



FRANKLYN'S ALMANACK

ISSUE TWO

SUMMER 2006



NORTHERN CROWN
(NEW WORLD ADVENTURES)

FRANKLYN'S ALMANACK

Being in the Main a Source of Expansion and Support
for the Much Admir'd D20 Setting

NORTHERN CROWN
NEW WORLD ADVENTURES

ISSUE TWO

SUMMER 2006

NOTORIOUS VILLEINS AND SINISTER CULTS:

LE DRAGON ROUGEPAGE 2

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A NORTHERN CROWN ADVENTURE FOR 4TH TO 6TH LEVEL CHARACTERS.....PAGE 12

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DEVELOPER'S DISPATCH

Welcome to the second issue of *Franklyn's Almanack*. This time, I'm excited to welcome a contribution from Brian Gute, the first in what I hope to be a series exposing the hidden workings of some of the cults and secret societies introduced in *Northern Crown: New World Adventures*. Following Brian's contribution, we have a full-length adventure for 4th-6th level characters set deep in the territory of the Five Nations Confederacy, penned by me. We've listened to your comments, and this time, I have a full complement of maps to accompany the adventure!

Looking ahead, I'm hard at work on *Spectral Boston*, the horror/supernatural setting-within-a-setting for *Northern Crown*. Expect it later this year, as well as the third issue of *Franklyn's Almanack*.

Enjoy, and thanks for your patronage.

Doug Anderson
Line Developer,
Northern Crown

NOTORIOUS VILLEINS AND SINISTER CULTS: LE DRAGON ROUGE

BY BRIAN GUTE

*B*onjour, monsieur. Ah, Monsieur Adams, it's good to see you again. Come in, come in. And what can your humble servant Severin do for you today? Another leeching, perchance? A shave? Why certainly! Please, sit down and make yourself comfortable whilst I fetch some hot towels."

"Here we are then, some nice hot towels to soften your beard. What's that? Your lumbago has been acting up again, how dreadful. Gilles! Prepare a salve for our good friend, Monsieur Adams, while I give him a nice close shave."

BEHIND A FRIENDLY FACADE, AN EVIL CABAL

Wycliffe's Fine Apothecaria has provided medicinal draughts, salves, and balms to the community for over a decade. As Severin Wycliffe doubles as a barber, denoted by the stripped pole above his door, his reputation as a caretaker of his clients' overall health—from clean shaves and regular leechings, to on-the-spot diagnoses and curatives for common ailments—is well-known and welcome. In fact, Severin's reputation has increased even further since his recent adoption and apprenticeship of the mute orphan, Nicholas. Of course, it only made sense that Severin would train the boy in his craft,

and despite his handicap, Nicholas seems to have taken quickly to his master's trade.

Behind the welcoming façade of Wycliffe's Fine Apothecaria lurks a menace to the good folk of Northern Crown. Unknown to all but a select and trusted few, this shop is a headquarters for Le Dragon Rouge operatives—that vile cabal of Français sorcerers whose sole motivation appears to be the destruction of any who oppose the Evil One's will. Severin Wycliffe is the leader of this cell, and his apprentice Nicholas is really a servant of the Evil One; an imp sent to serve as Severin's familiar. Gilles Garnier, Severin's faithful colleague, is also his associate in Le Dragon Rouge.

The shop is a two-story building with a relatively large front room containing a barber's chair, several other chairs for waiting customers, and many shelves along the back wall filled with bottles of powders and various liquids, the largest of which is Severin's leech jar. There is also a small counter on which Severin stores his various straight razors and his leather strop. A doorway leads into the back of the shop, the mixing room and laboratory where all of the medicinals are prepared. The top half of this dutch door is almost always open, and a narrow counter on the lower half allows Gilles

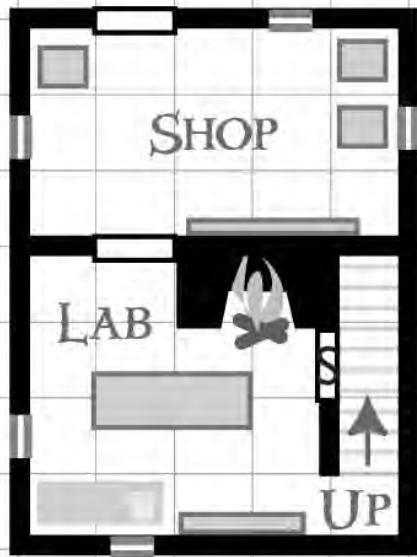
to set out prepared medicines for Severin without having to leave the laboratory. A small space has been cleared in one corner as Nicholas' room, including a small cot and a chair (Nicodemus actually stays with Severin in his house, but appearances need to be kept up). A stairway in this back room leads up to the loft where Gilles has his

living quarters: a small kitchen, a sitting room, and a bedroom.

The shop laboratory also contains a secret door that Severin has *arcane locked* (he secured several scrolls of *arcane lock* from the cabal for securing special rooms). This secret door opens onto a completely enclosed stairwell leading down

below the shop. In these lower rooms are the true alchemy facilities of the group, including a spell research room, a summoning room (where Gilles stores his copy of *The Red Dragon* under lock and key), and space for brewing potions and magical item fabrication. There is also a meeting room down here that Severin has protected

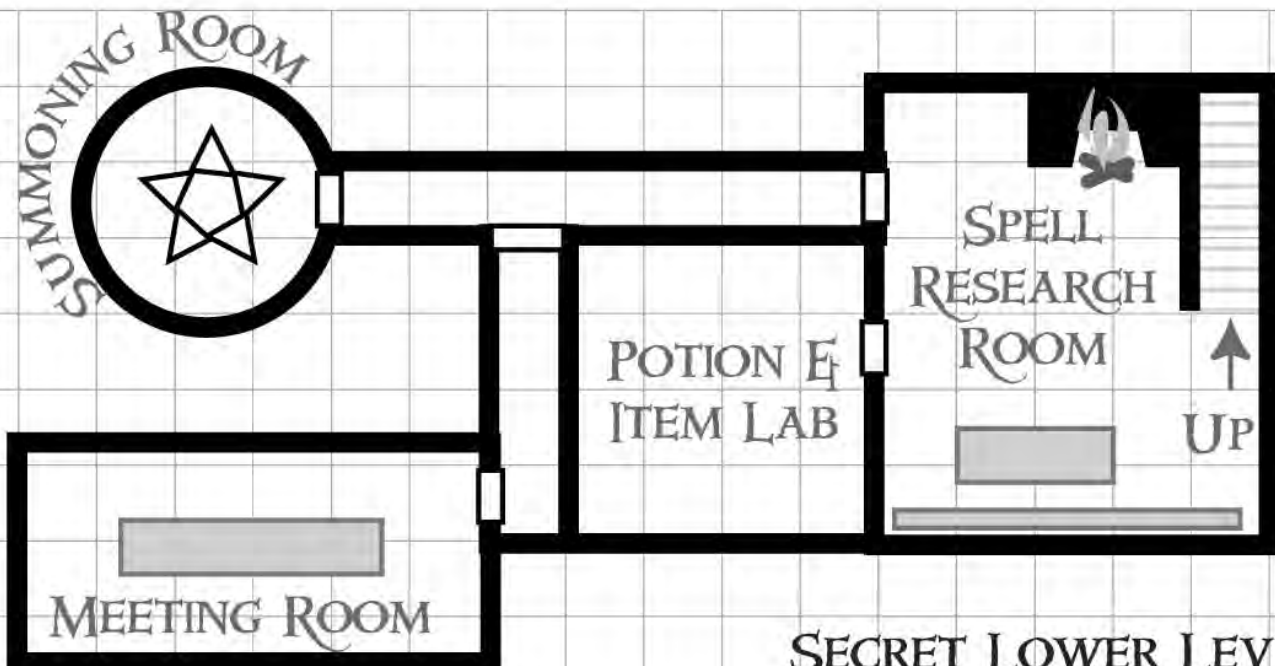
WYCLIFFE'S FINE APOTHECARIA



GROUND FLOOR



SECOND FLOOR



SECRET LOWER LEVEL

from scrying and other forms of magical and non-magical spying with *mage's private sanctum* and *permanency*, also using scrolls from his brethren in the cabal).

AN ALLY IN HIGH PLACES

Together Gilles and Nicholas form one cell in the much larger cabal, though they have a steadfast ally without whose assistance their progress to date would have been limited.

Gaston de Cambrai, a disaffected young Français nobleman, has lent his efforts to the cause. Born into the gentry, his parents encouraged him to improve his ability to read people, his tact, and his penchant for smooth talk and flattery. At one point, they even had him studying the theater in order to become more fluent at controlling his moods and putting on his best face for guests. It was in the theater that Gaston learned a bit about make-up and disguises, and learned to assume and truly embrace false identities. His parents hoped that this would make Gaston upwardly mobile and able to make a place for himself in amongst courtly folk. While it has succeeded, it also was the start of his career as an agent. Gaston's skill at disguise, his talent for creating and maintaining false identities, and his gifts of persuasion and subterfuge have greatly aided the work started by Severin and Gilles.

SECRETS OF THE CABAL'S OPERATION

As a cabal of sorcerers, most members of Le Dragon Rouge must rely on planning and careful execution, rather than brute force or sheer magical might, to pursue their goals. Some are certainly capable of displays of

magical prowess, but more often than not these displays lead to the identification of and eventual capture or slaying of an otherwise potent sorcerer. Survivors of such past debacles, and wiser heads, have seen that there are plenty of thugs and ne'er-do-wells in the world who are more than able to serve as cat's-paws, or who can be easily be manipulated through bribery or blackmail.

To this end, the sorcerers of Le Dragon Rouge have sought to blend into society at large (or simply hide their sorcerous studies) and use more subtle means to pursue their goals. Since the organization seeks to rid the world of the champions of good, its members often resort to the use of thugs and brigands, summoned monsters, poisons, or assassination to eliminate their targets. Of course, blackmail and bribery can go a long way to accomplishing some of these goals as well.

Posing as apothecaries and alchemists is a good cover for agents of the cabal; however, some individuals see this as a rather inglorious way to work as agents of a powerful secret society. And of course, this doesn't suit individuals of the courtly classes very well, who can hardly be expected to engage in such menial work. Then again, members of the courtly classes have more time and resources at their disposal, allowing them ample time to pursue spell research, magic item creation, and mundane and magical spying.

USING LE DRAGON ROUGE IN YOUR GAME

For PCs, even learning of the

existence of Le Dragon Rouge should be akin to peeling away the layers of an onion. Folk working against the cabal will most likely be tight-lipped until they are sure that the PCs can be trusted to join the fight, and the sorcerers will do everything in their power to keep their activities and identities a secret. Remember, loose-lipped characters who reveal (or talk too openly about) where they got their information concerning Le Dragon Rouge may be just as likely to put the cabal's foes in danger (revealing their whereabouts and knowledge of the sorcerers).

Try introducing Le Dragon Rouge through encounters where the characters initially have little or no way of knowing that there is a larger group behind the thugs or other enemies they encounter. While the cabal should rarely be in direct conflict with the characters at low levels, as the characters advance and thwart more of the organizations plans, they will eventually become targets of assassination, poisoning, or direct attacks.

While they may encounter actual members of the cabal in social situations (or as shop owners), be careful not to give any indication that these individuals are other than they seem. Initial encounters that might lead the adventurers into conflict with the cabal should involve lackeys completely unaware of their employers' identities. In fact, members of the cabal should ensure that they are two or three steps removed from these kinds of missions.

For example, Gaston de Cambrai is an operative of the Wycliffe

cell, but other than knowing the identities of Severin and Gilles, he has no idea that he's actually in the employ of Le Dragon Rouge (nor does he care). Even so, he only dirties his hands with missions of extreme importance, and hires street toughs, thugs, and other ne'er-do-wells to carry out many of the cells day-to-day sorts of activities. Even when he is the one carrying out the covert mission, he will probably hire some street toughs to create a distraction of some kind—or better yet, he'll have one of his "trusted" associates hire the toughs, so they're even harder to trace back to him.

Of course, you need to give the characters some clues to work with, but early on none should lead back to members of the cabal. And, as it becomes evident that the adventurers are digging more deeply than they should, the sorcerers will take steps to discourage them. Have operatives plant red herrings for the characters to stumble across, implicating other

folk who are causing problems for the cabal or simply leading to dead ends. Likewise, the characters might eventually be roughed up by street toughs who warn them to stop their investigations, and when that isn't sufficient, their efforts to stop the PCs should get even more dangerous — assassins, bribed watchmen, blackmailed city officials, and out-and-out magical attacks.

Le Dragon Rouge is best used as part of a long plot arc that moves through the campaign, rather than a one- or two-night session involving a single confrontation. Even when the characters do succeed in eliminating one cell (if they can truly manage to nab all of the cabalists), they have set themselves up as foes of the larger organization.

When including a secret society like Le Dragon Rouge into your campaign it's generally best to plan their strategies two, three, or even four steps ahead. Have a long term

goal in mind and decide what steps the cabal needs to take to get there. As the characters foil some of their minor or peripheral plans, think about what the sorcerers need to do to make up for this interruption or roadblock. While this can be done through seemingly random events and later inductive thinking to piece it all together, more often than not this leaves gaping plot holes that become all too apparent to the players. In some settings or campaigns secret societies fumble from one foiled attempt to the next, but a group like Le Dragon Rouge should act intelligently, requiring a certain amount of prior planning to really pull it off.

That's not to say that you can't throw your players off the track with seemingly unrelated villainies, and some may be completely unrelated, but it's always nice as a player when at some point it all falls into place and you understand exactly why "those other odd events" took place.

THE POWER OF PERSUASION

As an organization formed solely of Français sorcerers, Le Dragon Rouge is a generally charismatic group. Their members recognize this fact, and should use it to their advantage. In pursuing their goals, their social skills can be just as important as their magical arts. And, using flattery, cunning, or intimidation can be just as effective (and safer in a society that persecutes sorcerers) than the use of enchantment spells.

If you consider that all members of the cabal must be 5th-level Français sorcerers, they should all have reasonably high Charisma scores and good Charisma modifiers. In addition, the Français culture bonus gives them an additional +1 bonus to all Charisma-based skill checks, meaning that most Le Dragon Rouge members should have at least a +3 bonus to Bluff, Diplomacy, Disguise, Gather Information, and Intimidate checks (all untrained skills, so they don't require any cross-class ranks). Any potential cabalist worth his salt should quickly see the benefit of gaining at least 5 ranks in Bluff, granting +2 synergy bonuses to Diplomacy, Intimidate, and Disguise checks to act in character. Suddenly, the sorcerer has at least a +8 bonus to Bluff checks and a +5 bonus to Diplomacy, Intimidate, and Disguise checks to act in character.

With additional ranks in some of these skills, a level or two in the agent class, magic items to boost the sorcerer's Charisma score, or feats such as Persuasive or Negotiator, the sorcerer is suddenly very good at getting people to see things his way—either through flattery and bribes or threats and blackmail.

STATS FOR NPCs MENTIONED IN THIS ARTICLE

Severin Wycliffe, Le Dragon Rouge Cell Leader

9th-Level Male Sorcerer, Français, Social Rank 14 (Burgess)

CR 9; SZ M (humanoid); HD 9d4; hp 24; Init +1; Spd 30 ft.; AC 15, touch 13, flat-footed 14; BAB +4; Grp +4; Atk +5 melee (1d6, masterwork walking stick); Full Atk +5 melee (1d6, masterwork walking stick), or +6 melee (1d4+1+1d6 electricity, 18–20/x2, +1 shock smallsword), or +6 ranged (1d8, 19–20/x2, masterwork snaphance pistol); Space 5 ft.; Reach 5 ft.; SA spells; SQ empathic link to familiar, Français culture bonus, sorcerer abilities; AL LE; SV Fort +3, Ref +4, Will +7; Str 10, Dex 12, Con 10, Int 16, Wis 13, Cha 17

Skills: Bluff +14*, Concentration +10, Craft (alchemy) +15†, Diplomacy +6*, Disguise +4** (+6 to act in character), Intimidate +9*, Knowledge (arcana) +15, Listen +4 (+6 when near familiar), Profession (apothecary) +7, Spellcraft +15, Spot +4 (+6 when near familiar)

*includes +1 culture bonus;
**includes +1 culture bonus and +2 circumstance bonus from disguise kit; †includes +2 circumstance bonus from alchemist's lab

Feats: Brew Potion, Craft Wondrous Item, Guns, Improved Familiar, Persuasive

Languages: English, Français, Infernal, Latin

Français Culture: As a Français, Severin Wycliffe receives a +1 to all Charisma-based skill checks. His traditional weapons are the rapier and the smallsword.

Sorcerer Abilities: As a sorcerer,



Severin has Summon Familiar and can cast spells. Sorcerers wearing armor are subject to arcane spell failure.

Spells: (6/7/7/7/4) As a sorcerer, Severin can cast arcane spells. The save DC, where applicable, is 13 + spell level. He can cast the following spells:

0—*acid splash, detect poison, detect magic, fizzle**, *mage hand, open/close, pause invention**, *read magic*.

1st—*alarm, disguise self, lofty missile**, *mage armor, obscuring mist*

2nd—*detect thoughts, eagle's splendor, invisibility, summon swarm*

3rd—*animate shadow**, *gaseous form, nondetection*

4th—*phantasmal killer, scrying*

*spells from *Northern Crown: New World Adventures*

Summon Improved Familiar:

Severin has an imp named Nicodemus as his familiar, and gains the benefits of the Alertness feat so long as Nicodemus is within arm's reach. Additionally, Severin has an empathic link with Nicodemus and is able to speak with him. He is able to share his spells with his familiar, and use Nicodemus to deliver touch spells. See Nicodemus' stat-block below for his stats.

Severin fled France in 1647 when his wife, Gabrielle, was branded a heretic and burned for practicing witchcraft. Unable to rescue her from the clutches of the church authorities, he used his sorcerous powers to hide and make his way to the coast where he took ship for Northern Crown. While en route to the new world, Severin was contacted by a member

of Le Dragon Rouge who knew who Severin was and that his wife had been killed for practicing sorcery. Over the course of the long voyage, this nobleman courted Severin as a potential recruit, constantly railing against the atrocities perpetrated by the church and other so-called goodly organizations. By the time he arrived in Northern Crown, Severin was ready to devote himself to furthering the work of the Evil One through his membership in Le Dragon Rouge.

At this point, he was told to find a place in Northern Crown where he could blend in, start a business, and establish himself. After over a year of careful and secretive observation, members of Le Dragon Rouge deemed that Severin was still devoted to their cause and well suited to the kind of work required of cabal agents. He was inducted into the cabal in 1654, and has been working to further the group's aims ever since.

Since then, Severin has become well established as a noted and reliable apothecary who also dabbled in leechings and barbering. Once he brought Gilles into the business, he was able to expand even further and now Severin works primarily in the front room, giving shaves, chatting with local business men, leeching his customers, and diagnosing minor afflictions. Meanwhile, Gilles and Nicholas work in the back room preparing the needed medicinals and salves, and brewing more potent potions and poisons necessary for carrying out the work of the cabal. One of Severin's specialties is a concoction that, when added to a poison, delays its onset. He has put this to excellent use, adding delayed toxins that cause weakness and debilitation to some of his curatives. The effect is that his medicinals seem

to be working when suddenly the patient takes an unexpected turn for the worse. The toxins action is always delayed long enough (at least 6-8 hours) so that it is not immediately suspected as the causative agent.

Less than a year ago, Severin acquired another assistant. The story told to locals is that Nicholas was a mute street orphan whom Severin encountered one day while out gathering supplies. Taking pity on the youth, he brought him back to the shop and offered him room and board if he were willing to learn and become Severin's apprentice. This apparent act of generosity has earned Severin even higher regard in the eyes of many locals. In truth, Nicholas is anything but a needing street urchin, he is a servant of the Evil One brought from the depths of the abyss by a pact made by Severin. The imp, for that is truly what Nicholas is, was sent to become Severin's familiar and to act as a source of information, assistance, and nearly direct communion with the Evil One.

Severin is a male Français of middle age (34 years old), with chin length black hair and dark brown eyes. He has taken to finer fashions than Gilles, now that he works primarily with the customers and has attained a rather higher social standing. Even so, while he is with clients he generally dons a white smock or apron to keep blood or shaving foam off of his fine clothing.

As a member in good standing of Le Dragon Rouge, Severin receives a monthly stipend of 25 ecu and 150 livre (900 gp) to spend on bribes, magic items, and other materials necessary to his work for the cabal. With Gilles' aid, Severin has put this money to good use in building the business, stock piling potions and

alchemical supplies, and providing plenty of cash to Gaston for bribes and other forms of persuasion.

Possessions: Finely-crafted walking stick (treat as masterwork club, handle twists off to reveal a +1 *shock smallsword*), *amulet of natural armor* +2, *ring of protection* +2, masterwork snaphance pistol, 10 bullets, bandolier, 10 powder flasks, 10 gunflints; *wand of magic missile* (CL 1, 43 charges), *potions of cure moderate wounds*, *mage armor* (2), *eagle's splendor*, and *invisibility*; *dragon thurible* (new magic item, see below), disguise kit, alchemist's lab, a copy of *The Red Dragon* (tome of Le Dragon Rouge), 154 gp and 8 sp.

Nicodemus, Severin's Imp

CR 2; SZ T (outsider [evil, lawful, extraplanar]); HD 9; hp 12; Init +3 (Dex); Spd 20 ft. (4 squares), fly 50 ft. (perfect); AC 26, touch 16, flat-footed 23; Base Atk +4; Grp -4; Atk/Full Atk +9 melee (1d4 plus poison, sting); Space 2½ ft.; Reach 0 ft.; SA imp abilities; SQ familiar abilities, imp abilities, damage reduction 5/good or silver; darkvision 60 ft., fast healing 2, immunity to poison, resistance to fire 5; SV Fort +6, Ref +9, Will +7; Str 10, Dex 17, Con 10, Int 10, Wis 12, Cha 14

Skills: Bluff +10, Concentration +10, Craft (alchemy) +14*, Diplomacy +10, Disguise +4** (+6 to act in character), Hide +17, Intimidate +5, Knowledge (arcana) +12, Knowledge (the planes) +6, Listen +7, Move Silently +9, Profession (apothecary) +7, Search +6, Spellcraft +12, Spot +7, Survival +1 (+3 following tracks)

*includes +2 circumstance bonus from alchemist's lab; **includes +2 circumstance bonus from disguise kit

Feats: Dodge, Weapon Finesse

Languages: Infernal, Celestial, Draconic

Imp Abilities: As an imp, Nicodemus has a poisonous stinger on his tail and has several spell-like abilities that he can call upon. He can also take two alternate forms—that of a raven and that of a male human of indeterminate age.

Poison (Ex): Injury, Fortitude DC 13, initial damage 1d4 Dexterity, secondary damage 2d4 Dexterity.

Spell-Like Abilities: At will—*detect good*, *detect magic*, *invisibility* (self only); 1/day—*suggestion*. Caster level 6th; save DC 10 + spell level. Once per week Nicodemus can use *commune* to ask six questions (otherwise as the spell cast by a 12th-level cleric).

Alternate Form (Su): As *polymorph*, caster level 12th, except that Nicodemus can only assume the form of a male human or a raven.

Familiar Abilities: As a familiar, Nicodemus gains improved evasion. When he is subjected to an attack that normally allows a Reflex saving throw for half damage, he takes no damage if he makes a successful saving throw and half damage even if the saving throw fails. He also has an empathic link to Severin to a distance of up to 1 mile. This allows him to communicate empathically with Severin. Because of the limited nature of the link, only general emotional content can be communicated. Nicodemus can also deliver touch spells for his master and is able to communicate directly with Severin through speech.

In his natural form, Nicodemus stands nearly 2 feet tall and weighs about 8 pounds. His bat-like wings and stinger tipped tail immediately identify him as a servant of the Evil One. However, as imps go, Nicodemus is somewhat special. When Severin made his pact with the Evil One, he requested a servant that would be able to easily hide amongst men. Nicodemus was the answer to this request, able to take the form of both a raven and a young human male; he has become an invaluable resource for Severin.

In his raven form, Severin uses Nicodemus to deliver messages to other members of the cabal and some of his other contacts in Northern Crown. As Nicholas, the imp serves in Severin's shop as an apprentice, even though his skill as an apothecary and alchemist rivals that of Gilles. Nicholas is rarely seen outside of the shop, though Gilles does occasionally take him on shopping trips for foodstuffs and supplies for the shop.

Using his powers to *commune* with the forces of evil, Nicodemus often gives instructions (purportedly directly from the Evil One) to Severin, rather than the other way around. Even though he is Severin's

familiar, his connection to the nether world gives him quite a bit of sway over Severin's actions, and thus far his instructions have only served to help the cabal better carry out their goals.

As Nicholas, the imp appears as a muscular lad of fifteen or sixteen years of age. He is somewhat unkempt, and his straw-like blond hair is unruly at best. By agreement with Severin, he has agreed to play the part of a mute, to alleviate the need for him to learn English or Français. Again, using his deficiency as an excuse, Nicholas remains primarily in the backroom where he works alongside Gilles in preparing medicinals for Severin's clients and special poisons for Le Dragon Rouge. While Gilles knows Nicholas' secret, Gaston has been kept oblivious to the true nature of the creature. He simply believes that Severin has taken the boy in as an apprentice alchemist and sorcerer.

Possessions: *Ring of protection +1*, potion of *mage armor*, alchemist's lab, disguise kit, 35 gp.



Gilles Garnier, Le Dragon Rouge Cell Member

6th-Level Male Sorcerer; Français, Social Rank 8 (Tradesman)

CR 6; SZ M (humanoid); HD 6d4+6; hp 23; Init +1 (Dex); Spd 30 ft.; AC 13, touch 11, flat-footed 12; Base Atk +3; Grp +2; Atk +4 melee (1d4-1, 18-20/x2, masterwork smallsword); Full Atk +4 melee (1d4-1, 18-20/x2, masterwork smallsword) or +5 ranged (1d4-1, 19-20/x2, masterwork dagger); Space 5 ft.; Reach 5 ft.; SA spells; SQ Français culture bonus, sorcerer abilities; AL LE; SV Fort +3, Ref +3, Will +5; Str 8, Dex 13, Con 12, Int 14, Wis 10, Cha 16.

Skills: Bluff +10*, Concentration +9, Craft (alchemy) +11†, Diplomacy +6*, Disguise +8** (+10 to act in character), Intimidate +6*, Knowledge (arcana) +8, Listen +1, Profession (apothecary) +6, Sense Motive +1, Sleight of Hand +5, Spellcraft +13, Spot +1

*includes +1 culture bonus; **includes +1 culture bonus and +2 circumstance bonus from disguise kit; †includes +2 circumstance bonus from alchemist's lab

Feats: Brew Potion, Craft Wondrous Item, Skill Focus (Craft [alchemy]), Spell Focus (enchantment)

Languages: English, Français, Espaniard

Français Culture: As a Français, Gilles Garnier receives a +1 to all Charisma-based skill checks. His traditional weapons are the rapier and the smallsword.

Sorcerer Abilities: As a sorcerer, Gilles has Summon Familiar and can cast spells. Sorcerers wearing armor are subject to arcane spell failure.

Spells: (6/7/6/4) As a sorcerer, Gilles can cast arcane spells. The save

DC, where applicable, is 13 + spell level (save DC 14 + spell level for enchantment spells). He can cast the following spells:

0—*acid splash, daze, detect magic, fizzle**, *light, pause invention**, *read magic.*

1st—*charm person, disguise self, mage armor, obscuring mist*

2nd—*eagle's splendor, summon swarm*

3rd—*suggestion*

*spells from *Northern Crown: New World Adventures*

Gilles came to Severin as a journeyman apothecary, alchemist, and sorcerer newly arrived from Uropa. Carrying a letter of recommendation from his former master, Rodolphe Fournier (a renowned Français alchemist and, secretly, a highly-proficient sorcerer), he appeared on Severin's doorstep almost immediately on his arrival in Northern Crown. Unbeknownst to Gilles, Fournier—a well-placed member of Le Dragon Rouge—had noted that Gilles would make a good candidate for induction into the cabal and said as much to Severin in the coded letter sent with Gilles. After working for a year in the shop, Severin finally took Gilles into his confidence, believing him to be an apt candidate for Le Dragon Rouge. Seeing the opportunities to gain great knowledge, both from Severin and the order, and serve as an agent of change and "progress" in the New World, Gilles quickly accepted the offer. Since that time, Gilles has served unfailingly as Severin's able assistant and co-conspirator.

A man of middling height (5' 4"), Gilles is fairly nondescript. In his mid-twenties, he wears his shoulder-length, sandy brown hair pulled back

into a ponytail to keep it out of his face, and out of the way of the oil lamps, burners, and other apparatuses in the laboratory. His clothing is also nondescript, tending towards natural colors and simple styles. Since he spends the majority of his time in the shop, he has few clothes other than those for work. Much of the time he also wears a long leather apron to protect his clothing and his skin from the more caustic compounds that he regularly works with.

When Gilles does leave the shop, it is just as often in the guise of Henri LeBlanc, a common laborer. In this guise he frequents several alehouses, picking up what information he can from the locals and occasionally surprising some of the customers in side alleys, using *charm person* to persuade them to carry out missions for the cabal. Otherwise, Gilles is seen regularly outside of Wycliffe's Fine Apothecaria shopping for foodstuffs and picking up needed supplies for the shop.

As a member of Le Dragon Rouge in good standing, Gilles receives a monthly stipend of 150 livre (600 gp) to spend on bribes, magic items, and other materials necessary to his work for the cabal. Gilles and Severin have put this money to good use in building their business, secretly stocking up on potions and other alchemical supplies, and keeping Gaston well supplied with money for bribes and other forms of persuasion.

Possessions: *Bracers of armor* +2, masterwork smallsword, masterwork dagger, *wand of magic missile* (CL 1, 45 charges); potions of *cure light wounds* (2), *mage armor* (2), *eagle's splendor* (2), and *invisibility*; alchemist's lab, disguise kit, a copy of *The Red Dragon* (tome of Le Dragon Rouge), 148 gp.

Gaston de Cambrai
Agent in the Employ of Le
Dragon Rouge
3rd-Level Male Agent,
Français, Social Rank 17
(Gentry)

CR 3; SZ M (humanoid); HD 3d6-3; hp 10; Init +2 (Dex); Spd 30 ft.; AC 14, touch 14, flat-footed 14; Base Atk +2; Grp +2; Atk +4 melee (1d6, 19-20/x2, masterwork rapier); Full Atk +4 melee (1d6, 19-20/x2, masterwork rapier) or +4 ranged (1d8, 18-20/x2, wheellock belt pistol); Space 5 ft.; Reach 5 ft.; SA sneak attack +1d6; SQ agent class abilities, Français culture bonus; AL LE; SV Fort +0, Ref +4, Will +4; Str 10, Dex 14, Con 8, Int 14, Wis 12, Cha 15

Skills: Bluff +11*, Diplomacy +9*, Disguise +13** (+15 to act in character), Forgery +7, Gather Information +11*, Hide +6, Intimidate +7*, Knowledge (local) +6, Listen +9, Move Silently +7, Open Lock +9†, Search +6, Sense Motive +6, Sleight of Hand +6, Spot +8

*includes +1 culture bonus;
 **includes +1 culture bonus and +2 circumstance bonus from disguise kit; †includes +2 circumstance bonus from masterwork thieves' tools

Feats: Alertness, Deceitful, Explosives*, Persuasive

*detailed in *Northern Crown: New World Adventures*

Languages: English, Français, Latin, Espaniard

Français Culture: As a Français, Gaston de Cambrai receives a +1 to all Charisma-based skill checks. His traditional weapons are the rapier and the smallsword. As a Français agent, he also receives an extra bonus language at 1st level (Spanish).

Agent Abilities: As an agent, Gaston has a +2 insight bonus to

Armor Class, Slip Away, Sneak Attack +1d6, Uncanny Dodge, and received Explosives as a bonus feat. While not prohibited from wearing armor, Gaston loses his insight bonus to Armor Class and sneak attack ability is he wears any armor.

Just as comfortable mixing with common folk while in disguise as he is mingling with the courtly classes, Gaston de Cambrai is an invaluable agent of Le Dragon Rouge. One of the most valuable services is his ability to find others willing to get things done. Gaston has developed contacts throughout the city, both in political offices and with unsavory characters and ruffians. With the funds that Severin provides him, Gaston is easily able to pay-off ruffians to harass do-gooders or assist in an ambush, and he's likewise able to make things difficult for characters by bribing government officials and the local constabulary. As several distinct characters, Gaston has ingratiated himself to low-life thugs and courtly folk alike. Additionally, his penchant for disguise and his well-developed roles help to keep his activities well distanced from his own identity and from anyone attempting to link his activities to those of Severin and Gilles.

A young member of the gentry, Gaston has become disaffected with his own culture and the other Uropan cultures. He has seen men who claim to do holy work commit atrocious crimes and perpetrate acts of cruelty and prejudice, and he has rejected their narrow-minded and self-serving moralities. Instead, he has joined the ranks of the freethinkers, but instead of seeing science and rational thought as a refuge from corruption and prejudice, he has chosen to forge his own way. Even as a youth, Gaston

sought ways to undermine the work of the church and its agents, and he began by attempting to learn their secrets and gain influence over their members. Now that he has joined forces with Severin Wycliffe, he has the means to affect change and the backing of men who similarly seek to bring down both the true champions of good and false servants of the Lord. He does not know of Severin's connections to Le Dragon Rouge, nor does he care. Likewise, he is uninterested in learning Nicholas' true origins. Gaston has skills and abilities that are needed by Severin and his associates, and Severin has the money and supplies needed to make these things happen.

When not in disguise, Gaston stands 5' 6" tall and has curly, shoulder-length, rich, golden hair and slate-blue eyes. He dresses as befits a man of his station, in fine, brightly colored clothing. He is well known in courtly circles for his wit and charm, assuring him invitations to most functions even though his station might not always merit such attention. Gaston lives on his family's estate just outside of town, and has a younger son of the family has a great deal of freedom

As often as not, Gaston travels about under one of his various aliases, keeping up appearances and conducting business for Severin and himself. While members of Le Dragon Rouge may not seek personal gain, this does not prevent Gaston from pursuing his own goals—so long as they don't directly interfere with his work for Severin. Gaston maintains a large wardrobe of disguises, but only a few are used regularly. Others, like his soldier's uniforms and cleric's vestments are reserved for special occasions when he must assume the role of a specific individuals within one of these organizations—

something that tends to be both very nerve wracking and at the same time exhilarating for Gaston. His "normal" aliases include the following:

The scholar, Ferdinand Bouviere, is a lower member of the gentry who spends much of his time reading and thinking. Something of a philosopher and a free thinker, Ferdinand frequents coffeehouses and other places where people gather to share ideas. He is also on good terms with several of the local university faculty and religious scholars.

The common laborer, Jacques Cartier, is only seen on infrequent trips to town for supplies and the occasional stop at an alehouse or roadside tavern. A tenant farmer, he has little to offer, though his ribald stories have frequently earned him an extra ale and ensure that he's always welcome when he does drop by. Gaston has learned that the common folk frequently see and note things that courtly folk overlook and he uses this identity to learn of doings that he might otherwise not hear about.

The ruffian and hoodlum, Martin Chaffee, is more bluster and swagger than a true brawler, but his bravado and winning personality have earned him a welcome on the streets and in the back alleys. Martin has made friends on the streets, though he's also earned his share of enemies. This is one of Gaston's more dangerous roles, but one that he thoroughly enjoys. His quick wit, lightning fast daggers, and mischievous grin have saved him on several occasions. As Martin, Gaston has made many underworld contacts and knows the right people to "get things done." Whether it's fencing stolen goods, roughing up some troublesome do-gooders, or plain and simple assassination, Martin Chaffee has the connections to get it done.

Finally, the elderly Renard de Orleans, a country gentleman, is a frequent customer at Wycliffe's Fine Apothecaria. Renard, it seems, suffers from frequent bouts of lumbago and gout and Severin's poultices and draughts are the only things that he's found to ease his suffering. Since the elderly gentleman lives alone, Severin and his employees are kind enough to allow Renard a cot in the backroom where he can rest after they've applied the poultices and balms, before he begins the journey home. This conveniently explains why the good-natured Severin frequently closes shop temporarily when Renard de Orleans comes to call—allowing Severin and Gaston to have secret meetings in the middle of the day.

Possessions: Masterwork rapier, 2 wheellock belt pistols, 12 bullets, bandolier, *amulet of disguise* (functions identically to a *hat of disguise*); potions of *eagle's splendor* (2), *invisibility* (3), *mage armor* (Severin keeps Gaston well supplied with useful potions); 12 powder flasks, 2 daggers, 2 feet slow match cord, 4 vials of antitoxin, 2 doses of arsenic (poison), 4 applications of small centipede poison, costume wardrobe (2 artisan's outfits, 1 set cleric's vestments, 3 courtier's outfits, 1 explorer's outfit, 3 gentry outfits, 2 noble's outfits, 2 peasant's outfits, 2 scholar's outfits, 3 soldier's uniform [laborer, burgess, gentry], 2 traveler's outfits), disguise kit, spyglass, masterwork thieves' tools, 320 gp.

NEW ITEM: DRAGON THURIBLE

This heavy, bronze thurible is shaped like a dragon's head. Hot coals and incense are placed in the thurible through a small opening in the back and the smoke emerges through dragon's nostrils. This is

a two-way communication device created by members of Le Dragon Rouge to allow cell leaders to communicate with each other and their superiors. When first created, the thurible is attuned to its owner and five other individuals who also own thuribles. This attuning ritual requires a lock of each individual's hair, a pint of the owner's blood, and each individual's name written in blood on the special black parchment used to create black books. These materials are burned along with incense, finalizing the thurible's attunement. From that time forward, when a command word, including the name of one of the attuned individuals, is spoken and incense is burned within the thurible, the visage of that individual appears in the smoke. At the receiver's end, the coals in his thurible burst to life and the sender's visage appears in the smoke over the receiving thurible. Thus, two sorcerers who own dragon thuribles are able to communicate "face to face" via their magic. Once the link between two thuribles is established, communication can continue until one or the other runs out of incense.

When a member of Le Dragon Rouge is assigned control of a cell, or given permission to start his own cell, a new thurible is crafted for him by members of the cabal or an old thurible is given to him to be re-attuned. Owners of thuribles typically keep them in their private chambers and keep coal or wood and incense within, in case someone tries to contact them.

Moderate evocation and illusion; CL 9th; Craft Wondrous Item, *silent image*, *sending*; Price 54,000 gp; Weight 10 lbs.

THE ONONDAGA MISSION.

A NORTHERN CROWN ADVENTURE FOR 4TH TO 6TH LEVEL CHARACTERS

BY DOUG ANDERSON

The Onondaga Mission is an event-based adventure hinging upon the PCs' role in a political and military crisis. The PCs are drawn into a clash that could upset a fragile peace between regional powers. A promise of employment quickly becomes a fight for their own survival and a chance to change the regional balance of power as forces converge on Onondaga Castle. In addition to serving as an adventure in its own right, *The Onondaga Mission* gives GMs a detailed location within Five Nations territory to use as a setting for their own adventure ideas, with maps, floorplans, and NPC stats. Sidebars give detailed information about Five Nations politics, religion, and culture that GMs can mine for their own *Northern Crown* adventures.

ABOUT THE MISSION-WEB ADVENTURE FORMAT

This adventure has been written in what I like to call a “mission-web” format, rather than as a traditional linear adventure. The players are presented early on with several missions that they can achieve in any order — rescue some missing priests, commandeer an aerostatic ship, recover a strongbox, harvest some crystals, or get word to a friendly settlement — and as they complete each mission, they learn more about the overall situation, discover further threats, and find ways to achieve the objectives of two or more missions concurrently. The threat of assault by a besieging

army and the presence of a marauding “floating villain” keeps the pressure on, but players have several responses open to them, from getting help from a nearby ally to making some powerful weapons operational to destroying the keystone of the besiegers' attack plan.

As the GM, you need to be ready to deal with far more variables in a mission-web than in a standard adventure. Many of these variables are listed within the body of the adventure, but players have a way of thinking outside of the responses you anticipate for them. The best adventures let players push the limits of their own wits and creativity rather than have them stumble around until they find the one pre-determined solution to the challenge presented to them. Be prepared to think on your feet!

BEFORE YOU BEGIN

Before you start, read through the adventure — you will need to refer to *Northern Crown: The Gazetteer* (Atlas Games product AG3711) for the stats of some of the NPCs and monsters mentioned.

Text in italics is to be read aloud to the players as narrative.

Normal text is background information for the GM.

Sans serif text contains d20 System rules information such as skill checks, NPC stats, and other rules material.

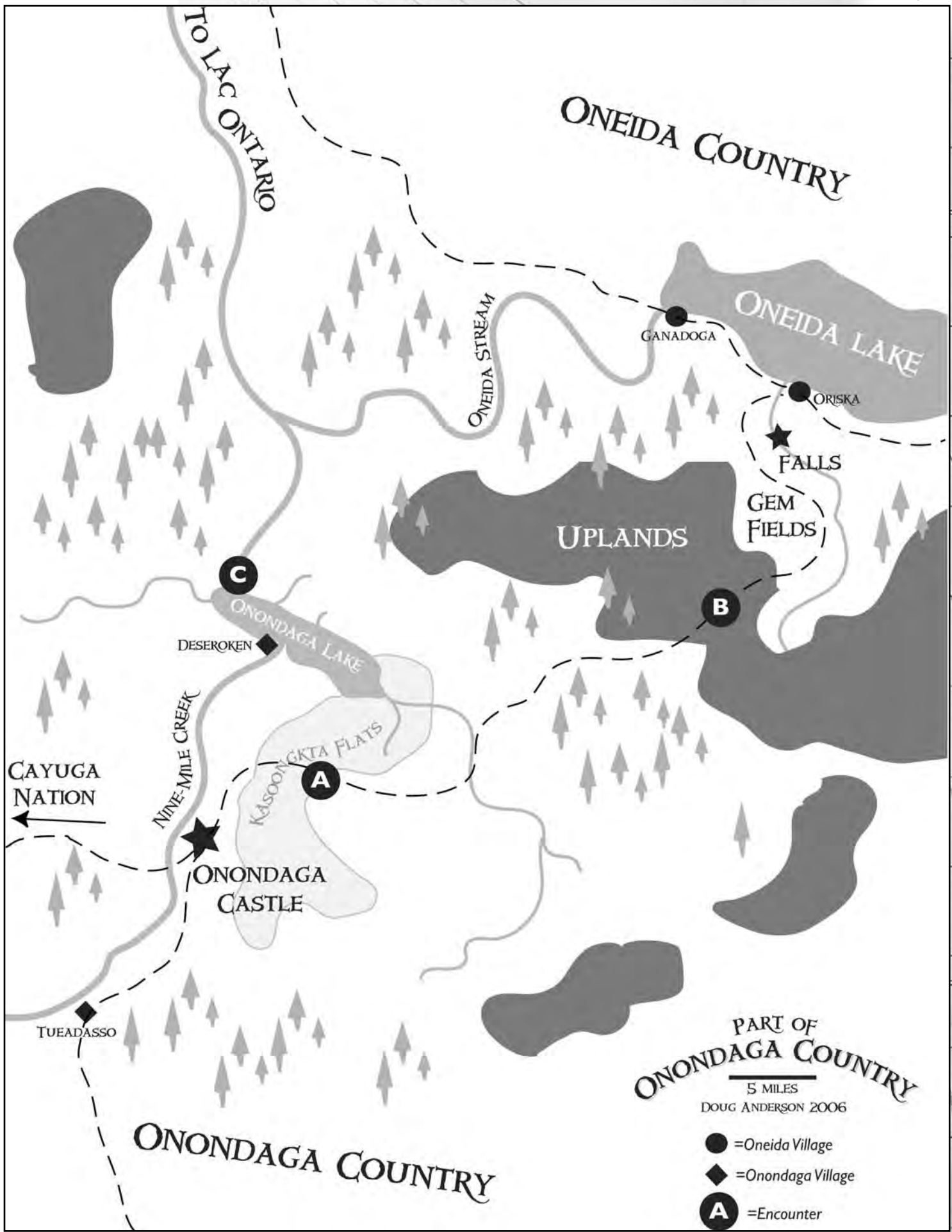
GM'S BACKGROUND NOTES

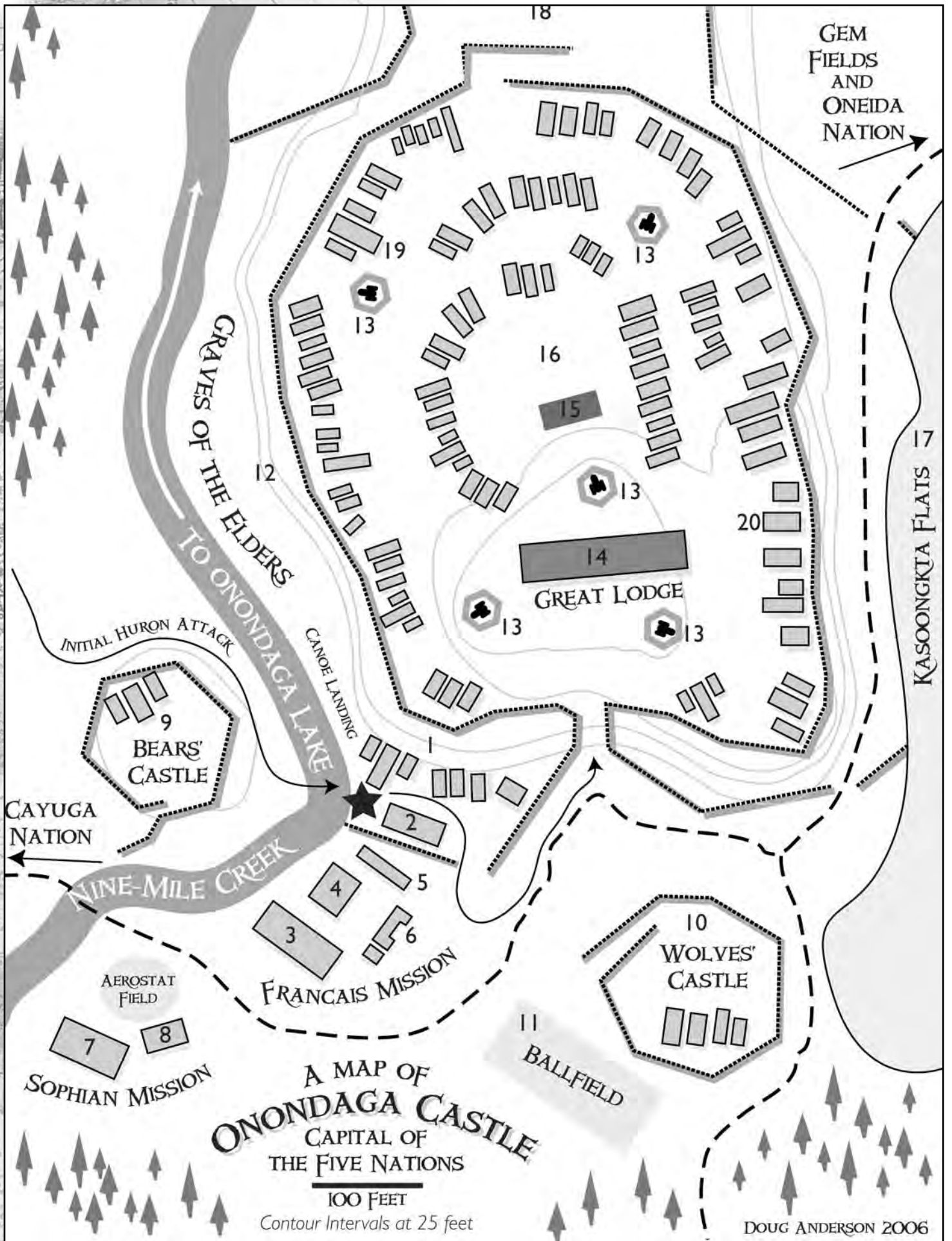
The PCs have been summoned to Onondaga Castle by Orenda, a brilliant young natural philosopher who has received training in Sophia under Chiron Franklyn. She has brought back a gift of great power to her people: five **electrostatic cannons** of her own design, built by Sophian natural philosophers, paid for by the Sophians as an offering of military support to the Five Nations as part of their ongoing diplomatic efforts.

The cannons have been mounted within the fortified First Ones capital, but need one crucial part in order to function: quartz crystals from a particular source in Oneida territory to the east. These crystals greatly improve the range and damage of the cannon, allowing them to blunt nearly any conceivable attack against the settlement.

The Oneida have yet not allowed Orenda to harvest the crystals there, because they feel the Onondaga would have too much power with a monopoly on these weapons. There are also some on the Great Fire Council of the Five Nations who fear, with some justification, the adverse changes that such foreign technology might bring to their traditional ways.

As the matter is debated before Garaontie, the leader of the council, Orenda has grown impatient, and has taken it upon





herself to hire a party of foreign adventurers to steal the crystals without council approval.

Other parties have taken notice of the steely weapons gleaming above the palisaded walls of the hilltop settlement. The Huron, caught in an escalating war with the Five Nations over the highly profitable fur trade with the Français, have caught word of the cannons' existence. Their hand has been forced by what they see as a highly troubling and provocative act, and so they have sent a large raiding force to Onondaga Castle to capture or destroy the cannon before they are made operational.

As the adventure starts, the Huron raiders have already taken the outlying Bears' Castle without attracting the attention of the main settlement, and their assault on the gate is imminent. Much of the Onondaga fighting force is away in the field, either fighting in the south or in the north. When the attack begins, the PCs find themselves in the thick of battle against a numerically superior foe...

INTRO

Locate the starting point on the Onondaga Castle map, marked by a black star near the canoe landing. Read this section aloud to the players:

You begin your adventure outside the walls of Onondaga Castle, the seat of the Great Fire Council of the Five Nations. Representatives from each nation of this mighty First Ones confederacy meet in this fortress town, deep in Onondaga territory, to debate the policies of the League of United Households

under the helm of Garaontie, their elected leader. You have been invited here to listen to the offer of a mission that will require your party's particular expertise, with the promise of generous material reward. More details will have to wait until you are contacted by your as yet-unnamed employer.

You were conducted here without incident from the frontier by a party of Onondaga scouts and raiders in your client's employ along seldom-traveled paths and wild rivers. They would not speak of the nature of your mission, and seemed to be under orders not to speak casually with you during the journey.

Now you stand at the canoe landing along the creek to the west of the town. It's a busy port, with canoes landing and departing frequently. The fur trade seems to be at the center of commerce here, with bundles of rich brown beaver pelts stacked and tallied by Onondaga agents and paid off with Uropan coins and glittering wampum belts. Woven baskets of rock salt sit drying in the sun. A babel of languages and trade dialects fill the air. You see Coureur traders bartering for furs and buckskins; Nederlander merchants selling everything from guns to penny whistles, and black-robed Français clerics debating matters of faith with their Onondaga counterparts. A rakarota bard holds an audience of young warriors spellbound with a tale of brave deeds in battle against the enemies of the confederacy. A small yellow dog bolts through the crowd with a cornhusk doll in its mouth, followed by a gaggle of laughing children. The smell of wood smoke mixed with tobacco and the savory

aroma of hot, freshly-cooked food suffuses the scene. If there is any urgent need for adventurers here, it is not apparent.

The palisades of the main settlement loom upon the hilltop to the northeast, accessible only through a steep, walled approach. Across the creek is a small, round hill crowned with a small fort, perhaps an outlying defense of the main town. To your right, a long, low cabin built in the Coureur style stretches away from the landing. To the left, a small outlying village of First Ones lodges shelters beneath the palisades. Your guides offer you a chance to relax and refit yourselves here for a short time while they go on ahead to announce your arrival to Garaontie.

The trading area has a small cadre of Uropan general merchants, mostly Nederlanders who have hauled their wares to Onondaga by canoe and on their own backs. Geared for the relatively cash-poor First Ones market rather than for Uropan buyers, the merchandise available is limited to supplies, armor and weapons listed for 100 gp or less in the Equipment chapter of *New World Adventures*. The actual price of Uropan goods purchased here will be 150% of normal, due to the high costs of transport and the lack of competition.

A successful Gather Information check (DC 10) among the crowd at the canoe landing reveals the following base information about the town and current events, with successively higher check results yielding more details:

Check result 10–14: "The news

around here? Some kind of new cannon are being installed inside the palisade to defend the town, but from who or what I couldn't tell you. Also, some trader got killed by a wild animal on the edge of town a while back."

Check result 15–19: "There's a young Onondaga natural philosopher with a plan to install some kind of fancy lightning guns up there in the town. I guess Garacontie is scared of raids from the Huron to the north and west. The Huron and the Five Nations have been tussling over the fur trade for some time now."

"Did you hear about the Coureur trader who got killed by some beasts on the far side of the creek there? Pretty nasty stuff. That was about a month ago, but folks are still spooked about it."

Check result 20–24: "There's an Onondaga woman by the name of Orenda who was sent by Garacontie to study natural philosophy at the invitation of Chiron Franklyn down in Sophia. Now she's back with a plan to install her new model electrostatic cannon inside the castle to defend it from an anticipated Huron attack. The battle to control the

fur trade between the Five Nations and the Huron has really come to a head, and the Français can't stay neutral any longer or else risk offending one side or the other." "Poor Durant — didn't you hear about him? A Coureur backwoods trader who got killed fishing by the creek one night about a month ago. Something tore him up pretty good."

Check result 25 or higher: As above, with the following additional information: "Not everyone is happy about Orenda's new guns. The more conservative Onondaga disagree with this new reliance

AN UNRAVELING PEACE: SUMMARY OF THE POLITICAL SITUATION

From Aeneas Barnes' most recent dispatch to the First Lord of Sophia:

A mutually profitable amity has existed between Nouvelle France and the Five Nations for decades. It has given the Français a strong ally on their southern flank against the Nederlanders and English, allowing them to focus instead on developing the fur trade with the Five Nations as their chief agents. As the local sources of fur have been exhausted, the Five Nations and the Français' own Coureur traders have had to go further west to find new sources. This has brought them up against the powerful Huron nation, which straddles the approaches to the vast lakes beyond. As a result, the Five Nations are now at open war with the Huron, seeking to eliminate them as a rival in the fur trade. This war comes as a heavy burden, since the Five Nations are already at war with the Suskehanna to the south over territorial claims, and their warriors are stretched to the limit.

The Français royal governor Frontenac would like to trade directly with the western First Ones without either the Huron or the Five Nations as middlemen, but cannot afford to have the Five Nations as an enemy. He cannot openly support them in their war against the Huron either, since he has just concluded a peace with them after several years of fighting. His current strategy is to provide covert but anemic support to the Five Nations to blunt any accusation from them of not supporting their cause; to publicly protest the tragic nature of the conflict; and privately hope that the two rivals will weaken each other to the point where Français soldiers and traders can seize the trade routes and push both the Huron and the Five Nations out of the game.

The great council of the Five Nations is becoming impatient — they perceive Nouvelle France's equivocal position on the conflict, and are asking why the Français have not joined the fight against the Huron. Garacontie has shrewdly guessed the answer. He knows that the peace with Nouvelle France cannot last indefinitely, and he is already looking to the Nieu Nederland and Sophia to replace them as economic partners, quietly opening negotiations with them to increase the volume of trade. In the meantime, he continues to apply pressure to the Français for weapons, money, and other indirect support, hoping to squeeze as much as he can from them before the alliance snaps. His long-term strategy is to defeat the Huron first, seize their trade routes, and then battle it out with Nouvelle France for control of the north, while holding the Suskehanna at bay to the south.

on Uropan ways, and fear it could weaken the community. And the other four nations in the confederacy fear these weapons could make the Onondaga too powerful.”

A successful Knowledge (local) check at DC 15 gives a PC access to the sidebar information about the political situation here, and the summary of the Onondaga people and their culture.

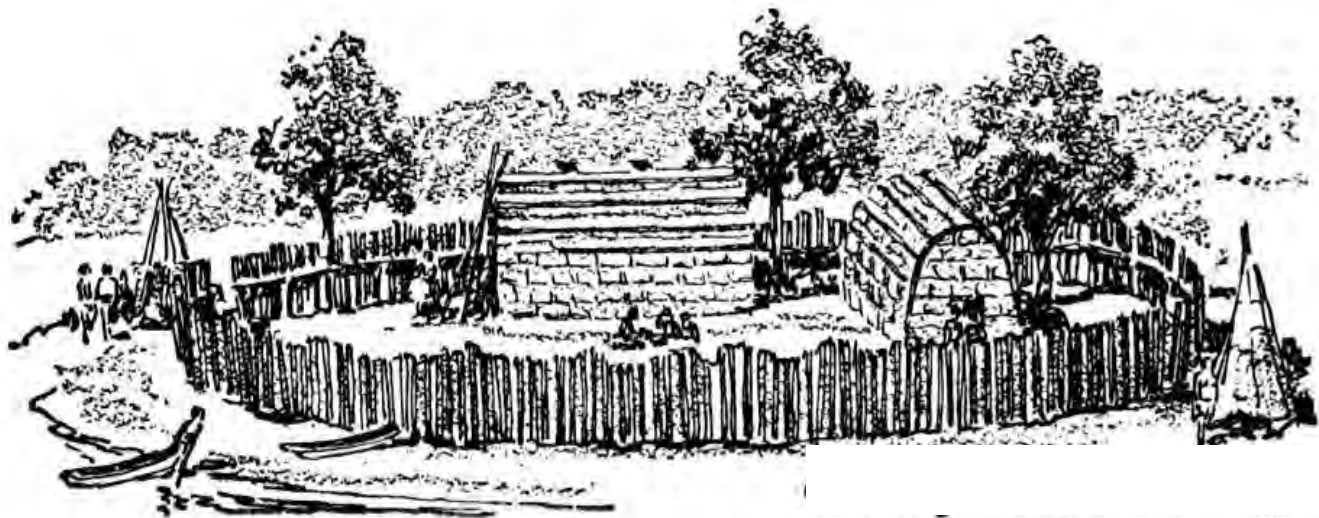
A successful Spot check at DC 24 allows a PC to spot the Huron raiders who have silently captured the Bears' Castle across the creek, giving 1d3 rounds of advance warning before the attack is launched (see below). In this case, read the following description to the players, allow them to act, then skip to the second descriptive paragraph of the next section (Attack!)

As you take in the bustling streetscape of the market and the canoe landing, your eyes happen to rest upon several warriors crouched behind the battlements of a small palisaded hilltop fort to the west, on the far side of the creek. They seem to be aiming arrows in your direction.

THE ONONDAGA

The Onondaga, or People of the Hill, occupy the prestigious central position within the Five Nations both geographically and in the conceptual longhouse of its sister nations. For this reason they are often called the Fire Keepers, just as the Mohawk are called the Keepers of the Eastern Door and the Seneca the Keepers of the Western Door. In the debates of the great council they are given the honorific title of The Name Bearers. Their prestige translates into real political power, since their members act as a deciding body that weighs the recommendations of the two other blocs within the council, the other blocs being the Mohawk and Seneca; and the Oneida, Cayuga, and newcomers Tuscarora respectively. With the power to approve one bloc's plan over the other, or to press for a compromise between both, the Onondaga are uniquely influential over the policies of the confederacy. Historically, they have been more moderate in their dealings with their rivals the Huron than their fellow members have been, in some cases arguing against open war in favor of diplomacy, but that seems to be changing inexorably in the face of increasing tension and economic pressures to seize the fur market.

Like the other members of the confederacy, the Onondaga are structured around matrilineal clans. The nine clans of the Onondaga include: Ball, Bear, Beaver, Deer, Eel, Pigeonhawk, Plover, Turtle, and Wolf. Of their twenty or so villages, many are dominated by a single clan, with minorities of other clans living within the settlement as well. Onondaga characters receive the same culture bonuses as Mohawk characters, as described in *New World Adventures*.



ATTACK!

After a short time to explore the market area, the PCs find themselves caught in an attack by Huron forces. Their objective is to quickly storm the gate of Onondaga Castle, capture the leadership of the Great Fire Council, and destroy Orenda's cannon, without risking their entire force. It's a gamble that will prove unsuccessful, but in the adventure it serves as a dramatic introduction to the threat posed by the besiegers. Read the following description to the players:

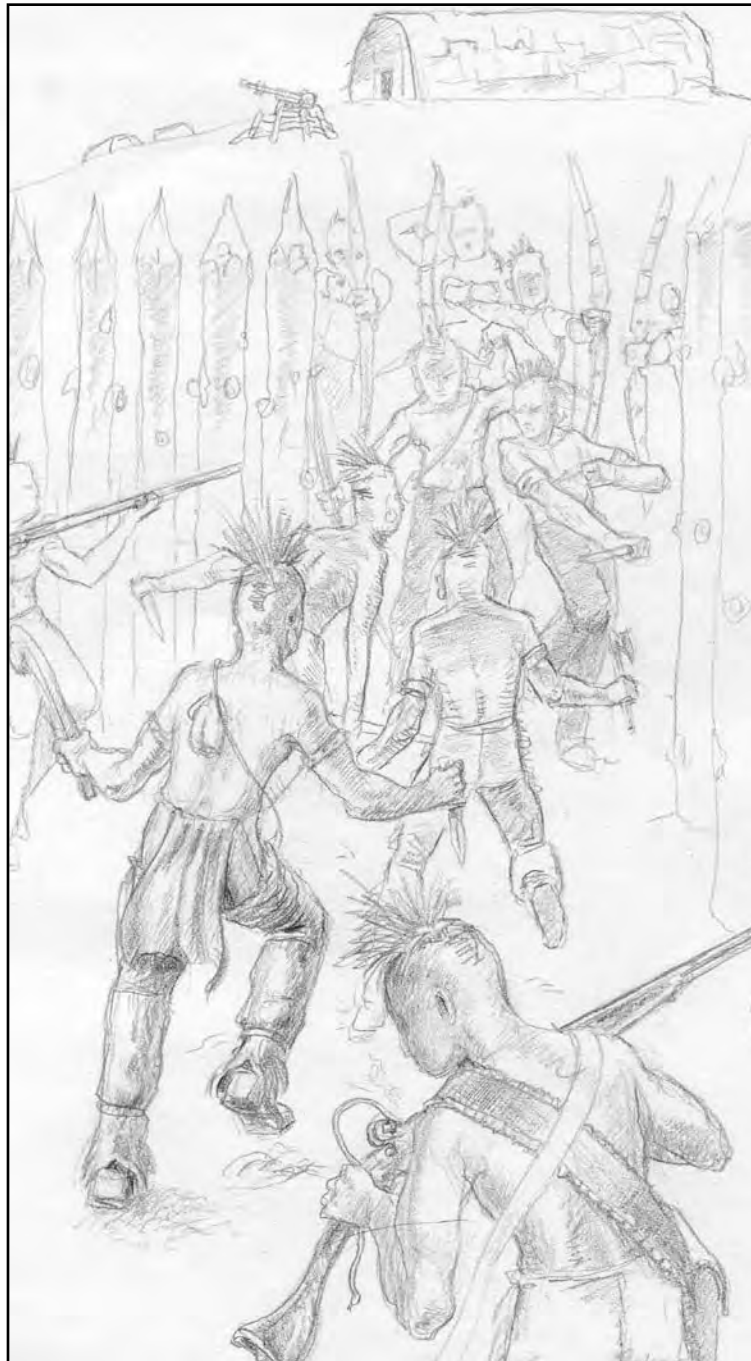
After exploring the market for twenty minutes or so, you see one of your guides returning from the castle gate, presumably to escort you to an audience with your prospective employer. A tall, tattooed raider, he strides purposely forward, then halts, stumbling awkwardly before collapsing into the dust at your feet. A red-feathered arrow has pierced his heart.

At once the air is thick with arrows, raining down into the crowded market. Some find their marks. They seem to be coming from the small, palisaded hilltop fort directly across the creek. A horde of First Ones raiders are bearing down on the market from behind the fort, fording the creek with a roaring splash.

PCs with Knowledge (local) can identify the raiders as Huron with a successful skill check at DC 15. A successful Profession (military) check at DC 15 will identify the main gate of the town as the Huron objective.

Each PC will be subject to 1d3–1 arrow attacks per round for the first three rounds of the combat, before the raiders make it to the east bank of the creek and a general melee begins. Each arrow attack is at +3, damage 1d8, critical 20/x2. The archers are standard First Ones skirmishers as listed in **The Gazetteer**, page 163. There are 30 of them. They will remain in the fort, gaining +4 AC/+2 Reflex save against ranged attacks due to cover, and enjoying 20% concealment.

There are 30 1st-level adult commoner NPCs in the market with AC 10 and 4 hit points each — the attack will wound 4 of them and leave 4 of them unconscious and dying in the first round; wound 2 more and leave another 2 unconscious and dying the second round; and by the third round, all will have taken cover in nearby buildings.



Four Coureur voyageurs are on the scene and will make a stand at the door of the ram-pasture. A successful Diplomacy check at DC 20 **or** the presence of a Coureur PC in the party will inspire them to join the PCs efforts to stop the advance of the raiders, if that is indeed what the PCs want to do.

The raiders include 40 1st level raider NPCs led by two 2nd level raiders and one 5th-level raider.

Ten will remain here to smash the canoes and prevent anyone escaping by water; the rest will charge through the market as quickly as possible, pass through the gate at the south end of the market, then turn left and charge the main gates of the town. They do *not* want to get bogged down in the market area and will not engage the PCs in battle unless physically blocked from advancing.

Use the following schedule to manage the attack:

Round 1

- First volley from the captured Bears' castle. Roll for arrow hits against the PCs.
- Four NPC commoners wounded, four unconscious and dying.
- Huron raiders appear from behind Bears' castle.

Round 2

- Roll for arrow hits against the PCs.
- Two additional NPC commoners wounded, 2 additional unconscious and dying.
- Huron raiders reach the west bank of the creek.

Round 3

- Roll for arrow hits against the PCs.
- Surviving NPC commoners reach cover.
- Huron raiders reach the east bank of the creek.

Round 4

- Arrow volley ends.
- Huron raiders reach the south gate of the market area unless contested by the PCs.

Round 5

- Unless contested, Huron raiders reach the main gate of Onondaga, defended by 10 1st-level First Ones skirmishers. Two of the skirmishers are rendered unconscious and dying in the charge.

Round 6

- An additional 10 Onondaga skirmishers arrive from their guard duty at the Great Lodge. This round and each successive round of melee combat at the gate, 1 Huron raider and 1 Onondaga skirmisher will be unconscious and dying.

Round 7

- A force of 20 Onondaga skirmishers begin firing arrows and matchlock calivers from the Wolves' Castle, resulting in an additional 2 Huron raiders unconscious and dying each successive round.

When the raiders are reduced to 20 or fewer in number, they will give up their attack on the gate and retreat across the creek to the Bears' Castle. The PCs, during that time, may have detained some of the raiders from reaching the gate, healed some of the wounded or dying NPCs, or stormed the Bears' Castle.

The raiders retreat to the trees on the far side of the creek as quickly as they had advanced. Sporadic arrow and musket fire from the woods to the south, west, and from the small fort across the creek cover their retreat. It's clear that a huge force of attackers is surrounding Onondaga Castle.

Taking advantage of the lull, the survivors of the attack on the market area run for the gates, taking their wounded, dying, and what belongings they can carry with them. An Ignatian priest is with them. Two groups of Uropan warriors, servants, and gentlemen appear from the south, also seeking shelter in the town. One group carries the Français colors, the other bears the starry flag of the Republic of Sophia.

Variables:

- If the PCs join the exodus to the interior of Onondaga Castle, they will soon meet Orenda and several other named NPCs. Go to the section called Chaos in the Castle.
- If the PCs try to flee into the woods, in broad daylight, they will be met by increasing numbers of Huron: a patrol of 10 1st-level raiders, followed by an additional 10 every 1d4 rounds, as the hue and cry is raised, to a maximum of 50 raiders. If they turn around and head back to Onondaga, the Huron will not pursue them within 100 feet of the gates before breaking off under fire from the defenders.

CHAOS IN THE CASTLE

Once the PCs are inside the gate, they will have the opportunity to interact with any of several NPCs who have also taken shelter there, including the heads of the Français and Sophian delegations, the Ignatian priest, and Orenda herself. Each one will offer the PCs a mission outside of the castle walls, and the PCs can accept any and all of them, even combining several missions in one.

The gate is sealed with great bundles of brush bound with sturdy cords. The small contingent of Onondaga warriors who successfully defended the gate receive the thanks of the townsfolk, then quickly take up positions along the ramparts of the palisade that rings the hilltop. To the north is a great lodge, by far the largest structure in the town. It is defended by three odd-looking cannons with solid barrels, resting on newly built fieldstone emplacements. Among the refugees you see the leaders of the Français and Sophian groups, standing about awkwardly and exchanging cordial bows with one another at a distance. The Ignatian priest, along with two priests of lesser rank, move among the wounded, offering bandages and prayers. A little ways off stands a young Onondaga woman wearing a long coat in the Uropan style. She wears silver-rimmed spectacles and scans the

woods with a pocket spyglass.

Le Sieur d’Arlmont, leader of the Français mission:

“Mon dieu! but we have been fortunate to make it inside with our heads still joined to our shoulders! My men happened to be outside on parade drill with their gear and weapons at the ready when the shooting started. It’s probably those infernal cannon that have spurred the attack! You have chosen an inopportune moment to come to Onondaga, monsieur (or madame). It may yet prove well for you, though — I may have an opportunity for you later — we’ll be staying at the House of the Ball clan on the east side of town if you’re willing to talk.”

The Français leader’s proposal is described in detail in the section called D’Arlmont’s Proposal, below.

Père DuBois, head of the Ignatian mission:

“Good morrow to you, and may the Lord keep and bless you. God has indeed been kind to us this time and spared our lives from the enemies of these people. Is any of your party injured? Do you need assistance? If you and your companions have recovered from the attack, I ask your assistance in rescuing two of my companions from the hospital down yonder at the edge of the Français mission. If the Huron search the building and find them alive, they may be

captured or worse.”

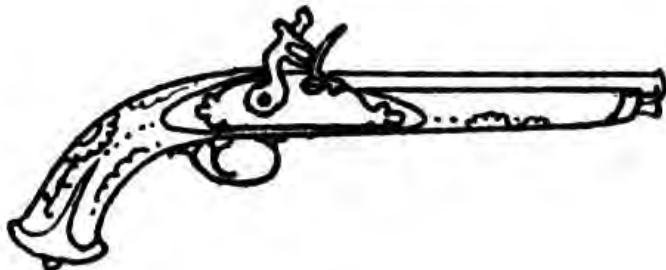
Aeneas Barnes, leader of the Sophian mission:

“So, the Huron have finally decided to make a strike for the capital, eh? And at an ideal time, with most of the Onondaga on the warpath against the Suskehanna in the south or marching against the Huron themselves up north. And where are the Français to be seen, the Five Nations’ so-called allies? It is clearer than ever that Français support for Garacontie is weakening, and that the Français governor is secretly gleeful to see the Huron and the Five Nations bloody one another to the point of incapacity. I am certain that Monsieur d’Arlmont over there knew the attack was coming — why else would his men have been ready to go at a moment’s notice? If only we’d had time to get The Liberty out of the hangar — our aerostatic ship is down in that big barn, but we’d need to send out a party after dark to get her airborne and safely inside the castle walls. Interested?”

Orenda, Onondaga natural philosopher:

“We may not speak freely now, friend, but you are certainly the adventurers I summoned here. Your mission is more crucial than ever now. The Great Fire Council will shortly assign lodging to all the refugees here. I have arranged that you are to be billeted at my family’s lodge, the House of the Deer clan at the north end of town. We can talk freely then.”

Orenda’s proposal is described in the section called At the House of the Deer.



D'ARLMONT'S PROPOSAL

Any PCs who choose to visit Le Sieur d'Arlmont will hear the following proposal:

You reach a large longhouse with a totem of a carved ball on a stick planted outside the western door. Two Français musketeers guard the door. A servant appears and ushers you into the dimly lit interior. The leader of the Français trade delegation, d'Arlmont, is here, sitting comfortably on his own cloak spread beneath him on a bench by the central hearth. Another servant pours red wine from a bottle into a set of small crystal glasses. D'Arlmont welcomes you and soon makes his proposal:

“Earlier I mentioned a proposition I had for a group of stalwart adventurers like yourselves. Our blockhouse is to the south of town, outside the palisade. The Huron now control the outer fortification called the Bears' Castle that's within bowshot of the blockhouse. Sooner or later they'll plunder the place. It's packed with furs waiting to be taken north to Nouvelle France, but more importantly, my strongbox is there, with all my cash and our receipts for the last year's trading.”

“If you recover this box from the cellar of the blockhouse and return it to me, I'll pay you ten gold louis each [360 gp], plus half the value of whatever furs you can recover. Now, do I have your hand on the deal, monsieur (or madame)?”

D'Arlmont won't mention that

the strongbox also contains a false lid, behind which are sensitive diplomatic documents that could embarrass the Français if they were brought to light – instructions from the royal governor to d'Arlmont to move as slowly as possibly on promises of aid to the Five Nations against the Huron. The letters also use very unflattering terms for Garacontie and the leadership of the Great Fire Council, and express a wish that the Huron and the Five Nation “remain locked at each other's throats while we pick their pockets”. If either the Huron or the Five Nations leaders found these documents, it would fan the flames of war in the region.

Should the PCs accept, D'Arlmont will offer them the help of up to two of his musketeers and his ensign, Marc Previllon, who has orders to kill the PCs should they find the incriminating documents. D'Arlmont will follow through on his offered payment if the PCs do recover the strongbox, and if they offer to sell him back the documents (if they are discovered beneath the false lid) he will gladly pay an additional 600 gp for them.

AT THE HOUSE OF THE DEER

Following their arrival in Onondaga Castle, and any interactions with the PCs in the section called Chaos in the Castle, the PCs will be conducted across the town to the Deer clan compound. There, in one of the lodges, waits Orenda, the natural philosopher who summoned them to the town.

You are taken across town to the north by an Onondaga guide, and delivered to a large, comfortable longhouse within the district of the town occupied by the Deer clan. Along the way, you see signs of the townsfolk preparing for a siege. The Onondaga woman in Uropan garb whom you'd seen by the gate is here, waiting for you. She greets you with a grave expression and an air of urgency.

“My name is Orenda. I am Onondaga but have lived in Sophia for several years, and have been educated as a natural philosopher. My uncle, Garacontie, the leader of the Great Fire Council, has allowed me to construct five weapons of great power to defend our capital – perhaps you saw them on your way here? Now we have need of them. Unfortunately, they are not yet operational. I lack only one part to make them functional: quartz crystals from a particular source not far from here. Unfortunately, the gem field, as it's known, lies in Oneida territory, and even the Onondaga cannot gather crystals there without permission of the Oneida. My uncle's efforts to secure this permission have been unsuccessful: the other nations on the council do not want Onondaga to become too powerful; they feared just such a preemptive attack as the Hurons seem to have made; and there are conservative forces in the council who distrust inventions of natural philosophy, not out of superstition but because they seem to threaten our traditional ways.”

“It was I who summoned you here to fetch the crystals. It had to be a party of foreigners, so that if you were caught, we could deny

complicity in the theft. No one else, not even my uncle, knows why you are here. The scouts who conducted you here are my kin, and they will say nothing. The need for the crystals is even more urgent now. You must break through the Huron lines, harvest the crystals, and return them to me before the town falls. We do not have enough warriors here to hold out for long — when the Huron realize that, they will mount a larger assault on the town.”

“I am willing to pay you handsomely for the crystals, but I am hoping you will act out of a desire to earn the friendship of me and my uncle — he is the single most powerful sachem between the Hudson Vale and the Ohio, and will be in your debt if you save his capital and his people. What say you?”

Orenda will leave the PCs to discuss their response to her offer for ten minutes or so. While she is out, a Français servant appears with a message for the party, if they have not yet visited D’Arlmont at the House of the Ball. (See D’Arlmont’s Proposal, above).

DECISIONS, DECISIONS

At this point, the PCs may have as many as four separate missions to complete:

- rescue the Ignatian priests from the hospice at the Français mission
- recover the strongbox from the

Français blockhouse

- get the Sophian aerostatic ship airborne and safely within the walls of the town
- go on an expedition to Oneida country to recover the crystals for Orenda.

A potential fifth mission, for Garacontie, is described below under An Appeal for Heroes, but that will not present itself until twilight.

For the first time since the Huron attack, the PCs have a little time to discuss their options. (Each mission is presented as a separate mini-adventure below). Don’t let them get too comfortable, though. As they are gathered at the House of the Deer, Garacontie himself walks in, looking for his niece.

A short, powerfully built Onondaga man enters the lodge, accompanied by two pniese paladins, tattooed and armed. He is obviously nonplussed to see you here, expecting someone else.

“I am Garacontie of Onondaga,” he says, with a penetrating glare. “Who are you, and what are you doing in my niece’s house? What’s she up to?”

Variables:

- The PCs’ reactions are crucial here. If they tell Garacontie about the mission, he will not allow it for fear of angering his Oneida partners and the conservatives — unless one of the PCs is able to use their Diplomacy skill to convince him it’s in the interests of the town’s survival. A successful Diplomacy check at DC 18 will

sway the council leader’s mind.

- If the PCs say nothing about Orenda’s mission or try to dissemble about their business with Orenda, any one of them who does speak to Garacontie must make an opposed Bluff check against his Sense Motive — a canny political player, he has a sixth sense when someone is hiding important information from him. His Sense Motive skill is +19. If he senses they’re holding something back, he will leave his paladins behind to watch them, and any subsequent Diplomacy checks to change his mind will be at DC 24.

PCs under guard by Garacontie’s paladins will be trailed wherever they go within the town’s walls and will find it hard to sneak out to complete Orenda’s mission (or any other offered to them). They may have to elude, subdue, or somehow trick the paladin guards in order to continue.

GETTING OUT

The PCs will need to find some means of leaving Onondaga Castle unobserved by either the defenders or the besieging Huron, unless they have convinced Garacontie that Orenda’s mission is worth the risk (see Decisions, Decisions, above). The gates of the fortress are sealed, and scaling the walls requires a Climb check at DC 20.

The Onondaga defenders are watching the walls constantly; any given spot along the palisade is in view of 1d4 warriors (Spot +4); the Huron, too, are watching from the woods and from the captured

Bears' Castle (Spot +4). If spotted by the defenders, the PCs escape will be reported to Garaontie; if spotted by the Huron, they will be attacked once they are more than 100 feet outside the palisade. Waiting until twilight provides enough concealment for PCs to make Hide checks. Twilight lasts for about 90 minutes, giving the PCs a reasonable window to complete at least one mission before nightfall, and possibly more. Waiting for nightfall necessitates them having a light source (which would reveal their presence to any onlookers) or other means of seeing in darkness.

THE SCAVENGERS

At nightfall, a pack of 20 wolves from the surrounding woods will move into the area of the southern gate to feed on the bodies of Huron raiders, townsfolk, and Onondaga defenders killed in the fight before the gates. They will ignore the PCs unless attacked, and will come to Hal Millar's call if he transforms into a werewolf, or assist Annie O'Doul if she tracks the PCs to this area. (see Mission of Mercy for Père DuBois, and Annie O'Doul, Floating Villain, below).

AN APPEAL FOR HEROES

As dusk approaches over the besieged capital, Garaontie will put out the word through his messengers that he is looking for volunteers to sneak through Huron lines and get word to the Oneida to the northeast that Onondaga Castle is under siege. Even though

most of the confederacy's fighting force is away fighting beyond their borders, the Oneida have reserved enough of their warriors to possibly break the siege. If the PCs heed his summons, he tells them of the mission personally:

I need a small force to sneak through the Huron lines at twilight and get word to the Oneida that we are under attack and need reinforcements. Ganadoga and Oriska are the nearest Oneida villages, on the southern shore of Oneida Lake, about two days' away. If one of these villages can be reached, then messengers will be able to carry the news to the rest of the confederacy.

If they accept, Garaontie gives the PCs a sheaf of arrows whose points have been smeared in red paint: a symbol that the confederacy is in a state of war. There is nothing to prevent the PCs from accepting Garaontie's mission as a pretext for recovering the gems for Orenda, provided he doesn't know their mission. If he already knows they have been approached by Orenda to steal the gems, and has not been convinced that this is the right course (see Decisions, Decisions, above), he will not allow them to volunteer. If he has been convinced that the gems are needed, he will allow them to volunteer because it provides a perfect cover for their departure without tipping off the Oneida representatives of the Great Fire Council.

MISSION OF MERCY FOR PÈRE DUBOIS

The PCs may accept Père DuBois'

mission to rescue his assistants, Père Messier and Père Beaumont from the hospice outside the walls of Onondaga Castle. What the Ignatian priest DuBois does not know — because his two assistants have not dared to tell him — is that they have been hiding a patient afflicted with lycanthropy who has already murdered one local trader, and their commitment to curing him has kept them from joining DuBois within the palisades.

HAL MILLAR'S STORY

Hal Millar, a Commonwealther backwoods trader, was found wandering by Père Messier and Beaumont at the edge of the town about three weeks ago, hungry, filthy, and disoriented. His clothes were torn, his skin was scratched and bruised, a nasty bite mark disfigured his shoulder, and it was clear he had been living in the wild for a few days. He remembered nothing about how he got to Onondaga. His last clear memory was of his camp being attacked by wolves at night, and his companions slain by them. Putting two and two together, the Ignatians concluded that Millar had been bitten by a werewolf and had himself done murder while in his bestial form.

The werewolf responsible for Millar's lycanthropy is not far off: it's Annie O'Doul, the Kelt NPC currently in the employ of the Huron as scout and manhunter in the area around the castle. See Annie O'Doul: Floating NPC Villain, below.

Tonight is the first night of the full moon, and the two assistant priests plan to use *remove curse* to cure him. (See the sidebar for

a summary of this procedure). They have kept the details of Millar's story from their superior, because they know he would never approve such a risky venture, and would likely turn Millar over to the Onondaga, who might slay him to prevent the spread of the disease. Furthermore, they have guessed correctly that the murdered Coureur trader Durant (see the Gather Information results in the Intro section) died at Millar's hands, and that the local Coureurs' justice against Millar would be harsh. They have been hiding with Millar in the quarantine building next to the hospice since the Huron attack, determined to cure Millar as soon as night falls and the full moon appears.

For Hal Millar's stats, use the stats for werewolf listed in d20 System Rules.

Curing Lycanthropy

A remove disease or heal spell cast by a cleric of 12th level or higher cures lycanthropy, provided the character receives the spell within three days of the lycanthrope's attack.

The only other way to remove the affliction is to cast remove curse or break enchantment on the character during one of the three days of the full moon. After receiving the spell, the character must succeed on a DC 20 Will save to break the curse (the caster knows if the spell works). If the save fails, the process must be repeated. Only afflicted lycanthropes can be cured of lycanthropy

Variables:

Use one of the following scenarios depending on when the PCs reach the hospice:

•**Broad Daylight:** If the PCs attempt to reach the hospice before twilight, they will be subject to arrow fire from the Huron while in the open. Once the PCs reach the hospice, they will have 2d4 rounds before a force of 15 1st-level Huron raiders led by a 5th-level raider arrives to capture them.

•**Twilight:** If the PCs arrive within 10 minutes of the start of twilight, they will encounter the Huron plunderers at the door of the hospice. Any later, and the plunderers will already be inside, in the process of breaking into the dispensary. The Huron will not enter the quarantine, knowing from its construction and placement that it's a sick house and should be avoided.

•**Night:** Arriving after nightfall, the PCs will find the hospice ransacked but the quarantine intact, with the Ignatians and their patient inside.

KEY TO HOSPICE STE-MARIE

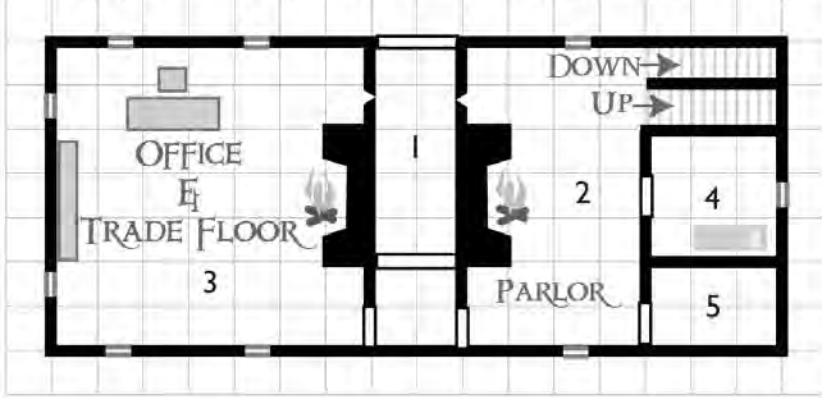
Marked as #6 on the Onondaga map, the Ignatian hospice is a low, single-storey building with a small quarantine area nearby. It is accessible from the front door on the east side.

Structural stats:

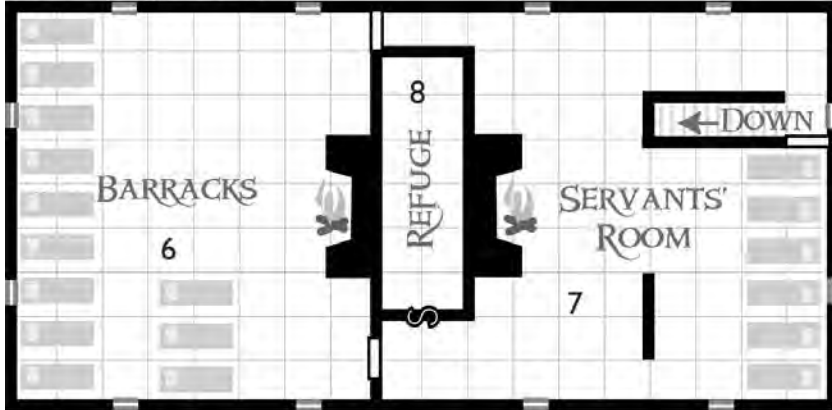
Exterior stone walls, 12 inches thick: Hardness 8, 180 hp, Break DC 50.
Shutters: Hardness 5, 15 hp, Break DC 18.
Doors: Hardness 5, 10 hp, Break DC 13.

1. **Main Ward:** Warmed by a fireplace to the south of the entrance, the ward contains four bays each with two cots covered by bedrolls. Sixty days of rations in the form of cheese, bread, cured meat, and wine are stored in hammocks hung from the rafters.
2. **Examination Room/Lab:** A long table, two chairs, and a worktable occupy this room, where patients are examined and potions are made. It contains a hooded lantern, 2 flasks of oil, a magnifying glass, and an alchemist's lab. Two valuable medical books lie on the worktable. Each one takes two weeks of study to read through, and gives the reader bonuses to specific uses of the Heal skill. *Common Ailments* gives a +2 bonus to Heal checks to treat disease, and *The Surgical Manual* gives a +2 bonus to Heal checks to attempt first aid or long-term care. Each book is worth 100 gp.
3. **Dispensary:** The key to the locked door of this room is kept by Père DuBois. It contains the hospice's medical supplies, including 4 vials of antitoxin, two healer's kits, two potions of *cure moderate wounds*, 1 potion of *delay poison*, , five sprigs of belladonna, one potion of *lesser restoration*, and 4 potions of *remove disease*.
4. **Priests' Quarters:** Père DuBois and his two assistants usually dwell here. It's a spartan living space with three cots, a small writing desk, and

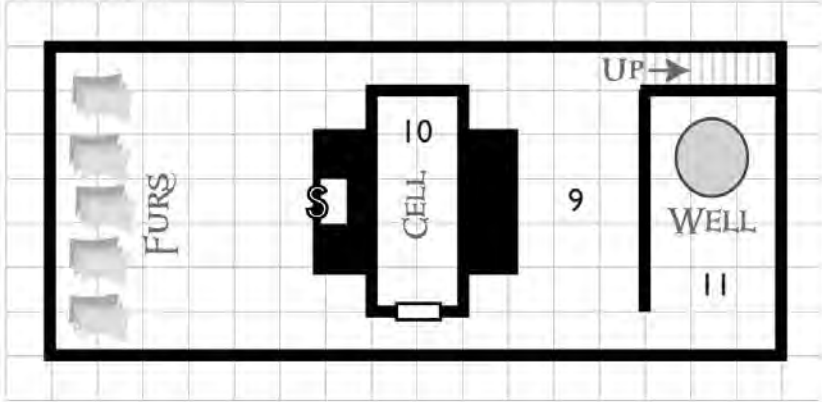
THE FRANCAIS TRADING HOUSE, GROUND FLOOR



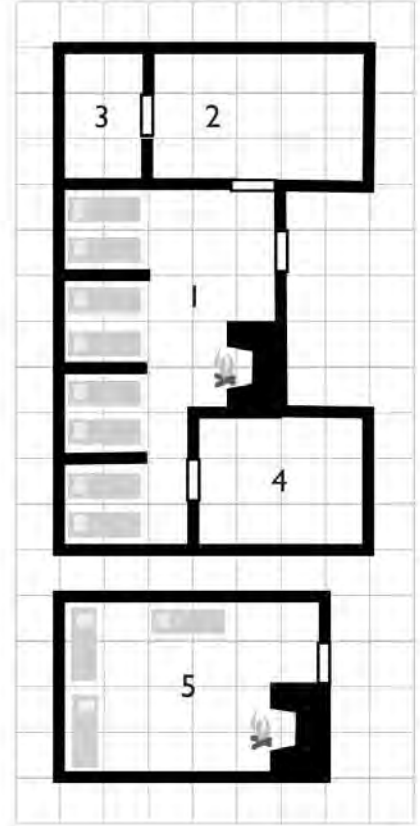
SECOND FLOOR



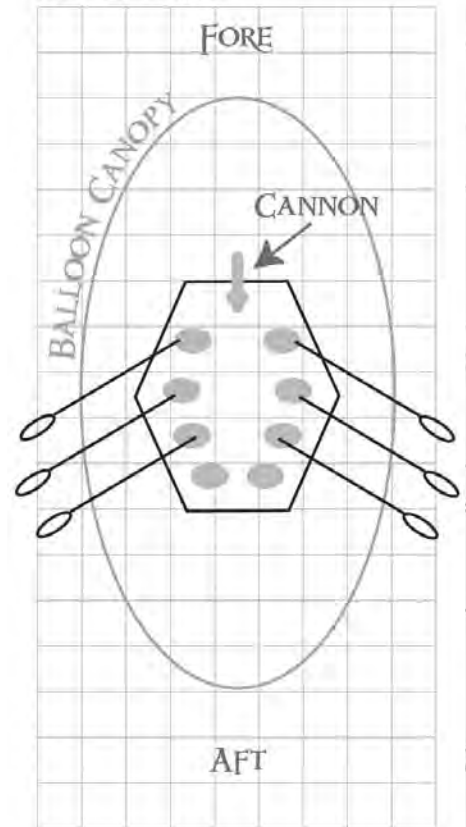
BASEMENT



HOSPICE STE-MARIE



THE LIBERTY



FLOORPLANS FOR
 THE ONONDAGA MISSION
 A NORTHERN
 CROWN ADVENTURE

Each square = five feet

a wooden chest containing robes, sandals, and other garments for the priests' use. The room is also equipped with a hooded lantern, 3 flasks of oil, an hourglass, 100 sheets of paper, an inkpen, a vial of ink, two bedrolls, and a small steel mirror.

5. Quarantine: This building, similar in construction to the main hospice, can be locked from the outside to prevent infectious patients from leaving. It's equipped with three cots and a fireplace. Currently it's occupied by the two Ignatian assistants, Pères Messier and Beaumont, with their lycanthropic patient, Hall Millar. If the PCs reach the quarantine before nightfall, the Ignatians will not unlock the door to admit them, and will try not to give away their presence. If the PCs get into the quarantine, Messier will beg them to go away and let them work their cure on Millar after moonrise. At moonrise, Millar will begin to transform — he gets to make a Control Shape check at DC 25 to resist. At the same time, unless thwarted by the PCs, Beaumont will cast *owl's wisdom* and *hold person* and then Messier will cast *remove disease*. Millar needs to make a Will save at DC 20 for the attempt to succeed — he gets a +2 to his check result from *owl's wisdom*.

Variables:

- If Millar succeeds on his Control Shape check, but fails to be cured, the Ignatians will want to try again the next night. A Diplomacy check at DC 20

will convince them to quit the quarantine and seek safety within the town.

- If Millar is cured, he and the Ignatians will gladly accept any offer to get them to safety.

- If Millar fails his Control Shape check and fails to be cured, he will attack the Ignatians and try to infect them and anyone else present. They will try to use spells and nonlethal attacks to subdue him. If the PCs arrive after moonrise, they will find the two priests wounded and Millar hiding outside in the shadows, waiting for a chance to attack the PCs. The belladonna sprigs in the dispensary can be used to try to stave off the disease in the priests or in PCs attacked by Millar. He can call in the aid of the wolves who have been scavenging the remains of those killed in the unsuccessful Huron raid on the front gate. If he escapes, he will eventually find Annie O'Doul and join her pack of werewolf raiders.

RECOVERING THE STRONGBOX FOR D'ARLMONT

If the PCs formally accept his mission to recover the strongbox, D'Arlmont will give them the key to the door of the Français trading house, and the following directions:

“The strongbox is in a secret compartment in the basement of the building. My ensign Previllon here can show you where exactly.

The box is heavy, made of thin iron plates screwed into a wooden frame. Better take two musketeers with you to carry it. As for the furs, they are kept in bundles in the basement. Do not encumber yourselves with more than one bundle apiece!”

“One more item: on the second floor, located between the two chimney stacks, is a small refuge reached by a secret door on the south side. I believe two of my servants may be hiding there, since they did not make it inside the gates with the rest of my delegation. Can you make your way to the second floor and determine if the two servants are indeed there, and if so, return them safely to me. I will be willing to give you an additional gold louis each [36 gp] if you accomplish this favor.”

If the PCs decline to have Previllon accompany them, D'Arlmont will reluctantly tell them that the strongbox is located in a compartment concealed in the base of the western chimney. Remember, he strongly wants his ensign and musketeers to be there in case the PCs discover the incriminating documents hidden inside the strongbox lid, but he needs the PCs because he feels his own men might not be up to the task by themselves! He is very persuasive but will be careful not to seem to eager to have things his way — if he senses that the PCs are suspicious of his motives, he will take a chance they will not find the documents in the lid.

To get to the trading house, the PCs will have to leave the safety of Onondaga Castle (see Getting Out, above), and make it unobserved

to the front door. The Huron, too, wish to enter the trading house. At twilight they will send a plundering party of twelve 1st-level raiders led by two 3rd-level raiders and one 5th-level raider to look for captives and to grab whatever supplies they find. To gain access they will use a tree trunk as a ram to break in the doors. If the PCs arrive as twilight descends, they will encounter the Huron at the door to the mission. At nightfall the Huron will leave an occupying force of eight 1st-level raiders plus one 3rd-level raider to hold the house, while the rest take whatever they can carry back to their own lines.

If not hindered by the PCs, the Huron will take the furs in the cellar, the food and silverware box in the pantry, and the soldiers' supplies in the rafters of the barracks. They will *not* discover the servants' refuge or the hidden compartment in the cellar, but will break open the cell there and take Astra Chase as a prisoner.

Variables:

Use one of the following scenarios depending on when the PCs reach the trading house:

- **Broad Daylight:** If the PCs attempt to reach the trading house before twilight, they will be subject to arrow fire from the Huron while in the open. Once the PCs reach the trade house, they will have 2d4 rounds before a force of 20 1st-level Huron raiders led by a 5th-level raider arrives to capture them.
- **Twilight:** If the PCs arrive within 10 minutes of the start of twilight, they will encounter the Huron plunderers at the door of the trading house. Any later, and the

plunderers will already be inside, having left two of their number to guard the door.

- **Night:** Arriving after nightfall, the PCs will encounter the smaller holding force left behind by the Huron plunderers.

KEY TO FRANCAIS TRADING HOUSE MAP

Marked as #3 on the Onondaga map, the Francais trading house has thick, fieldstone walls, two central chimneys, and windows with shutters on the *inside* to seal them against attack. The only access is through the main door on the north side of the structure.

Structural stats:

Exterior stone walls, 20 inches thick: Hardness 8, 300 hp, Break DC 50.
 Shutters: Hardness 5, 15 hp, Break DC 18.
 Foyer doors: Hardness 10, 40 hp, Break DC 23.
 Other doors: Hardness 5, 10 hp, Break DC 13.
 Average lock: Open Lock DC 25.

- 1. Foyer:** The key given to the PCs by d'Arlmont unlocks the heavy, iron-reinforced doors at either end of this entryway. There are gunports on the east and west walls of the foyer, allowing defenders to shoot intruders who manage to gain access to the outer walls.
- 2. Parlor:** This wood-paneled room, equipped with a large fireplace, is an informal living and eating area for D'Arlmont and any guests he might be entertaining. There is an oblong wooden table and four chairs, a side table

where plates and cups are kept, and sconces for candles on either side of the fireplace. A map of Nouvelle France hangs above the fireplace. It is worth 100 gp, and gives its possessor a +2 bonus to Knowledge (local) skill checks for this region, as well as a +1 bonus to Survival checks made to avoid getting lost in the wild. Stairs in the northeast corner of the room lead up to the second storey, and down to the cellar.

3. Office and Trade Floor: This office, built and appointed in grand style, contains D'Arlmont's desk and high-backed chair, a small bookshelf containing the mission's ledgers recording the details of the fur trade, and an oval table with 4 chairs for the convenience of traders and other visitors to the mission. Normally, this area is occupied by d'Arlmont and whatever traders, messengers, scouts, and others who have public business with the trade mission.

4. D'Arlmont's Bedroom: This room contains a simple bed, a washstand, and a wardrobe with a courtier's outfit and two gentry outfits. A hidden cache under one of the flagstones beneath the bed (Search DC 24) contains a small box containing 200 gp worth of Francais coins.

5. Pantry: This area contains food and drink for d'Arlmont and his guests, including 12 bottles of red wine each worth 4 gp and assorted delicacies such as smoked herring, hard cheeses, olives, and candied fruits. A strongbox with an average lock contains d'Arlmont's silverware (8 complete table settings worth 80 gp). The key is normally kept by d'Arlmont on a

chain around his neck.

6. Barracks: This large, open area, warmed by a fireplace on the east wall, contains cots for the mission's 12 musketeers plus their ensign, Previllon. A total of 120 days' rations hang from the rafters in string bags, including sausage, cheese, wooden boxes of hard tack, and smoked hams. The soldiers do their cooking with iron pots and utensils at the fireplace. Two crossed halberds adorn the mantelpiece.

7. Servants' Room: The east half of the second floor is occupied by d'Arlmont's six servants. The southeast alcove contains cots and footlockers for each servant, while the area adjacent to the fireplace contains a modestly-appointed dining area and facilities for sewing and mending clothing.

8. Refuge: Reached through a sliding secret door in the paneled wall, this windowless room is designed to hide noncombatants if the building is attacked by hostile forces. Inside is an emergency stock of food and water sufficient to keep d'Arlmont's servants fed for up to three days. Following the attack, two of the servants did in fact repair to this room, and are still there awaiting rescue should the PCs find them.

9. Cellar: The cellar walls are lined with fieldstone, forming the foundation of the building. The western half contains bundles of furs stored on raised pallets; several barrels of ale, and spare building materials such as timbers, nails, and rope. The secret compartment in the fireplace foundation (Search

DC 24) is about 18 inches square and two feet deep. It is sealed with a carefully sized fieldstone that can be removed by inserting a knife or similar tool beneath the edge of the stone and forcing it outwards.

The strongbox, as described by d'Arlmont, is a heavy case sheathed in iron plates. It weighs about 40 pounds. Leather loops at each end allow it to be carried by two people directly or using a pole strung through the loops. Its internal lock (Open Lock DC 28) may be opened with a key in d'Arlmont's possession. Aside from the incriminating correspondence hidden in its false lid (Search DC 24), the box contains 800 gp in Français coin, 300 gp in wampum belts, and 100 gp in miscellaneous Uropan currency.

10. Cell: This dank, stone-walled room is accessible through a solid, heavy door (Hardness 10, 30 hp, Break DC 23). Its internal lock (Open Lock DC 28) may be opened with a key in d'Arlmont's possession. If present (and asked about it), d'Arlmont's ensign, Previllon, will tell the PCs it's an empty cell occasionally used to punish recalcitrant servants or soldiers for short periods of time. (Opposed Bluff/Sense Motive check; Previllon's Bluff is +2).

The prisoner in the cell is none other than Astra Chase (Sophian Female Agent 3), who had disguised herself as a Français servant in order to gain access to d'Arlmont's papers. Having discovered the correspondence while cleaning his office and hidden it beneath her bedding while she prepared to hand it off to Aeneas Barnes during an

upcoming visit, she was in turn betrayed by another servant who wanted to curry her master's favor. The letters were recovered by d'Arlmont and Chase put it the cell while d'Arlmont pondered her fate. D'Arlmont intends to hold her until she can be safely smuggled off to Nouvelle France and a permanent prison.

11. Well: The building's water supply is a 20-foot deep well excavated from the cellar floor.

Variables: Depending on whom and what the PCs recover from the trading house and return to Onondaga Castle, the following repercussions may occur for the subsequent plot of the adventure:

- If the PCs don't discover the documents or Astra Chase, they merely return the strongbox to d'Arlmont and receive their pay. The Français plot is never discovered and has no further bearing on the adventure.
- If the PCs do find Astra Chase, she will immediately inform them of the existence of the documents and the Français plot (although she doesn't know the correspondence is hidden in the strongbox). Previllon and his musketeers will attempt to kill the PCs or at least grab the strongbox and run. If the Huron attack at this time, Previllon may leave the PCs behind to fight the raiders while he and his men abscond with the strongbox.
- If the PCs get Chase safely back to Onondaga Castle, she will immediately seek out Aeneas Barnes and tell him of the Français plot. Barnes, in turn, will tell Garacontie, who will arrest

d'Arlmont. The Français civil servant is far too canny to fight back, but will submit to being placed under guard and hope that the Huron succeed and take him safely back to Nouvelle France (see the Epilogue for this adventure).

- Astra Chase is available to join the PCs with Barnes' blessing for any subsequent missions, especially if you feel the PCs are a little weak for this adventure. As a natural philosopher, she is fully qualified to fly the *Liberty* and to work the *electrostatic cannon* once they are operational.

RAISING THE LIBERTY FOR AENEAS BARNES

As introduced in Chaos in the Castle, above, the Sophian diplomat Aeneas Barnes has made a plea with the PCs to recover the aerostatic ship *Liberty* from the clutches of the Huron besiegers. Barnes hopes to use the ship to get himself and his staff out of the siege, but once it's in their possession, there's nothing to stop the PCs from attempting to use the ship to reach the Oneida villages to the northeast or the gem fields themselves.

The *Liberty* could reach the gem fields or the Oneida settlements on the shore of Oneida Lake in about 10 hours, much faster than canoe or overland travel. If convinced with a Diplomacy check at DC 16, Barnes might allow his ship to be used to take a message to Oneida country, because it would increase

his favor with Garacontie and the confederacy.

The aerostatic ship *Liberty* lies moored inside a large barn near the Sophian mission. A custom-built courier vessel, it has the following stats, derived from the vehicle creation rules in *Northern Crown: New World Adventures*.

Liberty

Sophian Aerostatic Ship

CR —

Gargantuan Construct (Air Vehicle)

Init — (as pilot)

AC 9, touch 1, flat-footed 9

HP 148 (16 HD; 16d10+50)

Speed Fly 30 feet (Perfect) (6 squares)

Ranged 4-pounder saker cannon (4d10 +10)

Special Qualities: Construct Traits, Air Vehicle Traits, Fly (perfect), Balloon Canopy (AC 6, 60 hp)

The *Liberty* was built in early 1665 at the naval yards of Sophia, after a design by Icarus Bushnell, the prominent Sophian shipwright. She was designed as a courier and diplomatic packet ship, meant for carrying a single diplomat, some dispatches and supplies. Her crew of six rowers leaves space for two passengers. To pilot the vessel requires a Knowledge (science) check or Intelligence check at DC 16.) Firing her single cannon without penalty and reloading it requires the Artillery feat. She carries a complement of ten roundshot, ten smallshot, and twenty powder bags.

Variables:

Use one of the following scenarios depending on when the PCs reach the barn containing the *Liberty*:

- **Broad Daylight:** If the PCs attempt to reach the *Liberty* before twilight, they will be subject to arrow fire from the Huron while in the open. Once the PCs reach the barn, they will have 2d4 rounds before a force of 20 1st-level Huron raiders led by a 5th-level raider arrives to capture them.
- **Twilight or Night:** If the PCs arrive within 10 minutes of the start of twilight or later, they will arrive safely at the barn, assuming they have made successful Hide checks opposed by the Huron besiegers. Only when the doors to the barn are opened noisily will they attract a raiding party in 2d4 rounds, as above.

ANNIE O'DOUL, FLOATING VILLAIN

This adventure contains a powerful NPC villain who can appear when you feel she would add the most dramatic impact, or be saved as an adversary for a later adventure. As mentioned in Hal Millar's Story, above, Annie O'Doul is a werewolf hired initially by the Huron to guide their forces to Onondaga Castle, and subsequently, to prowl the surrounding countryside watching for anyone who might attempt to break the Huron lines to go for help.

To her unsuspecting employers, she is known merely as a very effective and capable frontier scout, but she is a truly evil marauder who does anything she can to survive, satisfy her bloodlust, and protect her secret identity. She prowls with a small company of raiders whom she has infected with lycanthropy.

As the adventure begins, she and her raiders are dispersed, in wolf form, around the perimeter of the siege. When she or any one of her raiders pick up the PCs' scent, she will gather her pack and shadow the PCs at a safe distance towards the Oneida settlements or the gem fields. Only if the PCs think to use the *Liberty* will she be unable to track them by scent, but can still follow them visually. Her priority is to prevent the PCs delivering Garacontie's plea, and she will attack them if they approach within a mile of the Oneida villages of Ganadoga or Oriska or if they reach the gem fields and the small contingent of Oneida guards there.

USING ANNIE IN THE CONTEXT OF THIS ADVENTURE

Annie can theoretically appear many points in the adventure, including but not limited to:

- Recovering the Strongbox for d'Arlmont
- Mission of Mercy for Pere DuBois

But regardless, her most important action in the plot is tracking the PCs from Onondaga Castle on any mission to recover the gems or deliver Garacontie's summons for aid to the Oneida. When deciding when to introduce Annie to the plot, keep her motives foremost in your considerations. She's not going to transform into a werewolf in front of her employers, or for that matter, in front of anyone she thinks might live to tell the tale. She may first appear as sympathetic, even overtly helpful to the PCs' cause, waiting for her opportunity to strike. Her high Charisma belies her bestial heart — play up her Eirish charms and catch the PCs off guard.

RECOVERING THE GEMS FOR ORENDA

If the PCs accept her mission, Orenda will give them detailed directions for reaching the gem fields:

The gem fields lie in a valley south of Oneida Lake. There are two ways to get there:

- *By canoe, you can paddle down*

Nine-Mile Creek to Onondaga Lake. From the outlet at the northwest corner of the lake, go north and then east to Oneida Lake via Oneida Stream.

- *By foot, you can leave east and north from Onondaga Castle, through Kasoongkta Flats, then north over the uplands into the valley that contains the gem fields.*

The fields themselves are a low,

open plain to the west of a stream that flows from the uplands northwards into Oneida Lake. There's a waterfall just north of the fields. The gems, actually quartz crystals, could once be raked out of the soil, but now must be dug for. The Oneida place no particular value on them other than as source of crystal for jewelry. Uropan squatters came and started large-scale harvesting of the gems about twenty years ago,

bringing all kinds of trouble to the area: speculators, swindlers, and brawlers. Captives were used to do the digging, washing, and sorting of the gems. These Uropans were driven away by the Great Fire Council about ten years ago, and since then, the Oneida have kept a watch on the place and tried to restore the natural power of the land there after its despoiling by the miners. Having got wind of my need for the gems, they may have doubled their vigilance on the site — remember, as much as they dislike the Huron, they fear an Onondaga hegemony even more.

Orenda gives the PCs a small metal ring, about two inches in diameter. She needs six gems that are too large to be passed through the ring; smaller ones are of no value to her. She also gives the PCs 3 healing salves and a pocket galvanic lantern from her own supplies.

The particulars of escaping the siege in daylight, twilight, or darkness are given under Getting Out, above. Whether they choose a water or land route, the PCs will be tracked by Annie O'Doul, leading to a confrontation with her at some point in their journey. (See the sidebar Annie O'Doul, Floating Villain).

PCs can try to steal a canoe from the canoe landing — three vessels are available, including two 16-foot canoes capable of holding four PCs, and one 21-foot canoe capable of holding six.

If spotted by the Huron, they will be pursued by 4 1st-level raiders led by a 5th-level raider in one of the remaining canoes (unless the PCs think to destroy any canoes

they leave behind. By water the distance to the gem fields is about 75 miles/20 hours. Approximate times for each leg of the journey:

Nine-Mile Creek to Deseroken	2 hours
To the Outlet of Onondaga Lake (Encounter C)	1 hour
Down to the Mouth of Oneida Stream	2 hours
Up Oneida Stream to Ganadoga	12 hours
Ganadoga to the Falls North of the Gem Fields	3 hours

If the PCs choose the land route, they also risk being spotted, but can use the partial cover provided by the trees and rushes of Kasoongkta Flats to attempt to Hide and evade pursuit. The journey overland to the gem fields is about 40 miles/14 hours. Approximate times for each leg of the journey:

Onondaga Castle to the east edge of Kasoongkta Flats (Encounter A)	3 hours
Kasoongkta Flats to the Uplands (Encounter B)	8 hours
Uplands to Gem Fields	3 hours



ORISKA

STREAM TO ONEIDA LAKE

PATH

ONEIDA CAMP

OPEN PITS

RUINED UROPAN MINERS' SHACKS

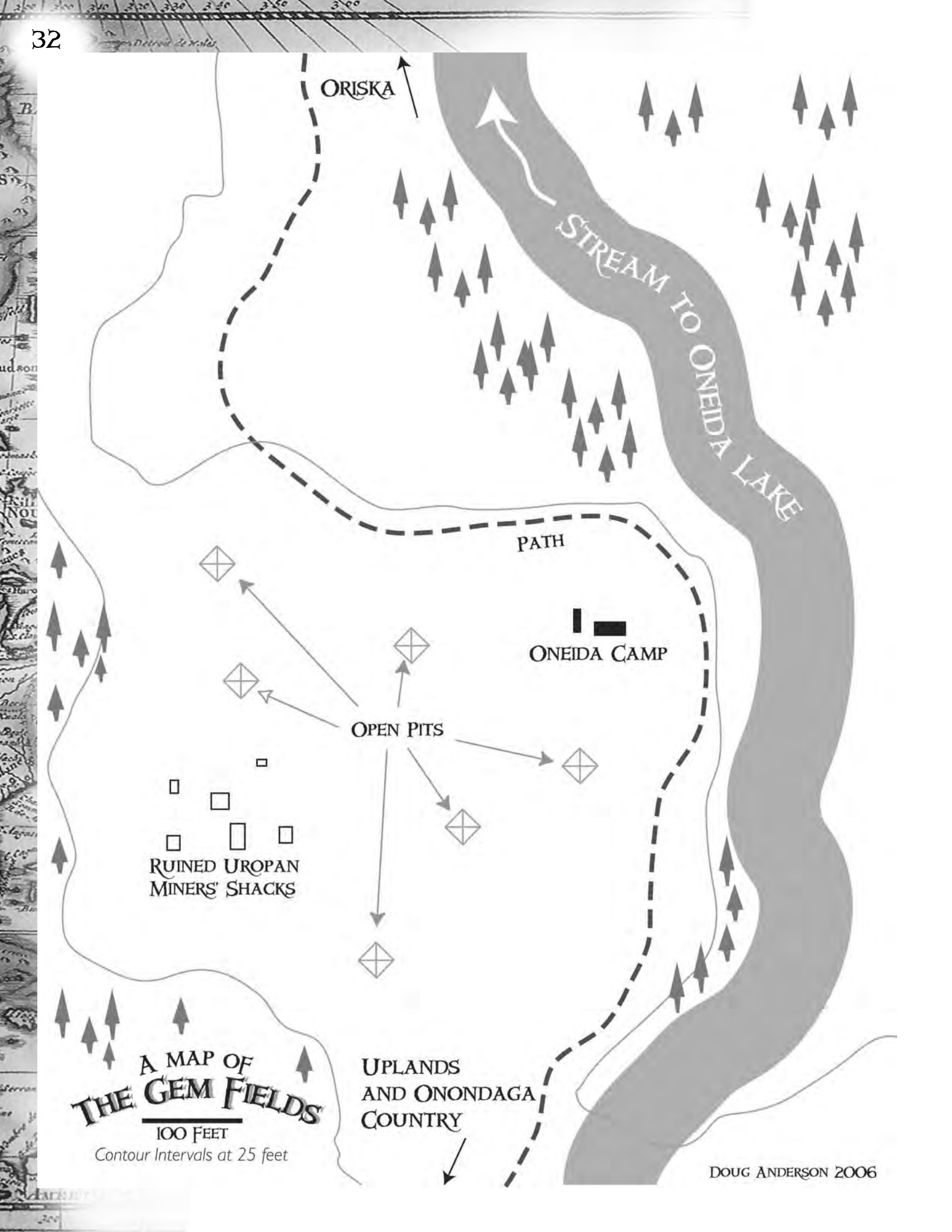
UPLANDS AND ONONDAGA COUNTRY

A MAP OF THE GEM FIELDS

100 FEET

Contour Intervals at 25 feet

DOUG ANDERSON 2006



ENCOUNTER AT THE GEM FIELDS

When the PCs reach the gem fields (see the Gem Fields map), read them the following descriptive text:

You see before you a flat, open meadow nestled between the western slope of the valley and a mountain stream to the east. A ruined, crumbling shanty town mars the western edge of the meadow, while hand-dug pits dot the earth across the field itself. At the opposite, eastern edge of the meadow, two First Ones dwellings stand in good repair, flanking a fire pit, forming a small camp. The smell of wood smoke tells you that they are likely inhabited.

At this point, if Annie O'Doul and her raiders have been tracking the PCs, they will attack, before the PCs can make contact with the six 1st-level Oneida skirmishers in the camp who are keeping watch on the gem fields. Annie and two of the raiders will attack the PCs, but only after the other two raiders have attacked the Oneida camp to intercept any skirmishers who attempt to flee northward towards Oriska. If one of her werewolves are slain, she will call off the attack and wait to ambush the PCs on their return journey to Onondaga.

Variables: Possible outcomes of this event include:

- If one or more Oneida escape, they will warn Oriska of the attack on the fields, and Oriska will send all its warriors there, while a message is sent on to the Oneida capital, several hours' away by canoe. Unless the PCs are clearly not on the side of Annie O'Doul and her werewolves, they may be

implicated in the attack.

- If all the Oneida are slain, and the werewolves are slain or driven off, the PCs are free to harvest the gems (see Harvesting the Gems, below), but they may be incriminating themselves in the attack by leaving footprints and recent signs of digging.
- If the werewolves are slain or driven off, and at least one Oneida survives, the PCs must decide how to negotiate the situation. They can hold the Oneida against their will while they harvest the gems, try a Diplomacy check (DC 20) to allow them to harvest the gems in gratitude for having defended them from the werewolves, or retreat and wait until nightfall to try to harvest the gems covertly.

- The dilemma faced by the PCs is that to let the Oneida go for help will also incriminate them in the theft of the gems. They will have to weigh the consequences of a crisis between the Oneida and the Onondaga against the immediate danger Onondaga Castle is in.

- PCs who arrive in *The Liberty* will still be subject to attack from Annie and her werewolves once they leave the ship. She will also attempt to wreck the ship to prevent the PCs from returning in it.

HARVESTING THE GEMS

Any of the six open pits dug into the fields can yield gems of sufficient size for Orenda's *electrostatic cannon*. The PCs can make a Search check each hour at DC 20 to find a gem in a particular

pit. Some rusty rakes lying around the ruined Uropan shantytown can decrease the difficulty of the Search check to DC 16, if the PCs think to investigate.

RETURNING TO ONONDAGA CASTLE

Annie O'Doul and any surviving raiders will change into wolf form and return to the Huron besieging force well ahead of the PCs (but will be careful to return to human form before meeting their Huron employers). She will then retrace her steps back toward the PCs, and prepare an ambush for them several miles away from Onondaga Castle. In the mean time, the Huron will make a final assault on the castle in anticipation of help arriving.

ASSAULT ON ONONDAGA CASTLE

If the Huron are warned by Annie O'Doul that the PCs are returning to Onondaga Castle with the gems or with Oneida reinforcements, the Huron will abandon their original policy of starving out the defenders and instead make a desperate assault on the castle before the PCs (and any reinforcements) arrive. The initial phase of the assault occurs off-stage, while the PCs are still several miles away.

ANNIE'S FINAL GAMBIT

Annie will delay the return of the PCs to Onondaga Castle with an ambush from heavy cover several miles from the castle. Her goal is to kill the PCs, or failing that, to delay them long enough so that even if

the PCs bring the gems to Orenda, it will be too late to turn the tide. She will sacrifice her raiders in the attack (she can always obtain more), but will flee if her hit points drop below 25, surviving to continue her lycanthropic existence elsewhere, perhaps returning in a future adventure. It's probable that the PCs will never have seen her in human form, allowing her to later join the party or otherwise befriend them, then exact her revenge.

If the PCs are returning by air via the *Liberty*, Annie will not be able to ambush them. She will collect her pay from the Huron and withdraw, ending her part in this adventure.

THE PCs ARRIVE ON THE SCENE

Assuming the PCs survive Annie's ambush, they will need to get back to Onondaga Castle through the Huron lines. Most of the Huron forces are concentrating on scaling the walls and providing arrow fire, but a small rearguard has been left in anticipation of the arrival of Oneida reinforcements or the PCs themselves. Read the following descriptive text to the PCs:

As you make your final approach to besieged capital, the deep roar of battle reaches your ears, punctuated by occasional gunfire. Once you have the castle in view, it's clear that a major assault by the besiegers is under way. The attackers are pouring arrow fire over the palisades into the interior of the town. Several buildings are on fire, along with one section of the wall along the west side. The bulk of their raiding force

has brought tree trunks up to the palisade to scale it and engage the defenders hand-to-hand. All their attention is on the castle rather than towards you. It's clear that the defenders don't have the numbers to resist this assault.

If the PCs move into the open, they will be intercepted by the rearguard, composed of ten 1st-level Huron raiders under a 5th-level leader. By the time they reach the palisade, the Huron will have broken into the town, and the defenders will be making a last stand around the great lodge. If arriving via the *Liberty*, they will be subject to withering arrow fire as they approach the castle, bringing the aerostatic ship to a jarring landing just north of the great lodge. In either case, when they approach the lodge, read the following descriptive text:

Within the burned and breached walls of the capital, you spy the defenders' last stand: a cluster of about thirty Onondaga skirmishers and raiders, led personally by Garacontie, defending the hill that is the site the great lodge and three of the impressive-looking but impotent cannon. Nearby, a figure in a Uropan coat stands by — it's Orenda, and she has spotted you. She waves desperately, and shouts something over the din that sounds like "The gems! Put them in the cannon!"

Looking at the cannon, you can see that each one has been seized by several Huron raiders, who are examining the weapons with a mixture of awe and curiosity. The knot of attackers around the great lodge has already tightened to the point that the cannon are otherwise

unguarded, and lie outside the main battle area.

The PCs can attempt to seize the cannon and use them against the attackers. When they wrest the first cannon from the contingent of attackers that were guarding it, read this text:

The cannon itself is a marvel of metal, wood, wire and glass. Mounted on a swivel, it can turn deftly in any direction. There's a wood-handled crank at the back of the cannon, and an empty mount, presumably for the gem, at the end of the elongated muzzle.

Fitting a gem properly requires the effort of a natural philosopher, or an Intelligence check at DC 16. Once operational, the cannon can be cranked and fired in a continuous, crackling bolt of blue electricity, mowing down its targets. The morale effect alone of even one operational cannon will stall the attack; once two or more have been made operational, the Huron will retreat, saving the capital and its inhabitants.

The blue, forked tongues of lightning play over the mob of attackers, stunning some, cutting down others outright, and forcing the rest to flee for their lives. The remaining defenders, suddenly heartened, sally forth from their position and chase the invaders out of the town, pausing at the gates to see them flee headlong into the woods.

If for some reason the PCs are unable to make at least one cannon operational, the great lodge is soon taken and the townsfolk inside captured. The defenders make

a retreat northward towards the remaining two cannon, which can be easily made operational by the PCs and turn the tide of battle.

RUNNING THE BIG BATTLE

The Onondaga Mission concludes with a spectacular fight as the backdrop to the PCs' final efforts to make the *electrostatic cannon* operational and win the day. Battles with dozens of combatants on each side are not easy to run using d20 System rules, so my advice is: don't even try. Focus on the PCs' actions while describing the battle in general terms.

What matters is whether the PCs get to the cannons and use them against the attackers. Assume that each PC will be subject to 1d3-1 longbow attacks each round from Huron skirmishers. Each cannon has been commandeered by four 1st-level Huron raiders, who will have to be slain or incapacitated in order to gain control of the weapon.

Describe the situation outside the great lodge as desperate, with more defenders falling as the Huron fight their way towards Orenda and Garacontie. Once even one cannon is operational, the tide of the battle will begin to turn.

EPILOGUE

After the attackers have fled, a pall of smoke hangs over the town from several burning buildings, and bodies are scattered everywhere. Townsfolk begin to emerge from the great lodge and from several surrounding longhouses, [with DuBois and his assistants if they were rescued earlier in the adventure]. Garacontie walks among the townsfolk, giving comfort and praise. You catch his eye, and the Onondaga leader calls you to his side, as Orenda returns from inspecting the cannon.

"Whatever tensions your actions may have created with the Oneida, it is clear that without the gems, we would not be standing here having this conversation. I am in your debt. You are friends of the Great Fire Council and may travel freely in the confederacy under my protection. When we have given comfort to the wounded, I will give you an audience to hear what other gifts or boons you might desire from me."

A muttered oath from Orenda breaks this solemn moment. She's holding something in her hand as she returns from inspecting the cannon. Holding out her palm, you see one of the gems, cracked and blackened. "It's useless," she frowns, "and the Oneida will never let us have any more. I've checked the other operational cannon, and they're all the same; burned out after a few minutes of use. I'll have to recheck my calculations!"

"It's for the best," muses Garacontie. "As operational weapons, those cannon would

have sown dissent among the confederacy, and would only have encouraged the Huron to obtain their own weapons of power. But let's leave them standing anyhow, in the short term as a deterrent, and in the long term, as a reminder of this day."

At this point, a battle-weary Onondaga pniese champion approaches Garacontie and whispers in his ear. He frowns.

"The leader of the Français trade mission, d'Arlmont, is missing from his quarters here. He must have been seized during the battle, along with his servants and warriors, but there is no sign of a struggle."

This is an opportunity to extend the adventure to include a pursuit of d'Arlmont (and Previllon, if he is still alive). If d'Arlmont had been revealed by Astra Chase or the discovery of the incriminating correspondence as a covert supporter of the Huron, then Garacontie will put two and two together and realize he had been spirited away by his Huron friends. If his duplicity is not known at this point, then it will seem as though d'Arlmont has been captured and is in need of rescue.

If the PCs wish to pursue this plot thread, they will have to track the retreating Huron force to the north and west and possibly make a raid while the force is encamped the following night to grab d'Arlmont and his followers. Annie O'Doul may in turn stalk the PCs, seeking revenge for having slain one or more of her pack members, possibly even to infect one or more PCs with lycanthropy to replace her losses.

THE POLITICAL FALLOUT

One of the cornerstones of a *Northern Crown* campaign is that the actions of the PCs have significant and lasting effects on the political situation of the continent.

By the end of this adventure, the Five Nations Confederacy is now in open conflict with the Huron, just as the Français hoped, but it's likely that their complicity in fomenting the war is now known to Garaontie and the Great Fire Council, ending the Five Nations-Nouvelle France alliance. Barnes will see this as an opportunity for Sophia to make a trade treaty offer, which Garaontie will accept,

bringing the Five Nations into the sphere of Sophia's friendship.

The Sophians will entreat the Five Nations to end their destructive war with the Suskehana in the south, in order to strengthen their position against the Français and the Huron.

The stage is now set for a major conflict between Nouvelle France and the Huron on one side, and the confederacy on the other, with Sophian technical (but not military) assistance.

The Ignatian mission will be allowed to continue, due to its obvious value to the community, but it will do so amid a less friendly climate among the conservatives

of the Great Fire Council, who will call for the mission's removal.

Within the confederacy, the theft of the gems from the Oneida will not have lasting ramifications, because everyone is now focused on the coming conflict to the north. Garaontie will quickly rebuild and strengthen his defenses, and retain his position as the leader of the confederacy.

AD HOC EXPERIENCE POINT AWARDS

At the end of the adventure, award the following experience points to each surviving PC:

OBJECTIVE

Recovered d'Arlmont's strongbox

Discovered the incriminating documents from the strongbox

Rescued Astra Chase from the basement of the Français trade house

Rescued the servants hiding in the attic of the trade house

Recovered the *Liberty* and brought it back to Aeneas Barnes

Rescued Messier and Beaumont from the Ignatian hospice

Recovered the gems

Warned the Oneida about the siege

Made at least one cannon operational and broke the siege

AWARD

250 XP

300 XP

300 XP

100 XP

300 XP

250 XP

300 XP

300 XP

1,000 XP

APPENDIX A: ONONDAGA CASTLE MAP KEY

The following Key corresponds to the Map on page 14.

1. Praying Town and Trade

Village: The small village adjacent to the canoe landing is occupied by Coureur families, independent Uropan traders, and by several Onondaga families who have converted to the Roman Church since the arrival of the Ignatian mission here four years ago at the height of amity between the Five Nations and Nouvelle France.

2. Ram-Pasture: This long, low cabin is the tavern, office, and dormitory for Coureurs visiting Onondaga. The interior is a smoky but cozy hovel with a dirt floor, rough furniture, and rows of sleeping platforms. Its occupants are fur traders, scouts, and other wilderness folk, most of whom are just passing a night or two in town before moving on.

3. Français Trading House: This sturdy, two-storey blockhouse made of fieldstone serves as the headquarters for the Français diplomatic and trading operations at Onondaga Castle. The house is built for defense, with narrow windows, thick walls, and an overhanging second storey. The chief diplomat and director of the trade operation is le Sieur d'Arlmont (Aristocrat 4/Expert 5), who dwells here with six servants and a detachment of 12 1st-level musketeers under a 2nd-level royal guard ensign.

4. Ignatian Mission: Operated by the Ignatian Order of the Roman Church, this modest fieldstone church can seat about 50 people. It is *hallowed*, with a *detect evil* spell effect fixed to the site. The mission's leader, a Français by the name of Père DuBois (Expert 2/Adept 6), has been charged with converting the Onondaga to the Roman faith. He has a congregation of about 100 converts, representing several Onondaga families and several families of shared Coureur and Onondaga heritage. Four other Ignatians are assigned to assist DuBois here and at the hospice.

5. Français Outbuildings: The smithy, bakery, and workshop of the Français are located in this long, single-storey shed.

6. Hospice Ste-Marie: This single-storey fieldstone building is an 8-bed hospital administered by the Ignatians. They provide free care here to the sick and injured of all faiths and nations, as part of their goodwill efforts to convert the Onondaga to their faith.

7. Sophian Mission: Across the road from the French settlement is the newly-built Sophian mission. A single-storey brick structure, it is the living space for the modestly sized diplomatic mission, headed by Aeneas Barnes (Expert 5/Agent 3). The goals of the mission are to give scientific aid to the Five Nations, and set the groundwork for an alliance with Sophia that would check Français expansion in Northern Crown. Barnes is assisted by 8 servants and guarded by 8 musketeers. He and le Sieur d'Arlmont often dine together and debate the respective merits of their

nations' policies as gentlemen on opposing sides of a conflict might be expected to do.

8. Aerostat Barn: The Sophian mission is resupplied by the arrival of an aerostatic ship on roughly a monthly basis. The ship lands in a close-cropped field marked by an oval of whitewashed stones, and can be hauled into the nearby hangar during inclement weather or when repairs are needed.

9. Bears' Castle: This is the first of two satellite castles built and occupied by individual Onondaga clans, giving them prominent roles in defending the approach to the gate of the main castle.

10. Wolves' Castle: Like the Bears' Castle, the Wolves' Castle is the home of a single clan given the honor of defending Onondaga Castle itself.

11. Ballfield: The large, rectangular field is the site of interclan lacrosse games, but is sometimes used by the Uropan for their sports. Spirited athletic contests between the Sophian and Français garrisons are common events here.

12. Graves of the Elders: Along the western slopes of the hill are buried many notable elders of the Onondaga in simple graves.

13. Electrostatic Cannon Emplacement: Five such cannon have been erected on earthen platforms around the town under the supervision of Orenda. At the start of the adventure, they are not operational, lacking only the star gems needed to focus the energy produced by their galvanic jar.

14. Great Lodge: This is a vast, long, single storey lodge with doors at the eastern and western ends. Within it are held the meetings of the great council of the Five Nations. The fire here is always tended, and must never be allowed to go out, as it symbolizes the unity of the confederacy itself.

15. Mask Lodge: The repository for the town's sacred masks, worn by members of a religious society who enact healing and purification rituals for the community at intervals throughout the year.

16. Central Court: This wide, flat area is used for public ceremonies including dances and gatherings too large to be contained in the Great Lodge.

17. Kasoongkta Flats: East of the town is a wide expanse of swamps called Kasoongkta, or "Bark in the Water", named for its role as a storage area for sheets of tree bark, which do not decay in the swamp's murky waters. The flats form a natural defense for the eastern flank of the town.

18. The High Fields: Extending for three miles to the north of the town is a narrow, flat hilltop, enclosed by the outer palisade, that contains numerous farms and dwellings. It is a precious refuge and food resource during raids and sieges. The enclosed area is accessible only from the town, and from a well-defended gate at the northern end.

19. House of the Deer: A lodge of the Deer clan; the dwelling of the natural philosopher Orenda in the adventure *The Onondaga Mission*.

20. House of the Ball: A lodge inhabited by members of the Ball clan, friends of the Français trader and diplomat D'Armlont.

APPENDIX B: ONONDAGA COUNTRY MAP KEY

The following Key corresponds to the Map on page 13.

Deseroken: This small palisaded Onondaga village at the mouth of Nine-Mile Creek was attacked and burned by the Huron force on its way to Onondaga Castle. When the PCs arrive, it's a smoking ruin. Several bodies slain in the attack lie on the ground, and there are tracks (Survival DC 20) indicating a number of villagers have been taken hostage and dragged along with the Huron force.

Encounter A: The eastern edge of Kasoongkta Flats is prowled by Inini, a hill giant who has come down from his lair in the uplands to hunt for moose, deer, and human travelers at the edge of the flats. He likes to wait in ambush for prey where the sole path through the flats emerges and begins its slow climb to the hills. Inini is also a sorcerer of some minor skill. He uses *dancing lights* and *ghost sounds* to lure potential victims away from the path, then comes up out of the water and clobbers them. He sometimes lights a cheerful campfire not far from the path and waits just outside its area of illumination to see who is attracted to it.

Encounter B: As the trail through the uplands reaches its highest

elevation, it passes through a rocky defile with steep walls to either side. A cliff about 40 feet above the level of the trail is the lair of a flock of 15 kawkontwawk who will probably be too prudent to attack a group of 4th- to 6th-level PCs, but will offer to gamble with the PCs and may give them information.

Encounter C: The outlet from Onondaga Lake is watched by a rearguard of 20 1st-level Huron raiders with 4 six-person canoes, and a 5th-level raider as their leader. They have set up a camp by the headwaters of the river with the intent to arrest and capture any travelers who might reach Onondaga Castle and stumble upon the siege there.

Falls: The falls along the stream north of the gem fields mark the limit of canoe travel from the lake. Even if a portage is made around the falls, the stream is too shallow and full of fallen trees and other obstructions to be navigable further south.

Ganadoga: This Oneida village is being watched by two 1st-level Huron skirmishers who will run a message to the besieging force at Onondaga Castle if they see that the Oneida here have been warned of the siege. Ganadoga can supply 20 1st-level skirmishers and 5 1st-level raiders to help Garaontie at Onondaga Castle.

Gem Fields: See the Gem Fields map for details.

Kasoongkta Flats: As described in the Onondaga Castle map key, this swampy region guards the eastern approach to the capital, and is navigable by a single twisting path.

APPENDIX C: NPCs AND MONSTERS

Oneida Lake: This broad expanse of water is an essential link in the inland waterway that joins together the commerce and communication of the Five Nations. It lies wholly in Oneida territory, with Kanonwalohale, the capital, at the eastern end.

Onondaga Lake: Considerably smaller and shallower than Oneida Lake, this body of water serves as the northern frontier of Onondaga country.

Oriska: This Oneida village stands at the mouth of the stream to the north of the gem fields. Oriska can supply 20 1st-level skirmishers and 5 1st-level raiders to help Garacontie at Onondaga Castle.

Tueadasso: The closest Onondaga village to Onondaga Castle. The villagers are not aware of the siege, and if contacted by the PCs, will send messengers to the remaining Onondaga settlements to the south.

Uplands: Darker areas of the map indicate higher elevations with denser forest and rougher terrain than surrounding lowlands.

**Annie O'Doul,
Backwoods Marauder
(human form) CR 10**

Human Kelt Female Scout 8, Social Rank 10

Neutral Evil Medium Humanoid Shapechanger

Init +6; **Senses** Listen +9, Spot +5

Languages: Eirish Keltic, English, Français, Huron

AC 18, touch 15, flat-footed 16 (includes +3 wildshield bonus in natural terrain and werewolf natural armor bonus)

HP 74 (10 HD; 8d8+16 + 2d8+4)

Saves: Fort +8, Ref +11, Will +5

Speed 30 feet (6 squares)

Melee 2 +1 throwing axes +9/+9/+5/+5 (1d6+3/x2) or unarmed +11/+6 (1d3+2 nonlethal)

Ranged +1 throwing axe +12 (1d6+3/x2) or snaphance musket +11 (1d10, 18-20/x2)

Base Atk +9/+4 Grp +11

Atk Options: Sneak attack +2d6

Special Actions change form (wolf or hybrid) as a standard action

Combat Gear: 2 +1 throwing axes, tattoo of protection +1, knife

Abilities: Str 14, Dex 15, Con 15, Int 12 Wis 10, Cha 16

Special Qualities:

Kelt Scout: As a Kelt, Annie gets a +2 bonus to Gather Information checks. She can cast *ghost sound* as a spell-like ability, once per day, as an 8th-level bard, with a save DC of 13. As an Eirish NPC, she is proficient in and receives a +1 attack bonus with a longspear. She can use *hide from animals* as a spell-like ability applied to deer, black bears, and wolves. As a 7th-level scout, Annie has the following class abilities: concealment +10, recon, track, wildshield +3

AC, quiet movement, wild empathy, blaze (half speed), improved cover +8 AC/+4 Reflex/+10 Hide, animal companion, sneak attack +2d6, swift tracker

Werewolf: Low-light vision, scent, +2 natural armor bonus, wolf empathy, alternate form

Feats: Blind-fight, Improved Initiative, Iron Will, Gift of Tongues, Guns, Two-Weapon Fighting, Improved Two-Weapon Fighting

Skills: Climb +6, Control Shape +6, Craft (trapmaking) +4, Gather Information +6, Handle Animal +6, Hide +11, Jump +7, Knowledge (geography) +6, Knowledge (nature) +6, Listen +11, Move Silently +12, Search +6, Spot +5, Survival +9, Swim +7, Use Rope +5

Possessions: combat gear plus backpack, bandolier, twenty powder flasks, bedroll, flint and steel, 10 gunflints, ramrod, 4 days' trail rations, hemp rope (20 feet), waterskin, cold weather outfit, 300 gp

You see a woman with green eyes, pale skin, and wild, copper-red hair, dressed in a gray linen shirt, supple leather trousers, and deerskin boots. She is lithe and confident in her movements, and meets your gaze boldly and without fear. In one hand she carries a snaphance musket, in the other, a well-honed tomahawk.

Born thirty years ago in the hills of Eire, Annie was the daughter of a local chieftain and fought alongside her siblings and cousins to expand her clan's holdings. She appalled her family with her ferocity and cruelty, giving her a bad reputation that she did little to contest. Her thirst for adventure and wanderlust were greater than the small island

of her birth could contain, and when accused of murdering a cousin in a fight over man both had been in love with, she fled to the continent and became a gallowglass, fighting for pay in the service of the Français army. Lured into the service of a notorious mercenary company called the Black Wolves, under the command of an Eirish colonel named Finn Corr, she discovered them to be, to a man, afflicted lycanthropes who used the soldiering life as a pretext to move across Uropa in search of human prey to satisfy their bestial hunger. Faced with the choice of death or infection with lycanthropy, Annie chose the latter without too much hesitation, reveling in her new powers. She soon fought her way into the officers' circle of the Black Wolves, becoming the third in command. At last having aroused the suspicions of the Français church authorities, the company was ambushed by royal troops equipped with silver musket shot and backed by a contingent of priests. The few survivors fled, including Annie, who made her way to the coast and found passage on a ship to Nouvelle France.

Once in Northern Crown, Annie found a new career as a frontier scout and fighter, working for fur traders to secure their cargo and eliminate the competition. She continued to hunt as a werewolf, and in the great wilderness of Nouvelle France, she has very little chance of ever being connected to her crimes. She has recently been hired as a scout by the Huron, who know nothing of her lycanthropy but are aware of her reputation as an effective manhunter and scout. Having been lurking in the area of Onondaga Castle for several

weeks unobserved, she was able to lead the Huron force unseen within bowshot of the walls, and now prowls the perimeter, hoping to intercept anyone trying to slip through the cordon and attempting to get help or warn neighboring settlements. She is accompanied by her pack of 4 werewolf raiders, who are usually in humans form when initially encountered.

Annie O'Doul (hybrid form)
CR 10

Init +6; **Senses** Listen +9, Spot +5

Languages: Eirish Keltic, English, Français, Huron

AC 20, touch 17, flat-footed 16 (includes +3 wildshield bonus in natural terrain and natural armor bonus)

HP 74 (10 HD; 8d8+16 + 2d8+4)

Saves: Fort +10, Ref +13, Will +5

Speed 30 feet (6 squares)

Melee 2 +1 throwing axes +10/+10/+6/+6 (1d6+5/x2) or 2 claws +5 (1d4+3/20) and bite +1 melee (1d6+1/20)

Ranged +1 throwing axe +14(1d6+5/x2) or snaphance musket +13(1d10, 18-20/x2)

Base Atk + 9/+4 Grp +12

Atk Options: Sneak attack +2d6
Special Actions change form (wolf or human) as a standard action

Combat Gear: 2 +1 throwing axes, tattoo of protection +1, knife

Abilities: Str 16, Dex 19, Con 19, Int 12 Wis 10, Cha 16

Special Qualities:

Kelt Scout: (same as human form)

Werewolf: Low-light vision, scent, +2 natural armor bonus, curse of lycanthropy, wolf empathy, damage reduction 10/silver; alternate form

Feats: (same as human form)

Skills: Climb +7, Control Shape +6, Craft (trapmaking) +4, Gather Information +6, Handle Animal +6,

Hide +13, Jump +8, Knowledge (geography) +6, Knowledge (nature) +6, Listen +11, Move Silently +14, Search +6, Spot+5, Survival +9, Swim +8, Use Rope +5

Possessions: (same as human form)

Annie O'Doul (wolf form)
CR 10

Init +6; **Senses** Listen +9, Spot +5

AC 16, touch 12, flat-footed 14

HP 74 (10 HD; 8d8+16 + 2d8+4)

Saves: Fort +10, Ref +13, Will +5

Speed 50 feet (10 squares)

Melee bite +5 melee (1d6+3/20)

Base Atk + 9/+4 Grp +12

Atk Options: Trip

Special Actions change form (human or hybrid) as a standard action

Abilities: Str 16, Dex 19, Con 19, Int 12 Wis 10, Cha 16

Special Qualities:

Werewolf: Low-light vision, scent, +2 natural armor bonus, curse of lycanthropy, wolf empathy, damage reduction 10/silver; alternate form

Feats: (same as human form)

Skills: Control Shape +6, Handle Animal +6, Hide +13, Jump +8, Knowledge (geography) +6, Knowledge (nature) +6, Listen +11, Move Silently +14, Search +6, Spot+5, Survival +9, Swim +8

Annie O'Doul's Werewolf Raiders (human form) CR 3

Human Male or Female Raider 1, Social Rank 4

Neutral Evil Medium Humanoid Shapechanger

Init +7; **Senses** Listen +3, Spot +5

Languages: Français, Huron

AC 15, touch 15, flat-footed 12

HP 20 (3 HD; 2d8+4 +1d12+2)

Saves: Fort +7, Ref +7, Will +1

Speed 40 feet (8 squares)

Melee throwing axe +4(1d6+2/20) or club+4(1d6+2/20) or unarmed +4(1d3+2 nonlethal)

Ranged matchlock caliver +5(1d8,18-20/ x2)

Base Atk + 2 Grp +4

Atk Options: Power Attack with throwing axe or club as melee weapon, +2 (1d6+4/20)

Special Actions change form (wolf or hybrid) as a standard action; rage

Combat Gear: throwing axe or club, matchlock caliver

Abilities: Str 14, Dex 16, Con 14, Int 10, Wis 12, Cha 10

Special Qualities:

Raider: Annie O'Doul's werewolf raiders have the following class abilities: fast movement, illiteracy, rage 1/day

Werewolf: low-light vision, scent, +2 natural armor bonus, curse of lycanthropy, wolf empathy, alternate form

Feats: Improved Initiative, Track, Power Attack

Skills: Climb +2, Hide +7, Intimidate +2, Jump +2, Listen +3, Move Silently +7, Search +0, Spot+5, Survival +5, Swim +2

Possessions: combat gear plus backpack, bandolier, twenty powder flasks, bedroll, flint and steel, 10 gunflints, ramrod, 4 days' trail rations, hemp rope (20 feet), waterskin, cold

weather outfit, 20 gp

You see a small group of disheveled frontier raiders, armed with throwing axes, clubs, and matchlock calivers. Powerfully built and limber in their movements, they seem ready to spring into frenzied action at the least provocation, eyeing you with a feral gaze.

Annie O'Doul's werewolf raiders include two Coureur and two First Ones NPCs, infected by Annie with the curse of lycanthropy and now eager to follow her as a charismatic pack leader. In human form, they appear as frontier scouts, dressed in a mix of First Ones and Coureur garb. As subservient and loyal to Annie as wolves to their pack leader, these lycanthropes follow her orders without question, but expect to share in her kills and receive her praise. Annie often lets them fight one another to choose who will be her mate in the chase, because it keeps them from challenging her authority directly and maintains them in fighting shape. Any pack members who have ever fought her for control of the pack have been easily overcome by her superior Charisma and fighting prowess.

Annie O'Doul's Werewolf Raiders (hybrid form) CR 3

Human Male or Female Raider 1, Social Rank 4

Neutral Evil Medium Humanoid Shapechanger

Init +7; **Senses** Listen +3, Spot +5

Languages: Français, Huron

AC 17, touch 15, flat-footed 12

HP 20 (3 HD; 2d8+4 +1d12+2)

Saves: Fort +9, Ref +9, Will +1

Speed 40 feet (8 squares)

Melee throwing axe +5(1d6+3/20) or

club+5(1d6+3/20) or 2 claws +4(1d4+3/20) and bite +0 melee (1d6+1/20)

Ranged matchlock caliver +5(1d8,18-20/ x2)

Base Atk + 2 Grp +5

Atk Options: Power Attack with throwing axe or club as melee weapon, +3 (1d6+5/20)

Special Actions change form (wolf or human) as a standard action; rage

Combat Gear: throwing axe or club, matchlock caliver

Abilities: Str 16, Dex 20, Con 18, Int 10, Wis 12, Cha 10

Special Qualities:

Raider: (same as human form)

Werewolf: Low-light vision, scent, +2 natural armor bonus, curse of lycanthropy, wolf empathy, damage reduction 10/silver, alternate form

Feats: (same as human form)

Skills: Climb +3, Hide +9, Intimidate +2, Jump +3, Listen +3, Move Silently +9, Search +0, Spot+5, Survival +5, Swim +3

Possessions: (same as human form)

Annie O'Doul's Werewolf Raiders (wolf form) CR 3

Human Male or Female Raider 1, Social Rank 4

Neutral Evil Medium Humanoid Shapechanger

Init +7; **Senses** Listen +3, Spot +5

Languages: Français, Huron

AC 17, touch 15, flat-footed 12

HP 20 (3 HD; 2d8+4 +1d12+2)

Saves: Fort +9, Ref +9, Will +1

Speed 50 feet (10 squares)

Melee bite +5 melee (1d6+3/20)

Base Atk + 2 Grp +5

Atk Options: Power Attack ,bite, +3 (1d6+5/20)

Special Actions change form (wolf or human) as a standard action; rage

Abilities: Str 16, Dex 20, Con 18, Int 10, Wis 12, Cha 10

Special Qualities:

Werewolf: Low-light vision, scent, +2 natural armor bonus, curse of lycanthropy, wolf empathy, damage reduction 10/silver; alternate form

Feats: (same as human form)

Skills: Hide +9, Intimidate +2, Jump +3, Listen +3, Move Silently +9, Spot +5, Survival +5, Swim +3

Le Sieur d'Arlmont, Head of the Français Trade

Mission CR 4

Human Français Male Aristocrat 4, Social Rank 22

Neutral Evil Medium Humanoid

Init +0; **Senses** Listen +4, Spot +0

Languages: English, Français, Onondaga

AC 11, touch 10, flat-footed 10 (includes +1 shield AC bonus from Fencing feat)

HP 24 (4 HD; 4d8+8)

Saves: Fort +3, Ref +1, Will +4

Speed 30 feet (6 squares)

Melee smallsword +3 (1d4+0, 18-20/x2) or unarmed +3 (1d3+0 nonlethal)

Ranged wheellock belt pistol +3 (1d8+0, 18-20/x2)

Base Atk +3 Grp +3

Atk Options: fencing moves

Special Actions none

Combat Gear: smallsword, wheellock belt pistol

Abilities: Str 10, Dex 10, Con 14, Int 13, Wis 10, Cha 16

Special Qualities:

None

Feats: Fencing, Guns, Negotiator

Skills: Bluff +4, Diplomacy +9, Gather Information +4, Handle Animal +2, Hide +1, Knowledge (Geography) +2, Knowledge (Local) +6, Knowledge (nobility and royalty) +3, Listen +5, Move Silently +1,

Profession (merchant) +5, Ride +4, Sense Motive +8, Spot +1

Possessions: combat gear plus gentry outfit, sympathetic ear, 400 gp

You see a prosperous Français aristocrat in a plumed hat and an embroidered red coat with brass buttons, white silk stockings, and heavy shoes. His imperious air is reinforced by the fine quality of the gold-hilted smallsword hanging at his waist.

From an old aristocratic Français family, d'Arlmont had little difficulty obtaining a frontier diplomatic appointment in Nouvelle France when a personal scandal made it convenient for him to leave France. He has since run the trade mission fairly honestly, skimming no more personal profit from it than his superiors would expect of any colonial official. He has tried to preserve as many creature comforts as possible, despite the difficulty of obtaining luxury foodstuffs and other supplies; his table is legendary in these parts, and visitors are always angling for an invitation to dine with him.

Aeneas Barnes, Head of Sophian Mission CR 4

Human Sophian Male Aristocrat 4, Social Rank 19

Neutral Good Medium Humanoid

Init +1; **Senses** Listen +5, Spot +1

Languages: English, Français, Onondaga

AC 11, touch 10, flat-footed 10 (includes +1 shield AC bonus from Fencing feat)

HP 16 (4 HD; 4d8-8)

Saves: Fort -1, Ref +2, Will +5

Speed 30 feet (6 squares)

Melee smallsword +3 (1d4+0,

18-20/x2) or unarmed +3 (1d3+0 nonlethal)

Ranged wheellock belt pistol +4 (1d8+0, 18-20/x2)

Base Atk +3 Grp +3

Atk Options: fencing moves

Special Actions none

Combat Gear: smallsword, wheellock belt pistol

Abilities: Str 10, Dex 13, Con 7, Int 13, Wis 12, Cha 17

Special Qualities:

None

Feats: Fencing, Guns, Negotiator

Skills: Diplomacy +12, Handle Animal +7, Hide +1, Knowledge (Geography) +4, Knowledge (Local) +7, Listen +5, Move Silently +1, Ride +5, Sense Motive +8, Spot +1

Possessions: combat gear plus gentry outfit, sympathetic ear, 300 gp

You see a very thin, dignified man dressed in a brown Sophian frock coat with ruffled cravat tied rakishly around his neck, blue velvet breeches, and buckle shoes. A smallsword hangs from a swordbelt around his waist.

Aeneas Barnes is from a Carolingian family, but left for Sophia at a young age to follow the opportunity to get a government position there. After serving as a clerk in the Confidential Service, he was able to use his charms to get a frontier diplomatic post here in Onondaga country. His mission is to establish friendly relations with the confederacy without openly challenging the Five Nations' alliance with France. He does not enjoy any official recognition from Garaontie, but is nonetheless treated cordially. He would love to use this crisis as an excuse to help Garaontie out of a tight situation, by using the Liberty to fetch help. If he should find out about d'Arlmont's

incriminating documents hidden in the strongbox, he would inform both the Great Fire Council and his Sophian superiors immediately (via the sympathetic ear he carries in his breast pocket).

Astra Chase, Sophian Agent CR 3

Human Sophian Female Agent 3,
Social Rank 12

Lawful neutral Medium Humanoid
Init +3; **Senses** Listen +6, Spot +4

Languages: English, Français, Espaniard, Onondaga, Nederlans

AC 15, touch 15, flat-footed 13

HP 14 (3 HD; 3d6+0)

Saves: Fort +1, Ref +5, Will +3

Speed 30 feet (6 squares)

Melee dagger +5(1d4+1, 19-20/x2) or unarmed +4 (1d3+1 nonlethal or lethal)

Base Atk +2 Grp +2

Atk Options: sneak attack +2d6

Special Actions none

Combat Gear: none currently, but usually carries a concealed dagger

Abilities: Str 12, Dex 16, Con 10, Int 14, Wis 11, Cha 16

Special Qualities:

Sophian Agent: Concentration +2, Diplomacy +2; +1 to attacks against members of any nation at war with Sophia; treated as proficient in snaphance musket and receives a +1 attack bonus when using this weapon; As an agent, Astra has the following class abilities: Insight +2 AC bonus, slip away, sneak attack +2d6, uncanny dodge, Deft Hands as bonus feat.

Feats: Deft Hands, Improved Unarmed Strike, Negotiator, Weapon Finesse, Weapon Focus (unarmed strike)

Skills: Balance +3, Bluff +7, Climb +1, Craft (tailor) +4, Decipher Script +4, Diplomacy +5, Disable

Device +2, Disguise +6, Escape Artist +7, Forgery +2, Gather Information +9, Hide +7, Intimidate +3, Jump +1, Knowledge (local) +5, Listen +6, Move Silently +7, Open Lock +9, Profession (servant) +2, Search +8, Sense Motive +6, Sleight of Hand +5, Spot+4, Swim +1, Tumble +3, Use Rope +5

Possessions: currently none

You see a smartly dressed domestic servant with dark curly hair tied beneath a kerchief, wearing a blue dress with a crisply-ironed white apron.

Astra Chase is of Cimarron ancestry, but grew up in Sophia, the daughter of a Sophian army officer and a natural philosopher. She entered the Confidential Service with her parents' blessing and has become an active field agent, specializing in infiltrating the household of foreign civil servants posing as a maid or seamstress.

Huron Raider (1st level) CR 1

Human Huron Raider 1, Social Rank 2d6+4

Neutral Medium Humanoid

Init +1; **Senses** Listen +2, Spot +3

Languages: Huron

AC 11, touch 11, flat-footed 10

HP 8 (1 HD; 1d12+1)

Saves: Fort +3, Ref +2, Will +0

Speed 40 feet (8 squares)

Melee greatclub +3(1d10+1, 20/x3) or unarmed +2 (1d3+1 nonlethal)

Ranged longbow +3(1d8, 20/x3)
Base Atk +1 Grp +2

Atk Options: When enraged, greatclub +5 (1d10+3, 20/x3)

Special Actions rage

Combat Gear: greatclub, longbow

Abilities: Str 12, Dex 10, Con 12, Int 10, Wis 10, Cha 10

Special Qualities:

Huron Raider: Athletic, fast movement, illiteracy, rage 1/day

Feats: Athletic, Weapon Focus (greatclub), Weapon Focus (longbow)

Skills: Climb +3, Heal +0, Hide +2, Intimidate +4, Jump +1, Knowledge (geography) +2, Knowledge (nature) +2, Listen +2, Move Silently +3, Search +0, Spot+3, Survival +2, Swim +5, Use Rope +1

Possessions: combat gear plus: quiver with 20 arrows, flint and steel, knife, belt pouch, woven sleeping mat, waterskin, summer outfit, 4 days' trail rations, 50 sp

Huron Raider (2nd level) CR 2

Human Huron Raider 2, Social Rank 2d6+5

Neutral Medium Humanoid

Init +1; **Senses** Listen +2, Spot +3

Languages: Huron

AC 11, touch 11, flat-footed 10

HP 14 (1 HD; 2d12+2)

Saves: Fort +4, Ref +3, Will +0

Speed 40 feet (8 squares)

Melee greatclub +4(1d10+1, 20/x3) or unarmed +3 (1d3+1 nonlethal)

Ranged longbow +4(1d8, 20/x3)

Base Atk +2 Grp +3

Atk Options: When enraged, greatclub +6 (1d10+3, 20/x3)

Special Actions rage

Combat Gear: greatclub, longbow

Abilities: Str 12, Dex 10, Con 12, Int 10, Wis 10, Cha 10

Special Qualities:

Huron Raider: Athletic, fast movement, illiteracy, rage 1/day, endurance, uncanny dodge

Feats: Athletic, Weapon Focus

(greatclub), Weapon Focus (longbow)

Skills: Climb +3, Heal +0, Hide +5, Intimidate +4, Jump +1, Knowledge (geography) +2, Knowledge (nature) +2, Listen +2, Move Silently +5, Search +0, Spot +3, Survival +2, Swim +5, Use Rope +1

Possessions: combat gear plus: quiver with 20 arrows, flint and steel, knife, belt pouch, woven sleeping mat, waterskin, summer outfit, 4 days' trail rations, 60 sp

Huron Raider (5th level)

CR 5

Human Huron Raider 5, Social Rank 2d6+8

Neutral Medium Humanoid

Init +1; **Senses** Listen +2, Spot +3

Languages: Huron

AC 12, touch 12, flat-footed 11

HP 36 (5 HD; 5d12+5)

Saves: Fort +5, Ref +4, Will +2

Speed 40 feet (8 squares)

Melee masterwork greatclub +8(1d10+1, 20/x3) or unarmed +6(1d3+1 nonlethal)

Ranged masterwork longbow +8(1d8, 20/x3)

Base Atk + 5 Grp +6

Atk Options: When enraged, masterwork greatclub +10(1d10+3, 20/x3)

Special Actions rage

Combat Gear: masterwork greatclub, masterwork longbow, potion of *cure moderate wounds*, potion of *bull's strength*

Abilities: Str 12, Dex 10, Con 13, Int 13, Wis 10, Cha 12

Special Qualities:

Huron Raider: Athletic, fast movement, illiteracy, rage 2/day, endurance, improved uncanny dodge, quiet movement, wardance,

Feats: Athletic, Weapon Focus (greatclub), Weapon Focus

(longbow), Combat Expertise

Skills: Climb +3, Heal +0, Hide +8, Intimidate +5, Jump +1, Knowledge (geography) +6, Knowledge (nature) +2, Listen +2, Move Silently +7, Search +4, Spot +6, Survival +4, Swim +5, Use Rope +1

Possessions: combat gear plus: tattoo of protection +1, quiver with 20 arrows, flint and steel, knife, belt pouch, woven sleeping mat, waterskin, summer outfit, 4 days' trail rations, 90 sp

Inini, Hill Giant Sorcerer

CR 9

Hill Giant/Sorcerer 2

Chaotic Evil Large Giant

Init -1; **Senses** Listen +3, Spot +6

Languages: Giant, Oneida

AC 17, touch 8, flat-footed 17

HP 116 (14 HD; 12d8+48 + 2d4+10)

Saves: Fort +12, Ref +3, Will +7

Speed 40 feet (8 squares)

Melee Greatclub +17 (2d8+10) or slam +16 (1d4+7)

Ranged rock +8 ranged (2d6+7))

Base Atk + 10 Grp +21

Atk Options: Cleave, Improved Bull Rush, Power Attack greatclub +7 (2d8+19); Improved Sunder, rock throwing

Special Actions Rock catching

Combat Gear: greatclub, 1 potion of *cure light wounds*, 1 potion of *eagle's splendor*

Sorcerer Spells Prepared (CL 2nd, 0% arcane spell failure chance):

1st (4/day) — *alarm*, *mage armor*

0 (6/day) — *dancing lights*, *ghost sound*, *mage hand*, *prestidigitation*, *ray of frost*

Abilities: Str 25, Dex 8, Con 19, Int 12, Wis 10, Cha 12

Special Qualities:

Giant: Low-light vision, rock throwing (range increment 120 feet)

Sorcerer: arcane spellcasting, summon familiar

Feats: Cleave, Improved Bull Rush, Power Attack, Improved Sunder, Weapon Focus (greatclub)

Skills: Climb +7, Concentration +8, Jump +7, Listen +3, Spellcraft +4, Spot +6

Possessions: combat gear plus hide sack, belt pouch, woven sleeping mat, waterskin, summer outfit, 4 days' trail rations, 50 gp, 2 bloodstones worth 40 gp each

You see a giant, about 10 feet tall, dressed in crudely sewn animal skins and carrying a huge club made from the limb of a maple tree. He carries a sack over his shoulder.

Inini is keyed to Encounter A on the Onondaga Country map. He is described in detail on the key to that map.

Père DuBois, Ignatian

Missionary CR 8

Human Français Male Cleric 8, Social Rank 18

Lawful Good Medium Humanoid

Init +0; **Senses** Listen +4, Spot +4

Languages: Français, Latin, Onondaga, English

AC 11, touch 11, flat-footed 11

HP 38 (8 HD; 8d8+8)

Saves: Fort +9, Ref +4, Will +12

Speed 30 feet (6 squares)

Melee unarmed +9/+4 (1d3+3 nonlethal)

Base Atk + 6/+1 Grp +9

Atk Options: none

Special Actions turn undead

Combat Gear: *cloak of resistance* +2, *ring of protection* +1, *potion of cure serious wounds* (x2)

Cleric Spells Prepared (CL 8th):

4th — *cure critical wounds*^D, *discern lies* (DC 18), *sending tongues*

3rd — *cure serious wounds*^D,

daylight, remove blindness/deafness, remove curse, remove disease
2nd — *aid, augury, calm emotions* (DC 16), *hold person* (DC 16), *shield other*^D

1st — *command* (DC 15), *detect evil, protection from evil, remove fear, sanctuary*^D

0 — *create water, detect magic, detect poison, light, mending, purify food and drink*

Religion: Roman Church; Domains: Healing, Protection (domain spells marked "D")

Abilities: Str 16, Dex 11, Con 12, Int 13, Wis 18, Cha 15

Special Qualities:

Français Cleric: Spontaneous comprehend languages, warm welcome, Latin.

Feats: Brew Potion, Improved Counterspell, Improved Turning, Leadership

Skills: Concentration +12, Diplomacy +9, Heal +14, Knowledge (history) +5, Knowledge (Nature) +4, Knowledge (Religion) +6, Listen +4, Move Silently +0, Spellcraft +5, Spot +4

Possessions: combat gear plus silver holy symbol, cleric's vestments, 50 gp.

You see a powerfully built, handsome man with a neatly trimmed beard and a kindly gaze. He wears well-tailored but unadorned black clerical vestments and bears a simple silver cross around his neck.

Père DuBois is head of the Ignatian mission to Onondaga. He has been charged with converting the Onondaga to the Roman Church, and with providing healing and protection to all who enter his hospice, regardless of their faith. He is a man of serious purpose, who keeps himself in top physical condition by engaging in wrestling

matches with confederacy warriors, and sharpens his mind by playing chess against d'Arlmont, the head of the Français trade mission.

A skilled diplomat, DuBois has managed to convert several families without seeming to threaten the local leadership, perhaps because of the value they place upon his healing services. He has tended to ill members of the Great Fire Council and on one occasion, healed Garacontie of a snake bite. Devoted utterly to his cause, DuBois would gladly lay down his life to save the life of a patient or of one of his two assistants, Pères Messier and Beaumont. Were he to find out that the Français government was secretly fomenting a war between the confederacy and the Huron, he would unquestioningly reveal the plot to Garacontie, feeling more loyalty towards his patients than his king, even if it meant the end of his friendship with d'Arlmont.

First Ones Skirmisher

(see Northern Crown: Gazetteer, p. 100)

Garacontie of Onondaga

(see Northern Crown: Gazetteer, p. 153)

Kawkwontawk

(see Northern Crown: Gazetteer, p. 163)

Pères Messier and Beaumont, Ignatian Priests
CR 5

Human Français Male Cleric 5, Social Rank 15
Lawful Good Medium Humanoid
Init +0; **Senses** Listen +1, Spot +1

Languages: Français, Latin, Onondaga, English

AC 10, touch 10, flat-footed 10

HP 21 (5 HD; 5d8+0)

Saves: Fort +4, Ref +1, Will +5

Speed 30 feet (6 squares)

Melee unarmed +3 (1d3+0 nonlethal)

Base Atk +3 Grp +3

Atk Options: none

Special Actions turn undead

Combat Gear: potion of

cure moderate wounds, potion of protection from evil

Cleric Spells Prepared (CL 5th):

3rd — *cure serious wounds*^D, *remove disease*

2nd — *hold person* (DC 13), *owl's wisdom, shield other*^D

1st — *bles, command* (DC 12), *detect evil, remove fear, sanctuary*^D

0 — *light, mending, purify food and drink*

Religion: Roman Church; Domains: Healing, Protection (domain spells marked "D")

Abilities: Str 10, Dex 10, Con 10, Int 10, Wis 12, Cha 10

Special Qualities:

Français Cleric: Spontaneous comprehend languages, warm welcome, Latin.

Feats: Brew Potion, Scribe Scroll, Skill Focus (Heal)

Skills: Concentration +8, Diplomacy +4, Heal +8, Knowledge (religion) +4, Spellcraft +4

Possessions: combat gear plus cleric's vestments

You see two young Ignatian priests in the black robes of their order. One is tall and gaunt, the other of medium height but of a heavier build.

Père DuBois' assistants are both 5th-level clerics with similar training. They are natives of France, and accompanied their superior to Onondaga to help build and serve the hospice there.

Musketeer

(see Northern Crown: Gazetteer, p. 161)

Orenda, Onondaga Natural Philosopher CR 4

Human Onondaga Female Natural Philosopher 4, Social Rank 26
Neutral Medium Humanoid

Init +0; **Senses** Listen +0, Spot +0

Languages: Onondaga, Oneida, Cayuga, Mohawk, Seneca, English, Latin

AC 10, touch 10, flat-footed 10

HP 12 (4 HD; 4d4+0)

Saves: Fort +1, Ref +1, Will +4

Speed 30 feet (6 squares)

Melee unarmed +1 (1d3–1 nonlethal)

Base Atk +2 Grp +1

Atk Options: turn undead

Special Actions none

Combat Gear: galvanic belt, sympathetic fork, 2 doses of *healing salve*

Natural Philosopher Phenomena Prepared (CL 4th):

2nd — *hold person, levitate, make whole*

1st — *entropic shield, mage armor, shocking grasp (x2), obscuring mist, produce flame*

0 — *acid splash, mending (x3), ray of frost*

Abilities: Str 9, Dex 10, Con 10, Int 19, Wis 10, Cha 10

Special Qualities:

Onondaga/Sophian Natural Philosopher: Personal manito, proficient in greatclub, throwing axe, and snaphance musket, and receives a +1 attack bonus with these weapons; +1 attack bonus against members of any nation at war with Sophia. As a natural philosopher, Orenda has the following class abilities: natural philosopher phenomena, apparatus, turn undead, one degree in Magnetism, one degree in Matter

Feats: Craft Invention, Invention Specialization (weapon), Science Specialization (Matter), Two Worlds (Sophian)

Skills: Concentration +9, Craft (clockmaker) +7, Craft (drafter) +7, Craft (gunsmith) +9, Craft (lensmaker) +9, Decipher Script +5, Diplomacy +3, Disable Device +5, Heal +2, Knowledge (geography) +7, Knowledge (nature) +11, Knowledge (science) +11, Perform (dance) +1, Perform (oratory) +3, Profession (cartographer) +4, Spellcraft +8

Possessions: combat gear plus pocket galvanic lantern, 100 gp.

You see a young Onondaga woman wearing a long coat in the Uropan style. She wears silver-rimmed spectacles and carries a satchel of scientific apparati.

Orenda is a brilliant young natural philosopher who has received training in Sophia under Chiron Franklyn. She is also Garacontie's niece, giving her particular influence over his decisions in scientific matters.



Marc Previllon, Français Soldier CR 4

Human Français Male Soldier 4 (Musketeer), Social Rank 11
Neutral Medium Humanoid
Init +1; **Senses** Listen +0, Spot +1

Languages: Français

AC 18, touch 13, flat-footed 15 (includes +1 shield AC bonus from Fencing feat)

HP 24 (4 HD; 4d10+4)

Saves: Fort +5, Ref +3, Will +1

Speed 25 feet (5 squares)

Melee rapier +8(1d6+2, 19-20/x2) or unarmed +6 (1d3+2 nonlethal)

Ranged snaphance pistol +6(1d8+0, 18-20/x2)

Base Atk +4 Grp +6

Atk Options: fencing moves

Special Actions none

Combat Gear: rapier, 2 snaphance pistols, 20 powder flasks, breastplate

Abilities: Str 14, Dex 14, Con 12, Int 10 Wis 10, Cha 12

Special Qualities:

Français Soldier: +1 to Charisma-based skill checks; considered proficient in smallsword and rapier with a +1 attack bonus; Fencing as free feat. As a soldier (musketeer), Marc has Medium Armor Proficiency and Point Blank Shot as free feats, and can fix or remove a plug bayonet as a free action.

Feats: Medium Armor Proficiency, Point Blank Shot, Precise Shot, Quick Draw, Rapid Reload, Weapon Focus (rapier)

Skills: Climb +5, Handle Animal +5, Intimidate +7, Jump +2, Ride +5, Spot +1, Swim +5,

Possessions: combat gear plus soldier's uniform, bandolier, military pack (usually not carried)

You see a Français musketeer with an ensign's rank, wearing a silvered breastplate and armed with a rapier and two pistols. His face is impassive,

his stance upright and authoritative.

Previllon is the ranking military officer in the tiny Français trade mission to Onondaga Castle. A distant cousin of his superior, d'Arlmont, his loyalty to the mission is strengthened both by his patriotism and his blood ties to the man who gives him his orders. He commands a unit of twelve 1st-level musketeers, whose barracks is in the upper storey of the trade mission.

Wolf CR 1

Neutral Medium Animal

Init +2; **Senses** Listen +3, Spot +3

Languages: none

AC 14, touch 12, flat-footed 12

HP 13 (2 HD; 2d8+4)

Saves: Fort +5, Ref +5, Will +1

Speed 50 feet (10 squares)

Space/Reach 5 feet/5 feet

Melee bite +3(1d6+1/20)

Base Atk +1 Grp +2

Atk Options: Trip (+1 check modifier)

Abilities: Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6

Special Qualities:

Feats: Track, Weapon Focus (bite)

Skills: Hide +2, Listen +3, Move Silently +3, Spot +3, Survival +1

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Doug Anderson, along with his wife Alison, is the creator of the *Northern Crown* campaign setting. He is the author and interior illustrator of *Northern Crown: New World Adventures* and *Northern Crown: The Gazetteer* published by Atlas Games. Doug, Alison, and their daughter Fiona live near Boston, MA.

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