go that way only to turn west, as you're a messenger, or learned scrivener, heading all the way to a great noble's residence in 'Teudenburg', capital of this the realm of 'The Teuden League'. So are you good with pen or sword, maybe both if I were to hazard a guess, well, you don't have to tell me.*

*Here now friend we stop, these are good lodgings before us, a clean bed, good ale and wholesome board. And as for you, I think I know what you're about. Go to any of the taverns and ale houses on our high streets or any of the gin pits or grog hovels down any of these back streets or side alleys and in each you will find what you look for. Fellows with adventures in mind looking for other keen fellows to join in their adventurous, and no doubt very profitable, fellowship. Come now friend follow me inside, sleep here tonight and start again tomorrow. For tonight this, my humble home is yours for tuppence and my wife will cook roast duck for an extra ha'penny. My daughter will fetch us ale as my fellow 'Tigman' takes your bag and shows you to your room. There you can wash and later after we eat together, we will take of our pipes by the hearth and I will tell you more. It could be that what I am about, two days hence, is just what you look for...*

As Migvillam said to that traveller on the quay side before he made his way home that evening. Welcome to 'Mordanburg'. So where's 'Mordanburg', what's the 'Teuden League' and why 'Fabled Realms'?

Like most alternate worlds found in books, games and movies, Fabled Realms has been inspired by collective fantasy, but Fabled Realms is not a book, game or movie, it's a campaign gaming environment. Fabled Realms was first imagined by a few of us who now work at 4Ground, and with some of our friends way back in 2003, well before 4Ground even existed. Over the years and after many adventures with the likes of 'Migvillam' and his fellow adventurer 'Tigman' and quite a few mass army campaigns, with the likes of Duke Richaman and the Teuden army, Fabled Realms has been fleshed out. For those of us who have been going their for over ten years, to a degree it does exist (though not usually more than one evening a month these days).



For us 'Mordanburg' has grown in our imagination to be a great port city at the highest (sea vessel) navigable part of a river, the transcontinental mighty 'Langa'. This long and great river bifurcates Mordanburg, which on the low banked curving side is the older, seedier part 'Mordavig' home to many a cut throat and ne'er do well. On the other side is the promontory castle burrough of 'Anburg', originally built by Duke Richaman Da Teudenburg to keep order over the pirate scum across the water. Eventually the two settlements became one. At that time Mordanburg joined the Teuden League and now many Teuden merchants and traders have set up warehouses on the wharfs and even a few grand houses along the high streets of Mordanburg.

The 4Ground Mordanburg collection of fantasy renaissance-esque buildings and dockside terrain pieces will include the highstreets, backstreets, and alleyways, as well as the wharfs, jetties and quay sides of that Fabled Realms city. Also the walls, gates and watch towers of Anburg will be a part of the Mordanburg collection. Just as with 4Ground's Dead Man's Hand range of cowboy town buildings, this range starts with generic highstreet and backstreet buildings (all will have pre-painted parts, external detailing and internal detailing with working doors for the buildings). These generic buildings will be followed by damaged versions (possibly caused by fire, war or magic) and then many other feature buildings, like a tavern and a blacksmith's, even a baker's and a sail maker's workshop with its sail loft, also not forgetting warehouses and a quay side winch for the docks.

For many of the buildings we will have add-ons and options available, so if you want to turn your Mordanburg highstreet house in to a residence from Teudenburg you can. With brickwork inserts between the timber framing, maybe add some picturesque oriel windows, a fretworked barge boards to the gable ends, some ornamental roof tiles and a fretwork ridgeboard along the roof ridge, you can have a complete Teudnburg make over. If you want to turn a Mordanburg backstreet hovel into one from the upriver trading port of Langaholm you can. Just insert timbered panelling over the plaster work between the framing, even add wooden shingles and a flatter ridgeboard to the roof for a very different looking building. There will also be sub-floors and walkways for both city streets and stilted waterways.

We really hope you find from these 4Ground buildings the sort you need for your gaming environments; be they for adventures unfolding in well known published fantasy realms or, like us, for your own imagined fabled realms. If 'these are not the homes you're looking for' please let us know, if enough people ask us we will also make what you wish for your own fabled realms!