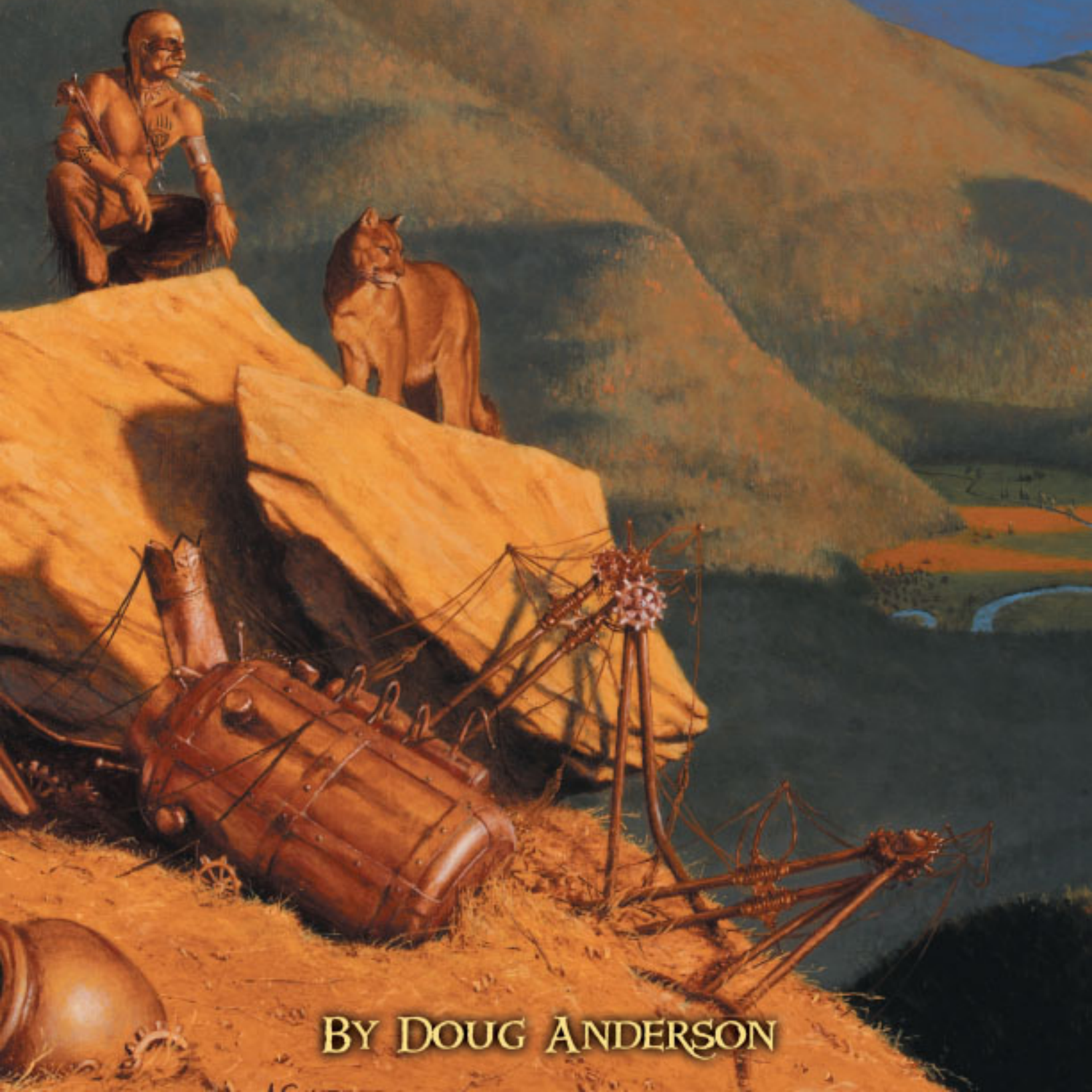


NORTHERN CROWN

THE GAZETTEER



BY DOUG ANDERSON

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TABLE OF CONTENTS

CHAPTER ONE: INTRODUCTION	4
CHAPTER TWO: ADVENTURES	7
CHAPTER THREE: ENVIRONMENTS	22
CHAPTER FOUR: NATIONS	32
CHAPTER FIVE: GAZETTEER	46
CHAPTER SIX: MONSTERS	88
CHAPTER SEVEN: TREASURE	120
CHAPTER EIGHT: MAGIC ITEMS	123
CHAPTER NINE: INVENTIONS	135
CHAPTER TEN: NON-PLAYER CHARACTERS	149
APPENDIX A: BIBLIOGRAPHY	164
APPENDIX B: OPEN GAME LICENSE	164
APPENDIX C: INDEX	165

CHAPTER ONE

INTRODUCTION

After a long, wearying ascent, Captain William Carllyse paused at the hill's rocky crest. Spyglass in one hand, pistol in the other, he looked out over seemingly endless ranks of long, parallel ridges, marching into the blue distance. These were the Alleghenies, a natural bulwark against westward Uropan incursion into the unknown west. The shadow of dawn lay upon the land, except for a few fingers of sunlight that showed the presence of a small settlement nestled in a loop of the river. Only the places like this, where a river had worn a narrow gap through these ancient stony ramparts, could people and goods flow freely. Unless, of course, you could fly ...

Manemepabtoo crouched upon the ground nearby, feeling the beat of the living earth resonate through the very bones of the land. Beyond these hills lay the Shawnee homeland, which he sensed as a warm breath on the wind. Behind him, to the east, a heavy silence sat, where the farms and cities of the invaders had stilled the drumbeat of life. Only as he had returned westward with the Uropan agent had his full powers returned to him — his strength was the strength of the living world, and to possess it again in full measure was intoxicating to him. His companion animal, a tawny panther, sensed it too, his ears alert, his lips parted, tasting the air.

Only a grave, shared threat could have brought these men together. A monster, not born of living creatures, but a thing of wood and metal that ate fire and breathed hot steam. Aerostatic ships were found in the fleets of only the greatest powers, such as the Kingdom of Carolingia or Carllyse's own Republic of Sophia. Expensive to build and operate, they were outside the reach of most private interests. And yet, somewhere in this wilderness lay a secret base from which a small fleet of these war ves-

sels now operated, making raids upon Uropan and First Ones settlements alike — attacking from the air, sending out their crews to plunder and kill, then returning to the sky once more. These ships flew no flag and carried no coat of arms to identify their patron. On one thing Carllyse and Manemepabtoo agreed: these air pirates had no honor.

Elusive and cowardly they were, but not invincible. The wreckage of one of their ships lay strewn around this hilltop in a tangle of gears, wires, and other machinery. The victim of last night's electrical storm, or perhaps of an avenging thunderbird — the point could be argued without agreement for many hours, so neither man pursued it.

"Interesting," said the Shawnee. "No bodies. But no tracks leading away, either."

Carllyse pondered this riddle. "Then what happened to the crew? They didn't just fly away!"

"Perhaps they did." Carllyse followed his companion's gaze down into the valley, where almost silently, a second airship rose from the gloom, gilded suddenly by the rising sun. A vast, swollen canopy filled with lifting spirits, while the hull beneath sprouted many beating oars like a bloated spider of the air. They must have picked up the survivors directly from the crash site, but just how these phantom ships communicated with one another was another mystery to be solved. The ship rose lazily, and spun on its own length. The oars swept in unison, driving the vessel towards the hilltop with increasing speed.

A tongue of orange flame flared from a port in the airship's bow, followed by a bloom of white smoke. A moment later, Carllyse felt the rush of a cannonball fly past him to crash into the trees behind the ridge. They had been spotted ...

This volume is the second of two campaign books for *Northern Crown*, the game of fantasy adventure in North America's legendary past. The first volume, *Northern Crown: New World Adventures*, provides a player's overview of the campaign world and many of its cultures, along with new skills, feats, equipment, magic, and psionic knacks. This volume, *Northern Crown: Gazetteer*, contains all the information a Game Moderator (GM) needs to manage a *Northern Crown* campaign, including a summary of adventure types, a detailed picture of the political landscape, secret societies, prestige classes, environments, encounter tables, locations, legendary personalities, monsters, magic items, and inventions.

TIMELINE

This timeline gives a year-by-year chronicle of the history of Northern Crown, with a particular emphasis on the last fifty years, ending with the current date of 1666. Events preceding the year 1 are marked BCE (Before Common Era).

c. 10,000 BCE — The ancestors of the First Ones appear in Northern Crown during the age of ice. Subsequent battles with the wendigo and their allies end in a victory for humankind and their good-aligned animal friends.

c. 9,900 BCE — The age of ice ends in an apocalyptic flood. Nearly all animal life in Northern Crown is destroyed. The land is re-created from a handful of soil obtained from beneath the waters by the heroic action of an animal identified variously in First Ones history as Muskrat, Water Bug, or Turtle.

c. 8,000 BCE — By this date, the First Ones have recovered their numbers, and have dispersed to all areas of Northern Crown and the southern continent. Early trade routes develop, connecting north, south, east, and west.

c. 5,000 BCE — A steady increase in human population feeds a growing estrangement between people and their animal brethren. Humans and animals begin to lose the capacity to understand one another's speech.

c. 1,000 BCE — The settlements of the Makers appear at the crossroads of the major east-west and north-south routes, at the confluence of the Ohio and the Espiritu Santo rivers. Initially thriving as traders, the Makers increasingly focus their creative energies in producing finished goods to sell to other First Ones cultures.

c. 500 BCE — The Makers unlock the secrets of sorcery, and begin to imbue their wares with magical powers. Much of their profit is spent on elaborate tombs and expensive grave goods.

c. 100 BCE — The Makers suffer a rapid decline, perhaps after having unleashed powerful evil forces in their search for immortality and greater power. By this time, the practice of maize cultivation has reached Northern Crown

NORTHERN CROWN

- from the south, bringing with it features of southern cultures, including the raising of temple mounds, hereditary priest-kings, and veneration of gods. The resulting Moundraiser culture will become a dominant force in Northern Crown for nearly a thousand years.
- c. 800 — The Eirish monk Brendyn makes a voyage across the Atlantic Sea, and returns with a tale of a great land to the west.
- c. 1000 — Vinlanders, sailing west from Ultima Thule, make landfall in the territory of the Beothuk nation, in the northeastern corner of Northern Crown. Initially small in numbers, they manage to establish permanent settlements along the coast, where they will remain until the present day.
- c. 1100 — Moundraiser culture experiences a sudden decline, perhaps from population pressure and warfare between cities. Central sites, like Great Cahokia, are soon abandoned, although peripheral sites in the south survive until the present day.
- c. 1200 — The Effigy Makers, perhaps divine spellcasters, are active in Northern Crown, creating earth effigies to strengthen the land's natural power against what they sense is an impending threat from beyond the sea.
- c. 1250 — The Cymric prince Madoc, hearing of Brendyn's tale, makes the crossing with a large party of warriors and servants. He is not heard from again, but tantalizing rumors and a few artifacts suggest he may have in fact reached Northern Crown.
- c. 1450 — The visionary leader Deganawida and his apostle Hayowentha found The Great Tree of Peace, commonly known as the Five Nations Confederacy.
- 1499 — Gaspar Corte-Real of Portugal disappears while searching for a western water route from Uropa to Cathay.
- c. 1500 — Uropan traders re-establish communication with Vinlanders, resulting in a growing timber trade, but also arm Vinlander raiders with guns and improved ships.
- 1501 — Miguel Corte-Real lands in what is now Carolingia while searching for his lost brother. He brings news of this discovery to the king of Portugal; by year's end, España has heard of it, and begins sending its own vessels across the Atlantic Sea in search of new lands for conquest.
- 1524 — The Council of the West is established in Havana to oversee the growing Viceroyalty of Nueva España.
- 1556 — Uropan Witchlings cross the Atlantic Sea and found the coven of Naumkeag on the coast of Northern Crown.
- 1603 — Samuel de Champlain founds the colony of Nouvelle France.
- 1607 — English colony of Virginia established; this will eventually split, with the northern part becoming Sophia and the rest coming under the rule of Carolingia.
- 1620 — Philathelias Jeferson is born as the heir to a powerful family of landholders in the English colony of Virginia.
- 1623 — Formal establishment of Nieu Nederlands colony.
- 1625 — Ascension of Charles I, last king of England.
- 1629 — Swedish colony established north of Virginia.
- 1630 — Commonwealthers arrive and found the city of Boston.
- 1640 — Coureur culture is well-established by this time, as Français laborers abandon their positions as feudal farmers and take to the wilderness.
- 1643 — Jeferson is sent by his father to Paris to study natural philosophy, accompanied by his tutor. He begins to



NORTHERN CROWN

envision a plan to transform his father's holdings into a utopian state embodying the ideas of the freethinkers.

1644 — Civil war rages in England between Charles I and Parliament. The colonies of Virginia and Carolina watch anxiously, unsure of their future status.

1646 — Jeferson hurriedly returns to Virginia upon the sudden death of his father. He personally stakes out the boundaries of what will become the capital of his new state of Sophia along the banks of the Pottomac.

1647 — Jeferson declares universal adult suffrage within his new Republic of Sophia, excepting servants and persons with an income of less than 24 gp per annum. Pieter Stuyvesant is appointed director general of Nieu Nederlands.

1649 — In a daring rescue orchestrated by his loyal cavaliers, Charles I is snatched from the chopping block moments before his execution and spirited away to France, and the court of Louis XIV. He attempts to raise a new army to invade England, but he quickly sees that the effort is futile. Faced with a life as a toy of the Français court, he sails for the colonies, where he has many supporters. Upon arriving in Charles Town, he is crowned King of Carolingia.

1650 — Jeferson officially refuses to accept the title offered him by Charles I. Aided by Franklin's skillful negotiations, several of Jeferson's neighbors join his cause. Two neighboring First Ones nations also join, mostly to receive protection from Five Nations raids from the north. The rebel lords and First Ones leaders sign a petition declaring their independence and send it to Charles I. Elsewhere, Boston is raided and sacked by Vinlander ships, followed by a retaliatory raid by Commonwealthers on Vinland settlements.

1651 — Charles I does nothing about the petition for some time, beyond revoking the titles of the petitioners. He eventually orders the Duke of Albermarle to march in and secure the rebels' lands, but the Duke is easily repulsed by Jeferson's forces. Reinforcements sent by Charles I from Charles Town are ambushed by Jeferson's First Ones allies *en route* and routed. Rather than risk leaving himself vulnerable to an Espaniard invasion, Charles I calls off any further invasion attempts for the time being. His instincts are proved correct when the Espaniards and their First Ones allies make a major attack on his southern provinces late in the year. Disaster is only narrowly averted, and the king's attention is drawn away from the north for several years.

1652 — Sophian leader Ira Cole founds the Republic of Vermont at Winooski.

1653 — War begins between Vermont and Nouvelle France and continues to the present day.

1654 — The first Jewish communities in Northern Crown have been established in Nieu Amsterdam and Sophia.

1656 — War between Carolingia and España. Carolingian forces capture the island of Jamaica.

1658 — The Northern Crown Adventure, as it is called, begins with an attempt by the still vexed Cromwell to recapture Charles I and his capital via naval invasion. Although in principle Jeferson is more sympathetic to the Parliamentarian cause, he has been horrified by Cromwell's authoritarian Commonwealth, and he throws in his lot with Charles I. He is instrumental in securing the aid of the First Ones nations to the west, for which Charles I is grudgingly appreciative.

1659 — The Adventure ends with Cromwell's defeat by Carolingian and Français ships at the Battle of Natoket. Sophia sends a single ship to aid the anti-Cromwell cause. Jeferson asks Charles I to recognize Sophia, but the ailing monarch refuses, afraid of the precedent it would set.

1660 — Charles I dies, and is succeeded by his son, Charles II, who recognizes Sophia as a legitimate state and turns his attention to expanding Carolingia to the south and west. Gloriana, half-fey daughter of Elizabeth, returns from Faerie and overthrows Cromwell. The first meeting of the Woodland Confederacy is held at the City of the Prophet in Shawnee territory.

1661 — Vampires from L'Ordre du Sang reported establishing communities at Nouvelle Orleans. Vandalia is founded by renegade Sophian lord Asaph Burr, with the intention of founding an inland empire.

1663 — Sophia sends a diplomatic mission to Tecumpease, leader of the Woodland Confederacy.

1664 — Viceroy Toledo is appointed to administer Nueva España from the capital at Havana.

1665 — Buccaneers raid the fortress town of San Agostin in La Florida, leaving it vulnerable to attack. Mass gatherings of sea devils have been sighted nearby.

1666 — Carolingians employ privateers to harass Espaniard ships and ports. Open war between Carolingia and España is seen as imminent. Le Dragon Rouge is rumored to be operating cells in Sophia and Nieu Amsterdam. Nederlander forces gather in Zwaanendael for a possible invasion of New Sweden. The Opener has raised an army of 50,000 Cimarron fighters in the hills of Ste Dominique, poised to overthrow the Français colony there.

CHAPTER TWO

ADVENTURES

The land of Northern Crown cries out for journeys of exploration and discovery, battlefield action, encounters with the supernatural, and political intrigue. Each of these adventure types is described below, with suggestions for the most appropriate character classes and roles, common themes, challenge types, foes, and rewards typically found in each, and a suggested starting point for your first campaign. Included under each adventure type is helpful information for the GM, including everything from poisons and other natural hazards to methods of warfare to rumors about what lies beyond the edge of the charted lands of the continent.

Although the campaigns suggested in this chapter assume a mix of First Ones, Uropan, and Cimarron player characters (PCs), *Northern Crown* can easily accommodate a campaign peopled exclusively with First Ones characters. Such campaigns can take place earlier in history, before Uropan contact, or else in areas that have not yet been reached by Uropan invaders. Use the First Ones equipment table in *New World Adventures* for pre-Uropan campaigns, and replace the use of cash with wampum, buckskins, or other trade goods.

EXPLORATION AND DISCOVERY

An adventure of exploration, focused on treks into the unknown, involves first contacts with unfamiliar cultures, investigation of ancient ruins, attempts to find new land and water routes to the west, and the challenges of surviving in a hostile environment. The characters may be in the service of a state or trading company, or else be independent explorers propelled by fame or curiosity. In this type of adventure scouts are invaluable, but raiders also contribute their survival and fighting skills, and natural philosophers are drawn to the opportunity to advance their knowledge and make new discoveries. As the campaign progresses, the characters may achieve fame and fortune, or attract unwanted attention from rival powers jealous of their knowledge or suspicious that any explorers in their territory are actually spies of a foreign state.

Appropriate Character Classes: Natural philosopher, raider, scout

Themes: Wilderness adventure, first contact, survival

Challenges: Navigating an unknown wilderness; establishing friendly relations with newly encountered people; surviving extreme weather, animal attacks, rival explorers, and hostile groups

Foes: Monsters, natural hazards, hostile cultures

Rewards: Knowledge, fame

Starting Point: The PCs have joined Lord Jefferson's Army of Discovery, under a non-player character (NPC) officer, and are sent west into territory unknown to Uropan. Unfortunately, the NPC leader soon meets an untimely

death in the wilderness, perhaps at the hands of a monster of a heretofore unknown type, leaving the PCs to fend for themselves. Will they return in disgrace to Sophia with no news to report of the unknown west, or will they continue on their own, to face unknown peoples, hazards, and hardships on their way to the Pacific Sea?

RUMORS AND LEGENDS

The following rumors and legends have long circulated in the universities, taverns, and drawing rooms of Northern Crown. Not associated with any single location in the *Gazetteer*, they can be the inspiration for adventures of exploration and discovery. Whether they are half-true, true, or even more astonishing than the legend admits is up to the GM; they are presented here only as rumors, with some tantalizing clues and incentives for players to pursue them, but no hard facts.

ARTHUR'S REST

Any scholar of Arthurian lore knows that the great king was taken over the sea by the fey following his mortal wound at the hands of his son Mordred. Most folk assume that it was to Elfland in Faerie that he was taken, but a determined minority of loremasters are convinced that Arthur's resting place of Avalon is in *this* world, in Northern Crown. They maintain that he would not have been brought to Faerie because of its proximity to the infernal regions and the menace posed by Morgan le Fay and her evil allies. It was from her that he most needed to be protected, after all. Tended by elf maidens, he sleeps awaiting his beloved Britain's hour of need, perhaps not in Faerie, but rather in a hillside within the Mountains of Smoke or the Hudson Vale. The incomparable sword and scabbard of Excalibur (equivalent to a +5 *vorpal longsword* and +5 *light steel shield of heavy fortification*, respectively) may lie beside him, unique artifacts of Faerie said to confer near-invincibility and invulnerability on their bearer. Any unscrupulous mortal obtaining these artifacts could become master of Northern Crown, or sell them to the highest bidder for an unimaginable price. Or perhaps Arthur himself is the genuine prize; who is to say whether this is indeed his homeland's hour of need, beset as it is by the mighty Habsburg Empire? What events would follow his wake from long sleep, if he were to emerge into a world of guns, natural philosophy, and not one, but three England (Carolingia, the Commonwealth, and Albion)?

Half-True: Arthur did come to Northern Crown, but he has since died, leaving a trove of powerful artifacts, including Excalibur.

True: Arthur still sleeps in his cave somewhere in the Mountains of Smoke, waiting to be woken in his homeland's hour of need.

Beyond True: Arthur is already awake, and is planning to seize the throne of Carolingia from the "Scotian usurper" named Charles II.

BRENDYN AND THE SANGRAAL

In the half-remembered era between the fall of the Caesars and the rise of the Uropan powers, it is said that an intrepid Eirish monk of the Roman Church made a crossing of the Atlantic Sea, and brought back word of new lands on the far shore. *Brendyn's Tale*, the monk's own account of the journey, suggests that he made landfall somewhere along the northeastern shore of Northern Crown, between what is now Nieu Amsterdam and Vinland. Much speculation has surrounded the true impetus behind this perilous voyage; was it more than idle curiosity? In the original manuscript, now lost, there were illuminated drawings and designs that may have concealed a secret text detailing Brendyn's real purpose. This was a time when the relics and treasures of the Church were in peril from marauding Norsk and Tatars; Brendyn may have been seeking a place to hide them from plunder. One relic receives more mention than all the others combined: the Sangraal, which is prized by both the Roman Church and followers of the Old Ways as a vessel with remarkable powers of curing, capable of generating up to 10 *heal* potions per day, as if created by a 20th-level cleric. Some scholars and treasure hunters maintain that Brendyn came to Northern Crown to hide the Sangraal; it may lie within one of several mysterious stone chambers that dot the wooded hillsides of New England.

Half-True: Brendyn did reach Northern Crown but left nothing more valuable than a few coins and trinkets he traded with the First Ones.

True: Brendyn hid the Sangraal in the wooded hills of New England, guarded by magic and monsters.

Beyond True: The Five Nations have recovered the Sangraal and plan to use it to create an army of immortal warriors. Having heard of its whereabouts, several cults, secret societies, and royal agents are converging on Onandaga to wrest the vessel from its new owners.

THE CRYSTAL MOUNTAIN

From the earliest days of Uropan travel to Northern Crown, seafarers along the eastern coast have recorded sightings of a distant mountain, far inland, whose summit appears to shine as though it were made of solid crystal; they speculate that it is an enormous diamond deposit. It has been sighted as far north as the Shick-Shock Mountains and as far south as the Appalachi Mountains, but most reports place it somewhere in the White Hills. While some natural philosophers maintain that it is simply a snow-capped peak glinting in the sunlight, others have taken the reports seriously enough to mount several expeditions in search of it. All have proved fruitless, but rumors persist, supported by First Ones legends about such a peak that is said to be the highest in the east, its mineral riches guarded by a powerful pomola.

Half-True: The crystal mountain is just an ordinary peak containing an above-average cache of quartz deposits at its summit, whose gleam is augmented by substantial snowfall.

True: The mountain is strewn with diamonds, whose beauty is jealously guarded by a pomola and his legion of sanauk elementals.

Beyond True: Not only is the mountain encrusted with diamonds, but they have magical properties. Known as the Great Mystery's Tears, the gems are the *polymorphed* remains of a cabal of evil Moundraiser clerics who were turned into this form for attempting to storm the heavens and capture the manito of the sun and the moon. They can be restored

by the mere touch of a human hand, and if restored to their true form would wield divine powers unmatched by any clerics of the current age.

THE FOUNTAIN OF YOUTH

Somewhere in the southern pine forests or subtropical swamps of Northern Crown is a sparkling pool of crystal clear water. Known as the Fountain of Youth, its waters have the power to grant eternal youth to those who sip from it. It is even possible that more than one such spring exists, contributing to the confusion as to its exact location. The Espaniards firmly believe it lies among the swamps of La Florida, while the Français place it further west, near the mouth of the Espiritu Santo. Many adventurers have perished in the swamps in a futile search for it. The possessors of the fountain would have not only eternal youth for themselves, but a precious commodity for sale to others wishing to cheat old age and death. Many Uropan believe that the spring is concealed from sight to all but the pure of heart, while others maintain that the legend is a malicious plot of the infernal realm designed to lure greedy mortals to their doom.

The spring's miraculous properties can be explained either by a particularly high concentration of natural power in the area, the proximity of a lost Maker artifact that continually brews elixirs of youth, or even a naturally occurring alchemical brew that duplicates the effects of the famed philosopher's stone.

Half-True: The waters of several southern springs have limited healing powers, but do not grant immortality.

True: There is indeed a pristine spring somewhere in Northern Crown that grants everlasting life. It is guarded by fierce creatures set there by the Great Mystery to ensure that only the brave and determined can drink from it. Only by drinking directly from the pool can the benefit be received; it loses this virtue if bottled or casked.

Beyond True: The Fountain of Youth exists, hidden deep in a subtropical swamp. It confers the monk's Slow Aging ability on those who drink from it, but there is a price: one must sip from the fountain every day thereafter, or else suffer fits of unbearable pain. The area surrounding the fountain is prowled by its immortal victims, who have formed two factions — one good, one evil. The former does all it can to keep the curious away; the members of the latter are so embittered by their cruel fate that they live only to entice new victims to drink from the waters and share their misery. The two factions battle against each other for access to the fountain, and are subject to injury and pain, but are forever denied the release of death.

MADOC

In approximately 1250, a Cymric prince named Madoc fled the encroaching armies of England by taking his entire household on three sturdy ships across the Atlantic Sea, following the route taken by Brendyn four centuries earlier. No Uropan ever saw Madoc alive again, and it is quite possible that he found no new land other than that at the bottom of the sea. If Madoc did survive the crossing, it is just possible that his descendants live still, perhaps in some remote part of the interior. Much of the lore of ancient Cymru went with the prince for safekeeping, it is said, in the form of handwritten copies of texts detailing the long commerce of the Kelts and the fey. These books would include the only surviving copies of magical tomes that were destroyed by English clerics after their conquest of

much of Cymru. They contained now-lost arcane magic spells, the location of secret entrances to Faerie, and perhaps most intriguing, the keys to establishing and channeling the ley lines of the Greening that once sustained and protected all Kelt lands. Should the ley-lore be discovered again, it might become a great weapon in the hands of Albion's half-fey queen, allowing her to extend her power even to lands where the fey have long been out of power — this might include France and España, whose fey were driven out by the legions of Rome in ancient times.

Half-True: Madoc did cross the Atlantic Sea, but perished with his followers at the mercy of cruel weather, wild animals, and starvation while trying to found a settlement on the coast of what is now New England. All that remains are a few ruins, coins, and rusty weapons, overgrown by the maples and pines of Piscataqua or Niantic.

True: Not only did Madoc make it to Northern Crown, but he and his household lived there for many years helped by local First Ones, who taught them the survival skills they needed to adapt to life in a new land. They were absorbed into several native nations by intermarriage, leaving only a few writings and trinkets to be handed down to their First Ones-speaking descendants, who now dwell in a remote area of the interior. The surviving writings do contain some lost spells and fey lore, but are incomplete and serve only as tantalizing hints of the treasure that has been lost.

Beyond True: Madoc's descendants have established a Cymric kingdom in the far west of the continent, in a sheltered valley surrounded by high mountains. The populace includes powerful spellcasters who retain the ancient arcane knowledge of Uropa, but they do not welcome strangers who might upset the tranquility of their mountain paradise.

MISHINAWBA-AI AND THE MOTHER STONE

Somewhere in the far north are the last remains of Mishinawba-ai, the once-proud city of the giants that stood here before the coming of the First Ones, even before the wendigo brought the age of ice, thousands of years ago. The First Ones of that region teach that the giants were masters of divine magic, with powwow druids who could shape the very mountains and rivers of the continent to suit their needs, and could bring forth animals by merely breathing upon a lifeless stone. The city was built around a pitted boulder called the Mother Stone, which the first giants received from the Sky Mother, Geezhigo-quay, as a token of their stewardship over the land. The stone gave the giants the power to shape the shining skirts of the Sky Mother as a barrier against evil, in order to keep enemies out of Northern Crown. It remained in the giants' care until the city was sacked by the Wendigo and their allies, who took the stone and hid it or destroyed it. Should it ever be found — perhaps by examining clues in the ruins of Mishinawba-ai — the stone could once again create a barrier around Northern Crown, blocking Uropan ships and sundering the newcomers from their home continent across the sea. See the Artifacts section of the Magic Items chapter for more about the Mother Stone.

Half-True: There is a stone with some arcane powers hidden in the far north, but it has no effect on the skirts of the Sky Mother, and may or may not have been possessed by the ancient stone giants.

True: The Mother Stone does indeed exist and still has the power to create a magical barrier, but only around a portion of the continent. It is hidden in the city of the wendigo, who use it to keep humans away from their land.

Beyond True: The Mother Stone has already been recovered by an unscrupulous Albian mapper, and she is planning to sell it to the highest bidder at a secret auction to take place on Gardiner's Isle.

THE NORTHWEST PASSAGE

The most sought after of all the continent's treasures, the fabled northwest passage from the Atlantic Sea to Cathay has no value in itself, but is prized as a key to unlocking a back door to the treasures of the Far East. The holder of this key could fetch the silks and spices of Cathay unfettered by the Nederlander and Portuguese traders who now control the eastern route, which is haunted by pirates and plagued by the treacherous passage around Nyambetanda; see *Nyambe: African Adventures*.

If in truth such a passage exists, it is thought to connect the icy seas north of Markland with the Pacific Sea via an ice-free channel skirting the southern edge of the polar sea. Several captains have attempted it — mostly Albians of courtly rank, including Frobisher, who returned empty-handed, and Fox, who never returned at all. Besides the gnashing ice and bitter cold, adventurers in search of the northwest passage can expect attacks from polar bears, wendigo, and frost giants, not to mention pursuit and interference from rival captains seeking to cash in on another's discovery.

Half-True: The passage does exist, but is so dangerous due to floating ice, wendigo, and polar bears, that it could never be used reliably as a trade route to Cathay.

True: An ice-free passage exists between the Atlantic Sea and the Pacific Sea. Although not without hazards, its discovery could transform the balance of trade in Uropa and Northern Crown. All the nations of both continents would certainly make an effort to gain exclusive control of the passage.

Beyond True: The northwest passage provides a route not only to Cathay, but to the even more fabulously wealthy land of Fou Sang and the nearby giant enclave of Brobdignag.

PIRATE TREASURE

The coast of Northern Crown, from the tropical islands of the Carib Sea to the rocky shores of Markland, are said to hold buried pirate treasure. Such hoards might be secreted away for several reasons; most commonly, a treasure haul is buried with the intention of recovering it after its rightful owners have ceased to search suspicious ships in the area. Or, it may be hidden by a pirate leader to keep it from being shared with a partner. Often, pirate treasures are guarded by deadly traps, misleading false treasures, and exotic monsters left at the site to stalk and kill the unwary.

Whatever the reason for leaving treasure ashore, pirates don't always survive to recover it at a later date; they may die in battle or storm, or on the gallows, leaving their prize unclaimed. These hoards become the stuff of legend, growing in value with each retelling, and whetting the appetite of treasure hunters from Boston to Port Royal. But pirates who die before reclaiming their riches may return as undead to keep the living from securing their fortune.

Half-True: Pirates do bury some of their wealth, but the hoards are modest and either soon recovered, stolen, lost, or forgotten.

True: The shores of Northern Crown do conceal several lost pirate fortunes, some of them guarded by simple

traps, but most of them kept hidden simply by the unmarked terrain and remote location.

Beyond True: The great pirate legends such as Blackbeard and L'Ollonais have constructed nearly impregnable secret vaults to store their wealth. These vaults include mundane and magical traps, undead guardians, constructs, secret passages, and mazes to deter treasure-seekers. Many thieves have attempted to plunder them, but none have returned alive to tell about it.

PROSPERO'S ISLE

Missing since the reign of Queen Elizabeth, the eccentric Duke of Milan and his daughter Miranda have long been the subject of speculation among seafaring adventurers in Northern Crown. Thought to be lost to shipwreck in the Atlantic Sea, the duke, known as Prospero, may actually have retired to a tropical island in the Carib Sea in order to elude his enemies, to raise his daughter in a secluded locale far from danger, and most importantly, to pursue his interest in wizardry and sorcery safely away from the disapproving eyes of the Church. This tale rests upon the account of lost sailors who, having passed through a dense fog, emerged off the coast of a verdant island, where they were welcomed by Miranda and nursed back to health before being sent on their way. They report seeing wondrous artifacts, elemental servants, and vast treasures accumulated by Prospero through magical means. Once identified with Bermuda, the island is thought either to be hidden among the hundreds of cays and reefs of Bahamia, or else removed from the Material Plane entirely by the duke's powerful magic.

Half-True: The Duke of Milan did enter into exile upon an island in the Carib Sea, but returned to Italy when his political fortunes improved. His camp is all but overgrown, consisting of a few tent sites, a small cave, and a trash heap.

True: Prospero did create a refuge for himself and his daughter on a tropical island, including a fine house and subterranean laboratory for his arcane experiments. He has long since died, returned to Milan, or moved on to an even more remote location. The ruins of his refuge contain some magic items left behind, and a number of monsters assigned to guard the place until the Duke's return, if that should ever happen.

Beyond True: Prospero and Miranda still live on an island concealed by magic, surrounded by elemental servants and a huge treasure hoard. Prospero is creating an army of magical constructs that he plans to use to unleash an invasion of Jamaica, the first step to becoming Emperor of the Carib Sea. Miranda, who is aghast at her father's ambitions, may reveal the island to passing ships from time to time, in hopes that they will land on the shore and uncover Prospero's plot in time to warn the world.

RUNESTONES

According to the Norsk tale called *Eirik's Saga*, one of the first Vinlanders to arrive in Northern Crown made an epic journey by longboat up the Riviere du Canada, through the Great Lakes, and beyond to the fabled River of the West, never to return. Whether he perished in the west or found his way to Cathay is uncertain, but according to the saga, Eirik the Wanderer left seven standing stones carved with runes to mark his route. Each runestone contained cryptic clues to the location of the next; the final stone was said to stand at the mouth of the River of the West. From time to time, Coureurs paddling the cold lakes and rivers of the

north have seen stones on the shore carved with strange signs; most have turned out to be First Ones teaching rocks, carved with their petroglyphs, but a few seem to contain fragmentary Norsk inscriptions. If the saga is true, the finder of the seven runestones could hold the key to a new water route to the Far East, which would bring great economic power and prestige. All Uropan attempts to locate the stones have failed, since much of the search area is either in hostile territory or else so little known and monster infested that safe navigation through it is nearly impossible.

Half-True: A Norsk adventurer did explore much of the interior of the continent, leaving several stones to mark his route, but he reached no further than the shores of Lac Superieur. Here he fell ill, died, and was buried by his crew in a barrow on the lakeshore, along with some gold and his magic sword and armor.

True: Eirik did discover the mouth of a river flowing into Lac Superieur from the west, and left a trail of inscribed stones to mark his route for other Norsk who would follow. The river leads far into the west, but does not provide direct access to the Pacific Sea, as Eirik discovered. His supplies dwindling and his crew weakened by disease, Eirik died with his followers on the riverbank, where their graves and campsite may someday be found by Uropan pathfinders.

Beyond True: Eirik found the true River of the West, and followed it to its source: an inland sea high in the western mountains, from which another river drains west to the Pacific Sea. After reaching the western shore of the continent, Eirik carried on to Xipangu, where he and his crew were received as emissaries from a distant barbarous land. Given positions in a warlord's army, most of the crew died in battle, although Eirik himself lived to a ripe old age and quietly slipped back to Ultima Thule via the Silk Road and the Inner Sea, to die peacefully in the longhouse where he was born, the first Uropan to circle the globe.

LEGENDS OF THE UNKNOWN WEST

The following legends concern locations beyond the part of Northern Crown charted by Uropan cartographers. If true, these lands lie beyond the edges of the maps presented in this book. Any characters who cross the *Espiritu Santo* or paddle to the western shores of Lac Superieur in search of them are truly stepping into the unknown.

BROBDIGNAG

Brobdignag, the island of giants, is rumored to lie off the western coast of Northern Crown, in the cold waters of a northern arm of the Pacific Sea. The land is known only through the account of a single Uropan mariner who was once wrecked upon its shores. The Brobdignagians seem to be a race of hitherto unknown giants of great size, towering perhaps 60 feet tall, with an advanced technology that lacks only ships of sufficient displacement to transport them across the sea.

FOU SANG

What little Uropan know of this land comes from the merchants and sages of Cathay, who say that on the western shore of Northern Crown is a golden kingdom founded

by a Cathayan emperor, who fled with all his wealth, family, and servants when Cathay was overrun by nomadic warriors from the north and west. Suspicious of strangers, the citizens of Fou Sang are said to imprison visitors to prevent them from returning to their homelands and revealing the kingdom's location.

THE GRAND CHASM

Somewhere in the uncharted southwest is a huge chasm unrivalled by any other on earth. Sighted only once by an Espaniard soldier seeking the seven golden cities of Cibola, the Grand Chasm, if more than mere legend, may contain mineral wealth, hidden cities, and creatures from an earlier age of the world. It is just possible that Cibola itself is hidden in the chasm, accounting for the failure of any treasure-seekers to find it.

LAPUTA

The flying island of Laputa has been sighted worldwide by countless witnesses, although most reports come from Portuguese and Nederlander traders on route to the Far East via the Indic Sea. The island is thought to be the home of a small group of powerful natural philosophers who have taken to the skies to pursue their work free of interference from monarchs, merchants, and the ignorant. The mysterious disappearance of several natural philosophers from Northern Crown, including Newton himself, has spawned rumors that the Laputans have been kidnapping or inviting the world's best minds to their floating sanctuary, for purposes of either saving the best of humankind or world domination, depending on the inclination of the teller.

THE SEVEN GOLDEN CITIES OF CIBOLA

Sought since the earliest days of Uropan presence on the continent, the location of the fabled seven golden cities of Cibola always seems, like a mirage, just out of reach, at the edges of Uropan maps of Northern Crown. Cibola may be located on the high plains of Kansa west of the Espiritu Santo, upon the upper reaches of the yet-unmapped Missouri, or beyond the burning deserts of Quivera in the southwestern quadrant of the continent, which no Uropan has ever crossed.

The nature of the cities themselves, if they are more than legend, is unclear. Are they a northern outlier of the great empires of the southern continent, a hidden kingdom of some king of Cathay who long ago quit the turmoil of his homeland, or the holy city of Prester John, an early figure in the Roman Church who traveled over the sea to found a new church in unknown lands? Many treasure-seekers have died of thirst in the uncharted west seeking Cibola. Others have come back having found only a few small villages of First Ones farmers and herders.

NATURAL HAZARDS

Natural hazards are sure to challenge those who journey through the wilds of Northern Crown in any campaign focusing on exploration and discovery. Those hazards with special rules include common diseases and poison, which are detailed here.

DISEASES OF NORTHERN CROWN

Disease	Vector	DC	Incubation	Damage
Ague	Inhaled	14	1d6 days	1d3 Dex, 1d4 Con
Flux	Ingested	16	1d3 days	1d6 Con, 1d3 Dex
Influenza	Inhaled	15	1d3 days	1d4 Str, 1d4 Con
Plague	Contact	16	1d2 days	2d8 Con

DISEASE

Several deadly diseases introduced to the region by early Uropan visitors have caused widespread deaths in both First Ones populations and Uropan settlements. These pathogens still lurk in unsanitary and unhealthful places, waiting for the right conditions to re-emerge. Although natural philosophers have developed the vaccinator needle to guard against contagious disease, the device is expensive to manufacture and not yet accepted by the general populace, who fear that the needle will infect, rather than protect them. Most people still rely on charms and folk remedies to ward off disease, and practice quarantine of known infected persons.

Disease most often threatens characters who enter a dirty environment like a sewer or a place where disease-carrying miasmas abound — usually swamps and low-lying areas. Areas ravaged by war are more likely to become sources of disease, as are places with extremely crowded conditions, like prisons and army camps. Virulent plagues that sweep across an entire area often have dramatic social consequences, including panics, mass migrations, looting, and forced quarantine.

- *Ague*: An ague presents as a high fever accompanied by violent shakes, and is contracted through inhaling a miasma (a disease-carrying fog from a low-lying area).
- *Flux*: Flux is characterized by severe diarrhea, abdominal pains, leg cramps, fever, and weakness. It is spread through contact with filth or dirty water. It's especially common in military camps.
- *Influenza*: Influenza's symptoms include fever, chills, and weakness. It is spread through coughing.
- *Plague*: The most feared disease of all, plague is spread by contact with other plague victims or by certain alignments of the stars and planets. It includes fever, chills, body pain, and black sores, accompanied by rapid weakness and death.

POISON

In Northern Crown, poisonous plants and animal venoms are a frequent hazard to travelers in the wilderness and to settlers. In rural areas, they may be used as weapons of choice by unscrupulous foes. Live snakes, placed in a bed or garment, are the most common method of poison attack used by evil characters; however, many animals have a chance of dealing an ineffective "dry bite" with no poison, which should be resolved by a percentile roll on a successful bite attack. The table here lists common sources of poison on the continent, with information about their type and the initial and secondary damage they inflict. Poisons are almost never available for purchase, and do not retain their potency for more than a few days in most cases.

POISONS OF NORTHERN CROWN

Poison	Type	Initial Dam.	Secondary Damage	Cost
Copperhead venom	Injury DC 11	1d3 Con	Sickened for 1d2 days; 1d3 Con	75 gp
Coral snake venom	Injury DC 10	1d3 Con	Paralysis for 2d4 hours; 1d6 Str	100 gp
Cottonmouth venom	Injury DC 12	1d3 Con	Sickened for 1d4 days; 1d6 hp	75 gp
Crazyweed	Ingested DC 12	0	as confusion spell for 1d4 hours	20 gp
Deathcap mushroom	Ingested DC 14	0	Sickened for 1d4 days; 2d6 Con	40 gp
Pleurisy root	Ingested DC 11	0	Sickened for 1 day	10 gp
Poison ivy resin	Contact DC 14	0	1d6 Cha, 1d4 Dex	10 gp
Poison pie	Ingested DC 12	0	Unconsciousness for 2d4 hours	30 gp
Rattlebox seedpods	Ingested DC 10	0	Sickened for 1d4 days; 1d2 Con	40 gp
Rattlesnake venom	Injury DC 13	1d6 Con	Sickened for 1d3 days; 1d6 Str	50 gp
Staggerbush nectar	Ingested DC 13	0	Sickened for 1d2 days; 1d4 Dex	10 gp
White snakeroot	Ingested DC 12	0	2d6 Con, 1d6 Wis	30 gp

- **Copperhead Venom:** Derived from several species of venomous snakes favoring bog, riverine, and subtropical swamp environments, especially in the south. Some species seldom bite, while others are quite aggressive. Their venom is relatively weak compared to that of other snakes. Their fangs are quite efficient at delivering venom, however, with a dry bite rate of only 25%.
- **Coral Snake Venom:** Produced by a small snake with red, yellow, and black markings that is found in all warm environments, but especially common in southern pine forests. Coral snakes seldom bite unless handled. They chew their venom into the wound, rather than injecting it, making transmission of a significant dose of venom more difficult — 50% of coral snake bites are dry, producing no poison.
- **Cottonmouth Venom:** Comes from the snakes of the same name, which are found in bog, riverine, and subtropical swamp environments. These unpredictable snakes bite with little provocation, with a 25% dry bite rate. Their venom can cause severe tissue damage at the wound site; this damage is healed at the rate of only 1 hp per week.
- **Crazyweed:** When ingested, this poison causes the victim to act as if affected by a *confusion* spell. Roll every hour to determine the victim's behavior, rather than every round. If the result indicates "flee away from caster at top possible speed," treat the result as "do nothing but babble incoherently." This wild plant is found in prairie environments.
- **Deathcap Mushrooms:** Highly poisonous fungi of boreal forest and hardwood forest environments.
- **Pleurisy Root:** The root of the butterfly weed, a wild plant found in dry soil throughout Northern Crown. It can sicken those who ingest it.
- **Poison Ivy Resin:** Secreted by the plant of the same name, this poison produces severe skin irritation, even upon indirect contact such as touching an animal or clothing that has been in contact with the plant, or being exposed to smoke produced by burning the leaves or stems. Symptoms include redness, itching, and oozing sores.
- **Poison Pie:** A toxic mushroom known to produce deep sleep in those who ingest it.
- **Rattlebox Seedpods:** Produced by a plant found in low-lying farmland and prairie environments. The seeds are harmful to both livestock and humans.
- **Rattlesnake Venom:** A powerful toxin produced by a family of snakes found throughout Northern Crown, from the

timber rattlers of the north to the diamondback rattlers of the south. Despite their name, they do not always give a warning rattle before biting. Like copperheads, they have a 25% dry bite rate. Rattlesnake venom can be used to envenom a piercing weapon, such as a blowdart, but loses its potency after three days.

- **Staggerbush Nectar:** Produced by a plant common in southern pine forest environments, this poison causes vomiting and convulsions when ingested.
- **White Snakeroot:** A wild perennial plant that produces powerful toxins, often in farmland areas grazed by cattle. It can be transmitted to humans by drinking the milk of cows who have eaten the plant. This poison produces weakness, trembling, and delirium.

WAR

In a military campaign, the PCs are soldiers or mercenaries in the service of one of the states of Northern Crown, fighting on the front lines between Nieu Nederlands and New Sweden, on the Ogeechee Marches, on the high seas or inland waters, or in the vast wilderness. This type of campaign includes pitched battles, sieges, raids, and rescue operations, with an emphasis on violent action, tactics, and glory, and less attention given to intrigue and puzzle-solving. Soldiers will predominate, with a smattering of raiders, agents, paladins, and scouts. As the characters advance, they will obtain command positions, earn lifelong enemies, and become drawn into the politics of the states they serve. Eventually they may become generals or knighted commanders, or else try to carve out their own state at the expense of their neighbors.

Appropriate Character Classes: Raider, scout, paladin, soldier

Themes: Violent action, honor, courage, loyalty

Challenges: Surviving a battle or siege; climbing through the ranks; achieving a military objective, such as capturing a fortress or locating an enemy military camp

Foes: Rival officers, enemy troops, spies, mutinous soldiers

Rewards: Loot, military promotion, knighthood

Starting Point: The PCs find themselves thrown together by fate within the walls of a frontier fort under siege by enemy forces — perhaps a Cimarron palenque settlement

under attack by mercenaries in the employ of foul plantation owners, or an Espaniard fortress assaulted by pirate raiders. The fort's commandant is looking for all able hands to man the walls and repel the invaders, and the PCs fit the bill. Perhaps they are courageous enough to volunteer to sneak out of the secret tunnel built beneath the fort and under enemy lines to go for help from the nearest friendly garrison, several days' journey away across hostile territory? The governor would pay them handsomely should they succeed, or at least offer them a commission in the army ...

UROPAN WARFARE

Uropan are skilled in war, having fought for centuries among themselves to control a crowded corner of a great landmass hedged in by the sea on three sides, with relatively little room for expansion, and having suffered successive waves of invasion and settlement from the grasslands to the east and the cold seas to the north. Combined with their skill for adapting and improving the military technology of their neighbors, from the stirrup to the cannon, the martial nature of Uropan culture has produced formidable soldiers and many ways of making war.

CAUSES

In Northern Crown, Uropan wage war for several reasons, some practical, some ideological. Some conflicts are carried over from longstanding rivalries between Uropan identities or faiths; others have arisen from the unique circumstances of the Uropan presence on the eastern shores of Northern Crown itself.

WARS OF THE CROWN

Because Uropa is a place controlled by authoritarian monarchs, the territorial ambition of a single king or queen can spark a war between entire peoples. In past ages, only a

tiny fraction of the population participated in the fighting — a cadre of professional soldiers, usually in the form of mounted and armored knights, was sometimes backed by an undisciplined levy of part-time fighters. Wars were won or lost in relatively small battles between these elite warriors, leaving most commoners out of the fighting. But in the new age, monarchs have begun to cultivate much larger armies made of professional royal troops, paid mercenaries, and increasingly, trained conscripts drawn from the common classes. The enormous resources required to field these armies has led to the participation of the general population in the war effort. Food supplies, labor, and housing are purchased or simply taken by the army by force, leading to looting, famine, and rural rebellion. Many Uropan philosophers have identified a spiral of tightening royal authority and increasing resentment and anger among the populace, which may someday lead to revolution.

For some Uropan monarchs, their possessions in Northern Crown are simply an external source of wealth that allows them to fund wars of the crown at home, through the import of precious metals, timber, fur, and other commodities. King Louis of France manages Nouvelle France as a trading operation rather than a permanent colony, with a greater interest in controlling commerce than controlling the continent.

WARS OF RELIGION

Parallel to the course of wars of conquest are wars of religion, which have sometimes been directed against enemies beyond Uropa — such as the wars of the Crusades — and more recently, against fellow Uropan — as in the century of fighting between followers of the Roman Church and those of various Dissenter faiths. These are wars of ideology rather than identity, pitting Uropan against their neighbors and shattering the fabric of nations. The Imperial lands of Germania have been especially hard-hit, having been overrun and then retaken by Roman and Dissenter armies several times, with entire cities put to the torch and some provinces nearly depopulated.

In Northern Crown, the wars of religion smolder but have not burst into open flame, for the rival sides are, for



the moment, separated by wide expanses of land and sea. Nevertheless, tension between the Espaniards and Carolingians, between the Commonwealthers and the Français, and between Dissenters and the Roman Church within Carolingia itself, have religious overtones that add to the distrust and enmity.

FRONTIER WARS

Always at the borders of Uropan civilization are wars against non-Uropan, and Northern Crown is no exception. Since their arrival, the Uropan have pursued a course of war against the First Ones, driving them inland and taking from them hundreds of square miles of fertile coastlands and fishing grounds. Such wars are often cast as crusades against a godless people, or as retribution for imagined slights or treacheries against Uropan who now cultivate former First Ones land — mere excuses for conquest, to consolidate and expand Uropan holdings on the continent.

BATTLES

Uropan wars include raids and skirmishes between small forces, full-scale battles, and long sieges against fortresses and cities. Each type of battle requires special troops, tactics, and ever-improving technology.

RAIDS

Most commonly seen in frontier wars, or in the early stages of a war of conquest, raids are lightning strikes made by small units of highly mobile troops. The backbone of a raiding force in open country is the cavalry, which can travel quickly, attack from an unexpected quarter, and retreat out of range before the enemy can engage. In the early stages of a campaign, both sides send small squadrons of cavalry ahead of their main force to act as the eyes and ears of the army, raiding and retreating, and sometimes encountering enemy raiders who are themselves trying to do the same. The object of a raid might be to capture enemy horses, to secure prisoners who can provide information, or to gradually wear down the strength of an enemy force. Raiders may operate for days independently of the main force, without relying on orders from the captain-general of the army.

In Northern Crown, raids occur along both the southern and northern borders of Carolingia, against the Espaniards in the south, and versus the Sophians in the north. The Nederlanders and the Swedes are frequent targets of each others' raiding cavalry.

SKIRMISHES

Skirmishes are small pitched battles between lightly armed forces that occur either at the periphery of two opposing armies, or in rough terrain where large numbers of troops cannot fight in formation. They are fought by musketeers and specialized skirmisher infantry, rather than by pikes, halberds, or cavalry, which cannot maneuver effectively in heavy cover.

These small clashes are the most common form of Uropan battles in Northern Crown, fought either between rival Uropan powers or between Uropan and First Ones forces, deep in the wilderness. Initially unskilled in such backwoods fighting, Uropan have become increasingly used to skirmish warfare, to the point where pikes, halberds, and heavy cavalry are seen much less frequently here than in Uropa itself.

PITCHED BATTLES

Rare but often decisive, pitched battles between large Uropan armies are seldom seen in Northern Crown, but have occurred between Carolingian and Sophian armies in the past. They involve infantry, cavalry, and artillery, all adopting specialized roles for attack and defense.

Armies are usually arrayed for battle in opposing lines, with alternating groups of pikes and musketeers in the center, cavalry on the wings, skirmishers ahead of the main line, and artillery in defensible positions to the rear. After some initial skirmishes, cavalry squadrons may charge the enemy musketeers, who are trained to take cover from mounted attacks by retreating inside the bristling units of pikes, which are all but invulnerable to cavalry. Opposing cavalry may clash with each other, or attempt to attack the enemy flank or supply trains to the rear.

Once the battle is engaged it often becomes a matter of attrition, as opposing musketeers, pikes, and artillery seek to break the other side first. An unexpected collapse or rout by a single company of pikes may provide an opening for cavalry to break through the line, cutting the enemy army in two. Surrender or retreat usually occurs as soon as one commander senses that the battle has lost; last stands are rare. Surrenders are formal, cordial affairs, negotiated in the winning commander's field tent. Conditions of surrender may include setting ransoms for courtly prisoners and settling matters of personal honor, such as allowing the losing side to keep their weapons and banners.

SIEGES

Sieges are used to break an enemy fortress or capture a walled town or city. Most Uropan settlements of any size have some form of permanent defensive wall. City walls can be elaborate, star-shaped systems of sloping walls, forts, ditches, and moats, or simple stockades and hastily dug trenches. Regardless of the strength of a city's walls, if it is cut off from the outside world by an enemy force it will inevitably lose the siege once its food supplies run out. Cities often surrender sooner rather than later, to spare their citizens from bombardment and starvation. Two things can save a besieged city: a relieving army of friendly troops, or growing discontent, disease, and disorder among the besiegers. The besieging force is often just as concerned with fending off relieving armies from behind as they are with preventing raiders from getting out of the city. If an attacking force is on the way, or the money, food, or morale of the besiegers is starting to run low, an assault against the walls may be attempted. Assaults are dangerous, bloody actions, undertaken by infantry supported by artillery. If successful, they can open the city to the attackers; if they fail, the attackers may not have the strength or will to continue the siege.

In Northern Crown, long sieges seldom occur because of the large number of troops required. Assaults against forts and settlements are more common than in Uropa itself, for the same reason: relatively low population levels mean that many forts and towns are under-garrisoned, increasing the chances of a successful assault.

SEA BATTLES

As a seafaring people, Uropan have developed the art of war at sea as well as on land. The current era is one of transition between the old practice of hand-to-hand combat across the decks of oared ships, and the new naval warfare of maneuverable sailing vessels armed with powerful cannon. It's quite difficult to sink a ship of any size with

artillery alone — usually the goal is to capture rather than destroy a vessel. A crew may still have to board the enemy and fight hand-to-hand in the traditional fashion, with the addition of muskets, grenades, and pistols. If a crew has numerical superiority, its numbers will close and board as quickly as possible to minimize artillery damage to their own ship. If outnumbered in soldiers and deck hands, they usually delay any boarding as long as possible and hope for a knockout against the enemy's masts and sails, to give themselves a chance to either escape or finish the enemy off safely from a distance.

KNIGHTLY ORDERS AND HONORS

Most Uropan nations in Northern Crown award faithful service to crown or country with knightly orders and other honors. The following section contains a list of knightly orders and honors conferred upon characters for meritorious service, at the GM's discretion. Usually, they are only given to characters of 7th level or higher, who have risked their own lives in the service of their ruler. All of them give the character a Social Rank of 21, or add +3 to the Social Rank of characters who are already of knightly class or higher. They also confer a quarterly stipend of 100 gp.

Nation	Orders
Albion	Order of the Queen's Own Amazons Order of the Stag
Carolingia	Order of the Bath Order of the Garter
Commonwealth	Governor's Commendation
New Sweden	Order of the Swedish Crown
Nouvelle France	Order of St. Michel
Nueva España	Order of the Golden Fleece Order of Santiago
Sophia	Hero of the Republic

In addition to knightly orders, a character of any experience level and of commoner social class may be elevated to knight banneret for meritorious service on the battlefield. The usual requirement is having saved the life of the monarch or a member of the royal family. A knight banneret is elevated to Social Rank 21, but receives no stipend.

FIRST ONES WARFARE

First Ones warfare is a relatively bloodless affair compared to Uropan mass battles. When disputes arise, the result is seldom an all-out war, but rather a series of ambushes, skirmishes, and raids until one side takes enough casualties to withdraw, or else takes enough prisoners or trophies to satisfy its honor.

CAUSES

An insult against the royal family, revenge for slights against a clan member, or retaliation for previous raids on settlements can precipitate a war. In the case of the Five Nations Confederacy and other powerful nations, war is also a means of territorial expansion. Often the chosen target is warned in advance, either by an envoy who states the nature of his sachem's grievance, or else by the symbolic leaving of a sheaf of arrows or throwing axe at the edge of the enemy camp.

PREPARATION

Once a course of war has been decided by the sachem and his council, a war fire is built in the center of the settlement. First Ones warriors are never commanded to go to war in the Uropan sense; they join by individual inclination, depending on whether they believe the cause is just. The sachem (or one of his sagamores, if the raid is to be a minor one) performs a ritual speech and war dance, holding a war club smeared with red paint to symbolize the coming battle. His oratory is expected to be a rousing and inspirational call to the men of the tribe; joining the dance means you have volunteered to join the battle. Each warrior sings of his prowess and past victories, disparages the enemy, and boasts of the captives he will win. The women of the community assess their stores of food and supplies, and may retreat to a hidden place in anticipation of retaliatory raids from the enemy.

ATTACK

Once assembled, the war party leaves for the enemy settlement, often in single file, with scouts posted ahead and to either side to warn of ambush. Night attacks are rarely made; a raiding party usually waits until first light to begin their assault. The attack itself might involve an exchange of arrow volleys, followed by a hand-to-hand melee. In keeping with the warrior ethic of the participants, individual courage and deeds of valor are often valued more than coordinated effort. Once one side has had enough the attack breaks off, with both sides carrying away as many war trophies and captives as they can. Decisive battles in which the losing side is completely vanquished are quite rare; the First Ones do not often engage in total war, but rather live with an endemic level of raids and skirmishes.

CAPTIVES

To die in battle is a great honor; to be captured, a disgrace. Captive warriors face an unknown fate: they might actually be adopted into the winning community, to literally replace a casualty of a previous raid; or if too badly injured, they might be given a chance to redeem their honor by enduring ritual tortures.

Non-combatants are often captured on raids, as well. Child captives are adopted by new families who have lost children of their own to war or disease; older captives do menial work, and may eventually be accepted as members of the sachemdom. Uropan captives may not know what sort of treatment to expect at the hands of a particular sachem; it depends on his political alliances and the status of the captive. If you have killed a member of the sachemdom in a dishonorable manner, however, justice may be severe.

NYAMBAN WARFARE

Members of the Cimarron culture and native Nyambans in Northern Crown use a mix of traditional Nyamban forms of warfare and those of the Uropan and First Ones. See the Combat section of the Skills, Feats and Combat chapter in *Nyambe: African Adventures* for information on the tactics of brush fires, ritual warfare, cattle raids, nuba wrestling matches, and engolo duels.

THE SUPERNATURAL

In a supernatural adventure, characters may either be allied with the forces of magic, or committed to battling the hidden armies of darkness that threaten to corrupt humankind. This campaign style emphasizes confrontations with evil outsiders and their minions, encounters with powerful spirits of the wilderness, and investigations of lost cities in search of magical artifacts and the secrets of life and death. A typical party of PCs in a supernatural campaign might be a troop of paladins and priests, or a cabal of witches, wizards, and sorcerers. As the characters advance, they attract the attention of increasingly powerful supernatural foes, even as they themselves gain power and reputation. Eventually, the PCs may take their place among the revered defenders of humanity or among the great magicians of the age.

Appropriate Character Classes:

Sorcerer, cleric, druid, paladin, wizard, witch, natural philosopher

Themes: Horror, magic, mystery

Challenges: Uncovering secret supernatural menaces to humankind; avoiding corruption, insanity, or destruction at the hands of evil outsiders, undead, and fey

Foes: NPC sorcerers, witches, outsiders, vampires, and other supernatural creatures

Rewards: Magic items, arcane power

Starting Point: The fog-shrouded streets of Boston are being stalked by a sinister force, which robs its victims of life but leaves their bodies intact. The governor has raised the hue and cry for help in tracking down this threat, and the PCs answer the call. Little do they know that an outsider has been sent from the Witchlings of Naumkeag to steal human souls and use them to bargain with the infernal realm to arrange an earthquake that will finally destroy the capital of the Commonwealth ...

tral world — like Beauty's father wandering into the castle of the Beast — or for residents of the spectral world to enter our own, especially just before night is banished by the crowing of the rooster at dawn. This commerce between our world and the spectral world takes many forms, which are detailed below.

SIGNS AND WONDERS

Signs and wonders are the most common manifestations of the spectral world within our own. A sign is a strange phenomenon or apparition, often witnessed by many people, which has no tangible effects on the natural world but confirms the presence of the supernatural. Common signs include the noise of pealing bells, guns, or thunder coming from a clear sky or from beneath the ground; comets, shooting stars, and eclipses; and phantom apparitions of armies, angels, ships, and cities in the clouds or in the sky. A wonder is like a sign, but includes tangible and lasting evidence, such as the birth of an oddly colored or deformed animal, an earthquake, unseasonably cold or warm weather, or a mysterious rain of blood, frogs, or fish. The GM should feel free to include occasional signs and wonders in the game; these reinforce the existence of the spectral world and foreshadow coming events in the campaign or give hints or clues to the players.



PROPHECIES

It is sometimes divine will, or perhaps dead spirits wishing to tell the secrets of the grave, which give the gift of prophecy to common folk. Tales tell of newborn babies who have uttered chilling predictions of future calamities, or of people suddenly stricken by a trance, during which they prophesy strange wonders, only to lose their memory of having done so when the trance passes. Like signs and wonders, prophecy can be used by the GM as a means of imparting information to the players and as an aid in establishing the mood of the campaign.

THE SPECTRAL WORLD

For most Uropan citizens of Northern Crown, the world consists of two realms: the visible world, which includes everyday experience; and the spectral world, which is the realm of ghosts, fey, wonders, and miracles. Ordinarily the spectral world is invisible, but it can be revealed to mortal sight through the application of fey ointment, or by applying the tears of a dog or cat to one's own eyes. The border between these realms is quite porous, allowing for lost or careless travelers to stray into the spec-

HAUNTINGS

Spirits can make their presence known more directly by haunting a particular person, place, or object. Some say hauntings are the work of ghosts; others contend that they are the trickery of evil outsiders merely pretending to be ghosts, to mislead and frighten the living. In any case, the spirits themselves are seldom seen, but they cause chairs to dance, people to rise into the air, and coverlets to be wrenched off one's bed in the middle of the night. Only the intervention of a priest or the satisfaction of the spirit's wishes can end a haunting.

FEY VISITS

The fey are common visitors from the spectral world. Most of life's little problems are ascribed to them, as well as some serious misfortunes. Their visits can result in minor annoyances or deadly pranks, depending on their fickle mood. They might tangle your hair at night, ride your sheep and cows bareback through the forest, curdle your milk, or steal your child and replace it with a changeling. Cold iron, the peal of bells, and holy symbols are often said to keep them away, although many folk prefer to stay on good terms with them, leaving a bowl of milk and a crust of bread in the hope of receiving the blessing of good fortune.

TRAVELERS' TALES

Sometimes denizens of the visible world find themselves in the spectral world, either by chance or design. The boundary between the spectral world and our world has many hidden gates, which, if found, can lead to places of both beauty and peril: dark, endless forests, rockbound castles inhabited by cruel giants guarding golden hoards, and sumptuous palaces beneath green hills. One may return from a single night at a fairy revel, only to find twenty years have passed in our world. The fairy tales of the nursery and fireside are said to have their basis in such visits to the other world.

The role of the spectral world as an adventure setting within your own campaign is largely a matter of personal taste. Keep in mind that Northern Crown is primarily a historical fantasy setting, rather than generic fantasy. Journeys by PCs into the spectral world should be rare events, because they tend to shift the focus of play away from the campaign's center of interest. When used sparingly, they provide an occasional break from the usual campaign setting, with different challenges and rewards.

GMs who already run a standard fantasy campaign full of knights, monsters, and magic have a ready-made campaign setting to use for PCs' occasional adventures into the spectral world. Your Northern Crown characters will find themselves in a world without firearms, galleons, or natural philosophy, but full of treasure, spells, and strange creatures. Conversely, your generic fantasy campaign characters could travel to Northern Crown, where they would find few spellcasters, dwarves, or dragons, but plenty of strange weapons and artifacts to bring back and take with them into the next dungeon they discover!

INFERNAL INVASIONS

It is said that evil outsiders often enter our world to cheat foolish mortals of their souls, or simply make a show of force. Depending on the story, an evil outsider may be cast down, tricked out of its bargain, or succeed in its deception. The story of Faustus and Mephistopheles is one example. Another tale involves a preacher whose sermons against evil were so effective that the Evil One himself came to see what could be done to stop them. He wrestled with the preacher in a bout that ended on the church roof, from which the Evil One at last was thrown, only to spring away howling, leaving his cloven footprint upon a stone in the churchyard that can be seen to this day.

INTRIGUE

In adventures of intrigue, characters navigate a maze of power relationships, either within a single state or between several nations. The stuff of a political campaign includes diplomatic missions, espionage, sabotage, and cloak-and-dagger work at the behest of a powerful NPC lord or minister. PCs may be bards, rakes, agents, clerics, or any other class with a reason to be drawn into the political world. Secret societies and alliances may play a major role, the existence of which only becomes apparent as the PCs put the pieces together and rub shoulders with ever-larger players in the great game of power. Ultimately, the PCs may find themselves in positions of power, as administrators, ambassadors, or trusted operatives of the crown.

For more helpful information about running a political campaign, see *Dynasties and Demagogues* by Chris Aylott, from Atlas Games.

Appropriate Character Classes: Agent, bard, cleric, natural philosopher, rake

Themes: Political intrigue, espionage, plots, and schemes

Challenges: Increasing your prestige and power at court; avoiding public disgrace or scandal; staying alive in a world of backstabbers and assassins

Foes: Political rivals, spies, assassins, courtiers

Rewards: Political power, courtly titles

Starting Point: As junior operatives of King Charles' royal confidential service, the PCs are dreading long hours of dreary guard duty in disguise as servants at a party thrown to celebrate the birthday of Nell Gwynne, the stage actress who is rumored to have become the king's favorite. When they thwart an attempt upon Gwynne's life by an assassin posing as a royal valet, they expect an ample reward, but are virtually ignored by their superiors and their warnings go unheeded. Determined to get to the bottom of the threat against Nell, they are soon drawn into a plot against the king that reaches into the highest corridors of Carolingian power ...

SOCIETIES, ORDERS, AND CULTS

This section summarizes the most important societies, orders, and cults in the campaign. Uropans maintain a number of fraternal orders, trade associations, and secret cults and societies; some are based in Uropa, while others are unique to Northern Crown. First Ones have their own sacred societies and religious cults. All of these groups wield some measure of power on the continent, either locally, regionally, or as part of a worldwide network. Player characters may encounter them as powerful allies or sinister and shadowy enemies, and may even be offered membership, based on their fame, abilities, alignment, and experience.

All societies, orders, and cults confer benefits on their members. The attitude of NPCs who belong to an order of which you are a member is automatically improved by one step. Additional member benefits are listed for each group.

THE HELLFIRE CLUB

Symbol: A black trident, reversed, on a red field.

Distribution: Uropa and Northern Crown

Membership: 3,000 worldwide — 2,800 in Uropa, 200 in Northern Crown

Alignment: Chaotic neutral 60%, chaotic evil 40%

Prerequisites: Social Rank 15+, male, chaotic evil or chaotic neutral alignment

Overview: The Hellfire Club is a secret fraternal order for evil carousers of courtly rank. It exists to provide private meeting places for gentlemen to drink and make mischief, away from the disapproving presence of their elders or of the Church. Founded in London, the club also maintains chapters in Boston and Charles Town. Their meeting places are constructed in the basement vaults of nondescript buildings owned by a member.

New candidates must be invited to join by an existing member. The candidate must agree to be blindfolded before being taken to the local meeting place, to avoid giving away its location. Once there, he is given a taste of the Hellfire Club's hospitality, and if he is not shocked or scared away by the depths of their debauchery, he is invited back. A ceremony involving swearing an oath of secrecy before a sinister-looking altar is part of the initiation process, but it does not actually involve any worship of evil outsiders, despite the club's name. Even after swearing in, a junior member is not told the location of the meeting place, but must rely on his sponsor to take him blindfolded on each visit for the first three years of membership; after this, full membership is conferred, secret passwords given, and the location of the club revealed.

Aims: The Hellfire Club seeks only to further its own scandalous activities, but many lifelong friendships are sealed among its members, who form a secret network of alumnae within the aristocracy of Albion, Carolingia, and even the Commonwealth. Recently, a cabal of genuine sorcerers of Le Dragon Rouge (see below) has infiltrated the club, hoping to win over its influential members and compel them to do evil deeds.

Dues and Responsibilities: Club dues are 200 gp, paid monthly. Members in arrears for more than three months are denied access to the club until they discharge their debt. Members may not reveal the location of the club or the identity of any members, and may not bring guests, although they may nominate friends for membership.

Member Benefits: Hellfire Club members can use the facility of any Hellfire Club to entertain themselves, enjoying good food and drink at no cost. Full members receive a bonus of +3 to Social Rank, due to the improved opportunities for networking and friendship among other members.

LE DRAGON ROUGE

Symbol: A red dragon, coiled, with its tail in its mouth.

Distribution: Uropa and Northern Crown

Membership: 200 worldwide — 180 in Uropa, 20 in Northern Crown

Alignment: lawful evil 80%, chaotic evil 10%, neutral evil 10%

Prerequisites: 5th-level sorcerer, evil alignment

Overview: Le Dragon Rouge is a highly secretive cabal of Français sorcerers, who have sworn allegiance to the Evil One and seek to do his bidding in the world at large. They work in small cells of no more than three individuals; new members are brought in only after extensive surveillance over a period of years, to ensure they pose no threat to the

cabal. In Northern Crown, the cabal has established a presence in Sophia, which they plan to terrorize using their sorcerous powers. A cabal recently attempted to infiltrate the Witchlings of Naumkeag, but were uncovered and eradicated by the coven in a horrific battle of arcane powers.

Aims: The cabal seeks only to weaken good organizations of all kinds, whether they are governments, faiths, or a group of heroes. Parties of player characters with a reputation for defending others and battling evil are sure to attract the attention of Le Dragon Rouge sooner or later. They do not seek to rise to power themselves, only to weaken the power of others to protect the weak and innocent. Members of the cabal believe they are preparing humankind for the coming of the Evil One, which can only occur when the forces of good have been eradicated.

Dues and Responsibilities: Members of Le Dragon Rouge are expected to follow the will of the cabal without question, and to expand the size of the organization by identifying and bringing in new members, after careful investigation of their backgrounds. If exposed, members are expected to eliminate all witnesses and evidence that could compromise the cabal; failing that, the cabal typically kills members who have been compromised, to avoid further exposure.

Member Benefits: New members receive a copy of the *black book* titled *The Red Dragon* (see Magic Items), allowing them access to *gate* and the various *planar ally* and *planar binding* spells. Members of Le Dragon Rouge typically receive a monthly stipend to spend on bribes, magic items, and other material needs. The stipend is 100 gp multiplied by the member's character level, to a maximum amount of 1000 gp.

LOS ILLUSTRADOS

Symbol: A hand bearing a burning torch.

Distribution: Uropa and Northern Crown

Membership: 500 worldwide — 400 in Uropa, 100 in Northern Crown

Alignment: Chaotic good 60%, neutral good 40%

Prerequisites: Wisdom 15+, chaotic good or neutral good alignment

Overview: Los Ilustrados, or the Enlightened Ones, are a loosely organized group of natural philosophers, thinkers, and artists who seek to spread the light of reason and knowledge to all humankind. The group originated in España but has since spread to every Uropan nation and to Northern Crown, finding especially fertile ground in Nieu Amsterdam, Havana, and Sophia. They often cite the myth of Prometheus, who suffered for his desire to share the knowledge of fire, as a metaphor for their own willingness to sacrifice themselves in order to replace the superstitious beliefs of the past with scientific knowledge and carefully reasoned systems of law and governance.

Membership in Los Ilustrados does not involve any ceremony, but simply an invitation by an existing member to join the cause. The group has no single leader, but operates in small cells, each centered around a charismatic natural philosopher, thinker, or artist.

Aims: Several prominent members of Los Ilustrados are seeking a place in Northern Crown where they can establish a utopian state as a showcase for their ideas. Because many are of chaotic alignment, it has been a contentious process with several splinter groups come into being following disagreements about leadership and financing for the venture. Other members of the group are working under cover in the courts of Nueva España and Carolingia to quietly effect change in the way these states are governed. It is strongly suspected that Viceroy Toledo has

come under their influence, much to the consternation of certain Church leaders in Havana, who see Los Ilustrados as a threat to their own influence.

Dues and Responsibilities: No formal dues are required of members, but in practice, members are expected to spend at least part of their wealth to support the advancement of science and learning, usually through anonymous donations to young scholars and to public institutions. The primary responsibility of members is to spread the benefits of science and philosophy with humankind: selling inventions at cost, creating public schools and libraries, giving wise counsel, and speaking out against bad government and foolish superstition.

Member Benefits: Members receive a copy of *The New Prometheus*, a secret treatise written anonymously by the founding members of the group. This book gives a member of Los Ilustrados a +2 enhancement bonus to Intelligence as long as the book is in the member's possession, exactly as if it were a *headband of intellect* +2.

L'ORDRE DU SANG

Symbol: None

Distribution: Uropa and Northern Crown

Membership: 500 worldwide — 400 in Uropa, 100 in Northern Crown

Alignment: Chaotic evil 100%

Prerequisites: Chaotic evil alignment, Social Rank 26+, vampire or vampire spawn

Overview: L'Ordre du Sang (the Blood Order) is a society of vampires whose origin is unknown but thought to be ancient. Their members tend to be the most long-established and powerful of their kind, with vast fortunes at their disposal. They live as members of the *ancien regime* of Uropan nobility, and are especially powerful in France and España. In Northern Crown, the order has appeared in the Français river town of Nouvelle Orleans and in the Espaniard city of Havana, which are large and wealthy enough to disguise their ghoulish habits and accommodate their lifestyle.

To become a member, one must be a vampire or vampire spawn of noble blood. The order is organized by seniority; older vampires have authority over younger ones. Each chapter of the order typically includes a master vampire of at least 10 HD, with 2d4 vampires of 5 to 9 HD and 3d8 vampire spawn. They usually live as a family in a grand house or estate, with the vampire spawn acting as their servants, spies, and bodyguards.

Aims: The order seeks to infect all the world's ruling families with vampirism, in order to allow vampires to live openly in society without fear of persecution. To that end, they use their great wealth and status, accumulated over centuries, to infiltrate courtly society in an attempt to gain the confidence of Uropan monarchs. Members of the order who succeed in marrying into royal families then pass their vampirism to their spouse, adding new blood to the order and spreading their reach into the highest corridors of power. The order's great enemy is the Magisterium of the Roman Church, which has been battling the order for centuries by using specially trained vampire hunters from the Unseen Hand. The elimination of these hunters is an obsession with certain members of the order, who will stop at nothing to destroy them.

Dues and Responsibilities: Members of the order are expected to extend hospitality to all fellow members, providing lodging, entertainment, and victims for visiting master vampires. Younger members are expected to defer to the orders of older members, and to do everything in their

power to spread vampirism among noble and royal families without exposing themselves.

Member Benefits: A member of L'Ordre du Sang gains +5 to Social Rank, due to the greater access and influence provided by one's fellow noble vampires. Members also gain some access to the order's vast wealth, receiving a monthly stipend of 500 gp to offset operational expenses.

THE ORDER OF THE TEMPLE OF SOLOMON

Symbol: Solomon's Seal (a six-pointed star).

Distribution: Uropa and Northern Crown

Membership: 10,000 worldwide — 9,500 in Uropa, 500 in Northern Crown

Alignment: Lawful good 70%, lawful neutral 20%, other 10%

Prerequisites: Social Rank 15+, Leadership feat, lawful alignment

Overview: The Solomonic Order claims to be the heirs of the wisdom of King Solomon — a figure of ancient legends from the Near East, who is said to be the wisest ruler in human history. The Order distributes copies of Solomon's writings to its members, which are said to have an enlightening effect on those who have the aptitude and greatness of stature necessary to fully understand them.

The existence of the Order is not secret, but membership is strictly confidential. New candidates must be sponsored by an existing member. All candidates are put through a ritual ordeal in order to test their resolve to join and their strength of character. The ordeal involves the threat of physical pain and some genuine discomfort, but no real harm. Candidates who flinch or refuse to complete the ordeal are not banned from the Order, but are assigned a mentor to help them prepare for another attempt. Passing the ordeal requires two successive Will saves at DC 16. Once in, a member can participate in meetings, which are held at a local temple of the Order. These meetings include proposals to accept new members, reports on the progress of various Order activities, and readings from the *Book of Solomon*.

Aims: The Order seeks to bring figures of political power into its circle, in order to create a more orderly society by cultivating wise, far-sighted rulers. It is less interested in sharing its secrets with commoners, who are thought not have the necessary strength to put the wisdom of Solomon to good use. Of course, the Order increases its own influence through the recruitment of powerful leaders — Lord Jefferson of Sophia is a member, and was originally sponsored by his mentor, Franklyn.

Dues and Responsibilities: Members must attend monthly meetings of the Order, paying dues of 10 gp multiplied by their Social Rank. This money goes into a general fund managed by senior members, to fund long-term projects of the Order. Members are expected to follow the instructions of their superiors, ensuring that their public actions are in line with the goals of the Order and that their private conduct does not bring shame upon the Order or compromise it. Members who fail to do so risk the loss of whatever public office they hold, as well as membership in the Order.

Member Benefits: Members receive a small, unadorned hexagonal gold medallion with a hidden clasp, which opens to reveal an engraved image of Solomon's Seal; they are expected to wear it concealed beneath their clothing at all times. It functions as a *periapt of Wisdom* +2. Members also receive a +2 bonus to Social Rank.

THE SONS OF CININNATUS

Symbol: A silver plow on a blue shield.

Distribution: Northern Crown

Membership: 20

Alignment: Lawful neutral 70%, lawful evil 30%

Prerequisites: Leadership feat

Overview: The Sons of Cincinnatus is a secret conspiracy among certain high-ranking captains in the Sophian army. These officers have lost much of their faith in the Republic of Sophia, and are prepared to stage a *coup* should public support for Jefferson's experiment in representative government fade. The members of the conspiracy seek to gather the support of other key officers in Sophia's army and navy; since their activities are legally considered treason, this must be done with extreme care. New members are only brought into the fold if their loyalty and discretion are assured. The oath of membership is sworn upon one's own life, with the understanding that a member of the conspiracy who defects will become a mark for assassination by the others. The members are identified only by a gold ring emblazoned with the red, white, and blue shield of Sophia, with the shield of the Sons of Cincinnatus hidden on the reverse, next to the wearer's skin.

Aims: The conspirators only wait to receive the codewords that will indicate the *coup* is underway: "General, you are called from the plow." The sequence of events that should follow this signal have been meticulously planned, including the seizure of the First Lord and his ministers, the securing of the streets of the capital with troops loyal to the conspiracy, and the institution of a military junta to administer the country. Some members have grander aims than simply a change of administration, though — they would follow seizure of the Republic with military campaigns to expand its frontiers north, south, and west, with the aim of creating a continental empire.

Dues and Responsibilities: Members pay no dues, but receive the codewords and the gold ring of membership in the conspiracy. They are expected to maintain readiness to carry out the planned *coup* at a moment's notice, following the military command structure of the conspiracy's members.

Member Benefits: Members gain a +3 bonus to Social Rank upon joining the conspiracy.

SPIRIT MASK SOCIETY

Symbol: A grotesque wooden mask.

Distribution: Northern Crown

Membership: 2000

Alignment: Lawful good 70%, neutral good 20%, chaotic good 10%

Prerequisites: Good alignment, Craft (sculpting) 6 ranks, Perform (dance) 6 ranks, Charisma 12+, base Will save +4

Overview: The Spirit Mask Society has members in many First Ones nations, but is most strong in the lands of the Five Nations, where virtually every settlement has a longhouse where Society members meet and store their sacred masks. The masks are carved in the likeness of grotesque faces, with staring eyes and grinning mouths painted with natural pigments and augmented with wigs of real hair. The most talented woodcarvers and dancers in each settlement fill the ranks of the Society. Membership is conferred upon those who demonstrate talent in these areas.

Aims: The Spirit Mask Society is dedicated to protecting their fellow First Ones from the undead, and especially from the wandering ghosts of evil men and women denied entrance to the house of the Great Mystery. These ghosts are drawn to living beings, seeking to possess their bodies in order to continue their evil activities and feel once more the sensations of material existence. The masks worn by Society members, in combination with their traditional dances, ensure that the ghosts are frightened away from First Ones settlements. The dances are usually enacted once a year at a set time; the dancers visit each house in the settlement and walk the bounds, imbuing the area with positive energy inimical to evil undead.

Dues and Responsibilities: Members of the Society are expected to defend the community against all forms of undead, even at the cost of their own lives. They must attend the annual dances, or risk expulsion from the Society.

Member Benefits: Members receive a carved wooden mask that functions as a *phylactery of undead turning*. They also receive a +5 bonus to Social Rank.

THE SCIONS OF THE TREE OF LIBERTY

Symbol: An oak tree.

Distribution: Uropa and Northern Crown

Membership: 300 worldwide — 250 in Northern Crown, 50 in Uropa

Alignment: Chaotic good 60%, lawful good 20%, neutral good 20%

Prerequisites: Good alignment

Overview: The Tree of Liberty is a revolutionary group based in the Republic of Sophia. Among its members are a number of prominent figures in the government of the republic, but the group is not officially sanctioned by them, because of the revolutionary nature of their activities. It is thought that many members of the group are also members of the Solomonic Order, since they are both based in Sophia and have complementary aims. Membership is open to any freethinker with the courage to undertake dangerous missions to establish similar movements in other lands, including Carolingia, France, and Nueva España. Not surprisingly, agents are especially welcome in the group, but natural philosophers, soldiers, and other classes are also of value.

Aims: The Tree seeks to overthrow the monarchs and emperors of Uropa and replace them with republics along the lines of Sophia. Still in its infancy, the group has established small cells in Carolingia and France, whose primary purpose is to increase their membership and seek out sympathetic contacts in positions of power. If, as it is commonly supposed, the Tree receives secret monetary and technical support from the government of Sophia, its potential as a threat to the reigns of Charles II and Louis XIV is significant, concentrating the efforts of many Carolingian and Français agents to expose and destroy it.

Dues and Responsibilities: Members are expected to swear their lives to the cause of liberty, and not to reveal the identities or plans of the group. They are sworn to follow the orders of the group's leaders, carrying out whatever missions are required of them.

Member Benefits: Members receive funds sufficient to cover travel expenses, hirelings, and equipment when undertaking a mission. They also receive one of the following feats, representing the effects of their dedication and fervor to the cause: Alertness, Investigator, Iron Will, Negotiator, or Persuasive.

THE UNSEEN HAND OF THE LORD

Symbol: None.

Distribution: Uropa and Northern Crown

Membership: 3000 worldwide — 2700 in Uropa, 300 in Northern Crown

Alignment: Lawful good 80%, lawful neutral 20%

Prerequisites: Knowledge (religion) 8 ranks, lawful good or lawful neutral alignment

Overview: The Unseen Hand is a secret organization based in Uropa but fielding several hundred operatives in Northern Crown. It is organized along hierarchical lines, with operatives, master operatives, and doctors under the authority of a chancellor chosen from among the doctors by the previous chancellor. Said to date from ancient times, the Hand admits members from all faiths and nations. New candidates are drawn from adventurers who have shown tenacity and cunning battling the forces of evil that threaten humankind. They are usually recruited by a doctor of the Hand, who simply asks if they wish to join. Those who refuse are asked not to speak of the matter; those who join are educated in the history of the Hand and given the rank of operative, then assigned to a master operative who gives them their first mission.

Aims: The Unseen Hand exists to direct a long-term, organized resistance to evil cults opposed to humankind. They have fought a secret war against L'Ordre du Sang for many centuries, keeping the powerful vampires in check and foiling their plans for world domination. The Hand also gathers intelligence about cult activity and shares it with trusted contacts in the governments of many Uropan nations, and with the Magisterium of the Roman Church. Operatives often attempt to root out and discreetly eliminate evil cultists who have infiltrated these same institutions; to expose them publicly would also expose the Hand and compromise its clandestine operations.

Dues and Responsibilities: Operatives of the Unseen Hand pay no dues, but are expected to obey the orders of their superiors while maintaining a cover identity.

Member Benefits: Members of the Unseen Hand receive a *ring of mind shielding*.

THE WEEPING EYE

Symbol: A weeping eye in the center of a human hand.

Distribution: Northern Crown

Membership: 3,000, mostly among First Ones of the southeast

Alignment: 100% chaotic evil

Prerequisites: Chaotic evil alignment, Strength 15+, base attack bonus +1

Overview: The Weeping Eye is a cult of First Ones warriors based in the southeast. Rejecting the universal obligation to honor and protect their own people, the followers of the Weeping Eye live in marauding bands of 20 to 100 individuals that seek human victims. The severed heads of these unfortunates are piled before an altar of the Weeping Eye, usually located in a sacred longhouse in the cult's camp. Membership in the cult is conferred only on strong individuals. A mob of cultists surrounds the candidate and demands that the candidate join them; those who refuse to join are slain. Members are identified by a tattoo of the Weeping Eye upon the palm of their right hand. Their right eye is often rimmed with red and black pigment, with forked stylized tears cutting across the right cheek.

Aims: The Weeping Eye itself is a god of death and sorrow. Its followers hope to gain the favor of the Eye through the sacrifice of human victims, both to gain strength and divine favor, and to keep the Eye from claiming their own souls. Some associate the Eye with the phenomenon of the solar eclipse; their murderous activities are most intense during such events.

Dues and Responsibilities: Weeping Eye cultists are expected to sacrifice victims to the Eye on a regular basis, and swear loyalty to the other members of their band.

Member Benefits: The tattoo of the Weeping Eye worn by all members functions as a *ring of force shield*.

THE GRAND CAMPAIGN

A grand campaign includes elements of two or more adventure types. An exploration adventure, for example, can easily segue into one of intrigue as the PCs become involved in the political implications of their discoveries. Then a supernatural element is introduced, as a powerful demon is discovered to be influencing the PCs' patron behind the scenes. A war with a neighboring state is precipitated, and the characters find themselves fighting for their lives.

A grand campaign can accommodate a mix of character classes, as long as the GM remembers to provide a strong incentive for them to work together and challenges appropriate to their class abilities. The evolution of a grand campaign often ends with the characters becoming major players in the campaign world, taking their place among the most powerful NPCs.

Appropriate Character Classes: Any

Themes: Epic quests or battles to save the continent from a powerful threat.

Challenges: Identifying and overcoming a universal threat to the future of humankind.

Foes: Secret societies, powerful evil beings, unscrupulous NPCs.

Rewards: Fame, honor, influence.

Starting Point: The PCs save a young witch from pursuing foes on a lonely stretch of country road near Nieu Amsterdam. She is carrying an artifact called the Key of Northern Crown, said to hold the power to control the continent's weather — a powerful weapon in the hands of whomever seeks to dominate the region. Having stolen the key in an act of rebellion against an evil mistress, the witch needs help getting safely to Sophia, where she hopes that Chiron Franklyn possesses the wisdom to see what can be done to safeguard the key from the grasp of tyranny. Already the agents of Nouvelle France and Carolingia are on her trail, in addition to the furies of the Naumkeag coven. And if the vampires of L'Ordre du Sang should somehow learn about the key, they could cover the skies of Northern Crown under a perpetual gloom of cloud, allowing the undead to roam by day and slay the living at will, while crops fail and people starve. The key must reach Franklyn safely. Can the PCs accomplish this quest, without succumbing to the temptation to use the artifact themselves for personal gain?

CHAPTER THREE

ENVIRONMENTS

The eastern half of Northern Crown — as it is documented in Uropan maps — encompasses many different environments, from frozen tundra to tropical islands. Each one is populated by a unique mix of creatures and may be inhabited by humans as well. This section includes a summary of major environments, with a breakdown of the ter-

rain types found in each and random encounter tables for creatures typically found those environments.

The GM should check for an encounter each day and each night the PCs spend in the wilderness. Stats for all new creatures and human types listed in italics are found in the Monsters and NPCs chapters.

BOG

Freshwater wetlands called bogs cover vast stretches of Northern Crown. They feature bewildering labyrinths of narrow waterways, ponds, and lakes; isolated stands of pine, maple, and spruce; and expanses of dense vegetation growing in shallow water. Although home to many creatures, a bog is not easily passable to humans due to thick stands of bushes, stretches of open water, and confusing geography. In the winter, when the bogs freeze over, foot travel becomes easier. In the spring and early summer, travel by small watercraft is preferable. From May to July, biting insects can torment human travelers; they are largely gone by August, but water levels can become too low for canoe travel, yet not dry enough for foot travel. Bogs are particularly dangerous places in the autumn, when bull moose are competing for mates and will charge nearly anything that gets too close.

BOG WILDERNESS ENCOUNTERS

Base Encounter Chance: 40% per day; 30% chance per night

% Day	% Night	Encounter	No.	CR	EL
01–10	01–08	Animal, Bear, Black	1	2	2
11–12	—	Animal, Eagle	1d4	1/2	2
13–14	—	Animal, Hawk	1	1/3	1/3
15–35	09–24	Animal, Moose	1	5	5
36	25–32	Animal, Owl	1	1/4	1/4
37–45	33–44	Animal, Wolf	2d8	1	8
46	45	Assassin Vine	1d3+1	3	6
47	46–47	<i>Bone Dancer</i>	1	5	5
48–52	48–54	Dire, Animal, Weasel	1d2	2	4
53	55	Ettin	1	5	5
54–60	56–58	<i>Giant Beaver</i>	1d6	3	7
61	—	Giant Eagle	1d2	3	5
62	59–61	Giant Owl	1	3	3
63–65	62–65	<i>Giant Porcupine</i>	1	2	2
66	66	Giant, Hill	1d4	7	10
67–69	67–70	Hag, Green	1	5	5
70–78	71–72	Human, see <i>Human subtable</i>			
79–80	73–75	<i>Moos-soogit</i>	1	14	14
81	76–78	<i>Pauguk</i>	2d6	2	8
82–90	79–90	Will-O-Wisp	1d3+1	6	9
91–00	91–00	Worg	1d6+5	2	8

HUMAN SUBTABLE:

% Day	% Night	Encounter	No.	CR	EL
01–10	01–10	<i>Adventurers</i>	1d4+1	5	9
11–70	11–80	<i>Skirmishers, First Ones</i>	2d10	1/2	7
71–00	81–00	<i>Voyageurs</i>	1d8	1	5

BOREAL FOREST

Also called the northern forest or the northwoods, the boreal forest stretches west to east in a great belt across the continent, approximately at the latitude of the Great Lakes, between the tundra to the north and the hardwood forest to the south. It is a place of mighty white pine and spruce trees, some towering nearly two hundred feet high, much prized by Uropan as masts for seagoing

BOREAL FOREST WILDERNESS ENCOUNTERS

Base Encounter Chance: 30% per day; 35% per night

% Day	% Night	Encounter	No.	CR	EL
01–05	01–06	Animal, Bear, Black	1	2	2
06–14	07–10	Animal, Bear, Brown	1d2	4	6
15–20	—	Animal, Eagle	1d4	1/2	2
21	—	Animal, Hawk	1	1/3	1/3
22–28	11–15	<i>Animal, Lynx</i>	1	2	2
29–35	16–20	<i>Animal, Moose</i>	1	5	5
36	21–23	Animal, Owl	1	1/4	1/4
37–39	24	<i>Animal, Panther</i>	1	3	3
40–45	25–30	Animal, Wolf	2d8	1	8
46–48	31–33	Animal, Wolverine	1	2	2
49	34–35	Aranea	1d4+2	4	9
50	36–37	<i>Bone Dancer</i>	1	5	5
51	38	<i>Catamount</i>	1	4	4

NORTHERN CROWN

ships. Fast-running, stony-bottomed rivers drain the forest; they provide natural routes for human travel, although they are dangerous to navigate due to falls, rapids, and spring floods fed by the melting of the heavy winter snows.

While not as diverse as hardwood forest, the fauna of the boreal forest includes several notable creatures, including bears, lynxes, and wolves. Eagles and ravens soar above the dark green boughs, while smaller creatures, including wolverines, martens, and weasels, prowl beneath in pursuit of hares and small rodents. The human presence includes both First Ones settlements and hunting parties, and Uropan trappers and timberers.

52-54	39-41	Dire Animal, Bear	1	7	7
55-56	42-43	Dire Animal, Weasel	1d2	2	4
57-60	44-47	Dire Animal, Wolf	1d4+4	3	9
61-63	48-50	Dire Animal, Wolverine	1	4	4
64	51	Etlin	1	5	5
65	—	Giant Eagle	1d2	3	5
66	52-55	Giant Owl	1	3	3
67	56-58	Giant Porcupine	1	2	2
68	59	Giant, Frost	1	9	9
69-70	60-61	Giant, Hill	1d4	7	10
71-72	62-64	Giant, Stone	1d3	8	10
73	65-67	Hag, Annis	1	6	6
74	68	Howler	1d4+1	3	7
75-79	69-71	Human; see Human subtable			
80	—	Kawkontwawk	1d20+1	2	9
81-82	72	Lycanthrope, Werebear	1	5	5
83	73-74	Lycanthrope, Werewolf	1d5+5	3	9
84	75	Misig'nya	1	8	8
85	76	Nunne'bi	1d10	7	12
86	77	Nyah-gwabe	1	20	20
87	78	Pauguk	2d6	2	8
88	79	Treant	1	8	8
89-90	80-83	Trickster	2d6	1	7
91-93	84-88	Wendigo	1d4+1	8	12
94-97	89-95	Winter Wolf	1d4+1	5	9
98-00	96-00	Worg	1d6+5	2	8

HUMAN SUBTABLE:

01-10	01-10	Adventurers	1d4+1	5	9
11-65	11-65	Skirmishers, First Ones	2d10	1/2	7
66-00	66-00	Voyagers	1d8	1	5

FARMLAND

In areas of the continent firmly under Uropan control, the land itself has been remade in Uropa's image. The forests fall to the axe; the stumps and stones are pulled from the clearings; native species are extirpated and replaced with Uropan game animals and cattle. Roads suited for horse and cart travel cross the land, which is sown with grain and vegetables under the care of skilled farmers to feed the growing towns and cities.

In these lands, encounters with humans are quite common. Some are benign, but many are hazardous, from highwaymen and bandits to swindlers and poachers. As always, where Uropan settle the fey and outsiders who quietly shape human history or prey upon them follow in their wake, and the many forms of Uropan undead begin to make their presence known upon the dark country roads, windswept graveyards, and shadowed streets.

FARMLAND WILDERNESS ENCOUNTERS

Base Encounter Chance: 90% per day; 25% per night

% Day	% Night	Encounter	No.	CR	EL
—	01	Allip	1	3	3
01-04	02-05	Animal, Bear, Black	1	2	2
05	—	Animal, Hawk	1	1/3	1/3
06	06-08	Animal, Owl	1	1/4	1/4
07-10	09-15	Animal, Wolf	2d8	1	8
—	16	Barghest	1d4+2	4	9
11-12	17-19	Giant, Hill	1d4	7	10
—	20-21	Haint	2d4	1	6
13-14	22-24	Haunted Scarecrow	1	3	3
15	25-27	Headless Rider	1	9	9
—	28-29	Hell Hound	1d8+4	3	9
16-92	30-81	Human; see Human subtable			
93	82	Invisible Stalker	1	7	7
—	83-85	Lanternjack	1	6	6
—	86-89	Lycanthrope, Werewolf	1d5+5	3	9
—	90	Night hag	1	9	9
—	91	Nightmare	1	5	5
—	92-93	Shadow	1d4+1	3	7
94-97	94-96	Sprite, Grig	1d3+1	1	3
98-00	97-99	Sprite, Pixie	1d3+1	4	7
—	00	Wraith	1d6+5	5	11

HUMAN SUBTABLE:

01-10	01-10	Adventurers	1d4+1	5	9
11-20	11-30	Bandits	4d20	1	8
21-30	31-45	Highwayman	1	3	3
31-35	46-55	Rowdies	2d8	1/2	5
36-40	56-60	Royal Guards	2d10	1	8
41-00	61-00	Settlers, Uropan	2d10	1/2	7

GREAT LAKE

The five Great Lakes — Superior, Illinois, Mer Douce, du Chat, and Ontario — along with the smaller but still impressive lakes of Champlain, St. Jean, Nipissing, and several others, constitute a chain of freshwater inland seas, with a distinct fauna of aquatic creatures too large to dwell in smaller bodies of water, as well as many more mundane species. The enormous amphibian giants known as gougou and the elusive water serpents called okanangan are among their legendary denizens.

These lakes sit mostly within the belt of the boreal forest, but some are bordered by bogs or mountains. Connected by rivers and narrow straits, they are used by Uropans and First Ones to access to the continent's interior, although in winter the lakes often freeze over, blocking travel by watercraft. At any season, sudden intense storms can turn their placid waters into raging seas. The western reaches of Lac Superior are not yet mapped, and some hope they may even lead to the fabled River of the West, which drains into the Pacific Sea.

GREAT LAKE WILDERNESS ENCOUNTERS

Base Encounter Chance: 20% per day, 5% per night

% Day	% Night	Encounter	No.	CR	EL
01–10	—	Animal, Eagle	1d4	1/2	2
11–14	—	Arrowhawk, Adult	1	5	5
15–18	01–04	Elemental, Air, M	1	3	3
19–21	05–06	Elemental, Air, L	1	5	5
22–23	07–08	Elemental, Air, H	1	7	7
24	09	Elemental, Air, Greater	1	9	9
25	10	Elemental, Air, Elder	1	11	11
26–28	11–12	Elemental, Water, Medium	1	3	3
29–31	13–14	Elemental, Water, Huge	1	7	7
32	15	Elemental, Water, Greater	1	9	9
33	16	Elemental, Water, Elder	1	11	11
34–36	—	Giant Eagle	1d2	3	5
37–45	17–22	Giant Pike	1	2	2
46–50	23–24	Giant Snapping Turtle	1	4	4
51–52	25–26	Gougou	1	20	20
53–55	27–30	Hag, Green	1	5	5
56–58	31–33	Hag, Sea	1	4	4
59–88	34–83	Human, <i>see Human subtable</i>			
89–90	84–85	Merfolk	1d10+2	1	7
91–92	86–90	Okanangan	1	10	10
93–94	91–94	Sea Cat	1d8+4	4	10
95–97	95–00	Sprite, Nixie	1d6+5	1	7
98–00	—	Thunderbird	1	7	7

HUMAN SUBTABLE:

01–10	01–10	Adventurers	1d4+1	5	9
11–20	11–20	Pirates	1d20	1/2	6
21–50	21–50	Skirmishers, First Ones	1d20	1/2	6
51–00	51–00	Voyageurs	1d20	1	8



NORTHERN CROWN

HARDWOOD FOREST

Hardwood forest covers much of the central region of the continent, in a broad band between the coast and the river Espiritu Santo. A place of elm, oak, maple, chestnut, and many other great trees valued for their strong and beautiful wood, it is also a home for deer and game birds who browse in the open understory. The rivers that drain the forest are slow-moving, meandering waterways bordered by floodplains with especially fertile soil. These rich resources support dense populations of First Ones people, who have lived in harmony with the forest for thousands of years, at times raising great cities and religious centers amid the trees, and at other times living in small settlements. They also attract Uropans, who covet the timber, game, and rich soil of the forest for settlement.

Travel through the hardwood forest is made easier by the relative lack of undergrowth, and the presence of long-established First Ones trails, used for both trade and war. Away from the trails it is easy to become lost, especially at night or in poor weather. The climate is temperate, with humid, hot summers and cold, often snowy winters.

HARDWOOD FOREST WILDERNESS ENCOUNTERS

Base Encounter Chance: 40% per day; 25% per night

% Day EL	% Night	Encounter	No.	CR	
01-06	01-08	Animal, Bear, Black	1	2	2
07-09	—	Animal, Eagle	1d4	1/2	2
10	—	Animal, Hawk	1	1/3	1/3
11	09-11	Animal, Owl	1	1/4	1/4
12-18	12-20	Animal, Panther	1	3	3
19-21	—	Animal, Snake, L Viper	1	2	2
22-25	—	Animal, Snake, M Viper	1	1	1
26-29	—	Animal, Snake, S Viper	1	1/2	1/2
30-34	21-25	Animal, Wolf	2d8	1	8
35	26	Aranea	1d4+2	4	9
36-39	—	Arrowhawk, Adult	1	5	5
40	27-28	Bone Dancer	1	5	5
41	—	Dread Rattler	1	5	5
42	—	Giant Eagle	1d2	3	5
43	29-30	Giant Owl	1	3	3
44-46	31-33	Giant Porcupine	1	2	2
47	34	Giant, Hill	1d4	7	10
48	35-36	Hag, Annis	1	6	6
49	37-39	Howler	1d4+1	3	7
50-64	40-49	Human; see Human subtable			
—	50	Lycanthrope, Werebear	1	5	5
—	51	Lycanthrope, Weretiger	1	5	5
—	52	Lycanthrope, Werewolf	1d5+5	3	9
65	53	Misig'nwa	1	8	8
66	54	Nyah-gwabe	1	20	20
67	55-58	Pauguk	2d6	2	8
68-71	59-62	Pukwudjee	2d10	1	8
72	63	Rakshasa	1	9	9
73-74	64-65	Razorback Hogge	1	4	4
—	66-67	Spectre	1	7	7
75	—	Swarm, Hellwasp	1	8	8
76-77	—	Thunderbird	1	7	7
78-80	68-69	Treant	1	8	8
81-84	70-75	Trickster	2d6	1	7
—	76	Vampire Spawn	1d4+1	4	8
85	77-78	Vargouille	1d4+1	2	6
86-88	—	Vermin, Bee, Giant	1d10+6	1/2	7
89	79	Vermin, G. Beetle, Bombardier	1d4+1	2	6
90	80-81	Vermin, G. Beetle, Stag	1d6+6	4	11
91	82-83	Vermin, G. Praying Mantis	1	2	2
92-93	84-86	Vermin, M. Centipede, M	1d4+1	1/2	3
94-95	87-88	Vermin, M. Spider, M	1d4+1	1	4
96	89-90	Vermin, M. Spider, S	1d6+5	1/2	5
97	91	Vermin, M. Spider, T	3d4+3	1/4	3
—	92-93	Wight	1d6+5	3	9
98-00	94-98	Worg	1d6+5	2	8
—	99-00	Wraith	1d6+5	5	11

HUMAN SUBTABLE:

01-10	01-10	Adventurers	1d4+1	5	9
11-25	11-20	Settlers, Uropan	2d10	1/2	7
26-85	21-85	Skirmishers, First Ones	2d10	1/2	7
86-00	86-00	Voyageurs	1d8	1	5

MOUNTAINS

The eastern half of the continent is dominated by the Appalachian Mountains, which run in a long chain from the southern pine forests to the bogs and boreal forests of the north. This range is old and highly eroded, with no summits exceeding 7000 feet, but still presents a formidable barrier to travel, with bald, rocky summits, fractured cliffs, dense woods, and only a handful of passes called gaps or notches, which allow travel between the coast and the interior. Only two major rivers, the Delaware and the Hudson, truly penetrate the range, forming strategic water routes from the sea inland.

Animal life is relatively sparse in the mountains compared to adjacent areas, and the weather is colder and wetter, with frequent thunderstorms and heavy winter snowfall. The northern summits are above the treeline entirely, with conditions comparable to tundra. Few humans dwell in mountain areas, although numerous flat-bottomed, steep-walled valleys lie hidden among the peaks, providing islands of habitable land for First Ones settlements and Uropan farmers.

MOUNTAIN WILDERNESS ENCOUNTERS

Base Encounter Chance: 30% per day; 20% per night

% Day	% Night	Encounter	No.	CR	EL
01-06	01-08	Animal, Bear, Black	1	2	2
07-10	—	Animal, Eagle	1d4	1/2	2
11	—	Animal, Hawk	1	1/3	1/3
12-14	09-15	Animal, Lynx	1	2	2
15-18	16-20	Animal, Moose	1	5	5
19	21-23	Animal, Owl	1	1/4	1/4
20-24	24-29	Animal, Panther	1	3	3
25-28	30-36	Animal, Wolf	2d8	1	8
29-35	37-42	Catamount	1	4	4
36-37	43-44	Elemental, Earth, Medium	1	3	3
38	45	Elemental, Earth, Large	1	5	5
39	46	Elemental, Earth, Huge	1	7	7
40	47	Elemental, Earth, Greater	1	9	9
41	48	Elemental, Earth, Elder	1	11	11
42-43	49-50	Ettin	1	5	5
44-46	—	Giant Eagle	1d2	3	5
47	51-53	Giant Owl	1	3	3
48-49	54-55	Giant Porcupine	1	2	2
50-54	56-59	Giant, Stone	1d3	8	10
—	60-64	Grimlock	2d10	1	8
55-56	65-67	Hag, Annis	1	6	6
57-77	68-79	Human; see Human subtable			
78-81	80	Kawkontwawk	1d20+1	2	9
82-83	81-83	Nume'bi	1d10	7	12
84-88	84-86	Pomola	1	14	14
89-93	87-93	Sanauk	2d10	2	9
94-95	—	Thunderbird	1	7	7
96-97	94-97	U'tlum'ta	1	6	6
98-00	98-00	Worg	1d6+5	2	8

HUMAN SUBTABLE:

01-15	01-15	Adventurers	1d4+1	5	9
16-50	16-50	Bandits	1d20	1	8
51-55	51-55	Settlers, Uropan	2d10	1/2	7
56-85	56-85	Skirmishers, First Ones	2d10	1/2	7
86-00	86-00	Voyageurs	1d8	1	5

OCEAN

The Atlantic Sea and the Carib Sea lap against the shores of Northern Crown, cradling huge stocks of fish and marine mammals in the many bays, inlets, and estuaries that line the coast. The vast blue-water depths beyond sight of land hold not only whales and great sharks, but also the monsters of nautical legend, including kraken, merfolk, and sinister sea devils.

Upon these temperamental waters sail Espaniard treasure fleets, Nederlander and Commonwealther merchants, and the Buccaneer captains who prey upon them, sometimes hunting in packs like hungry wolves of the sea. The treacherous sands of the mid-coast and the jagged reefs of the south have been the bane of hundreds of ships, sending both crew and cargo into the deep to rest until disturbed by intrepid treasure-seekers.

OCEAN WILDERNESS ENCOUNTERS

Base Encounter Chance: 15% per day; 10% per night

% Day	% Night	Encounter	No.	CR	EL
01-02	01-02	Animal, Manta Ray	1	1	1
03-15	03-18	Animal, Porpoise	2d10	1/2	7
16-17	19-23	Animal, Shark, H	1d4+1	4	8
18-21	24-27	Animal, Shark, L	1d4+1	2	6
22-25	28-32	Animal, Shark, M	1d6+5	1	7
26-29	33-36	Animal, Squid, G	1	9	9
30-40	37-47	Animal, Whale, Baleen	1	5	5
41-45	48-52	Animal, Whale, Cachalot	1	6	6
46-47	53-55	Dire Animal, Shark	1	9	9
48-49	56-58	Hag, Sea	1	4	4
50-85	59-79	Human, Pirate	1d20	1	8
86-88	80-85	Kraken	1	12	12
89-94	86-90	Merfolk	1d10+2	1	7
95-00	91-98	Sahuagin	1d10+6	2	9
—	99-00	Wraith	1d6+5	5	11

NORTHERN CROWN

POLAR SEA

Surrounding the windswept tundra to west, east, and north are the icy waters of the polar sea. This is the harshest terrain in all of Northern Crown: a floating plain of gnashing, shifting ice, first shrouded in darkness for half of the year, then lit for six months by the light of a low, feeble sun. And always, the numbing cold and bitter wind.

Roaming this land are the great white bears of the north, and few other natural predators. The native people of the region are adept survivors, their ways little changed from those of the distant ancestors of the First Ones in the age of ice. Nomads, they live in small family units, hunting the seals and small whales that provide nearly all the food and raw materials available in this environment. A handful of Uropan ships have found their way here in search of the fabled northwest passage to Cathay, which would secure the riches of the East for the lucky finder of such a route. All ships have so far either returned with tales of impenetrable fields of hull-crushing ice, or else have not returned at all.

POLAR SEA WILDERNESS ENCOUNTERS

Base Encounter Chance: 35% per day; 15% per night

% Day	% Night	Encounter	No.	CR	EL
01-20	01-20	Animal, Bear, Polar	1	4	4
21-40	21-40	Animal, Whale, Baleen	1	5	5
41-55	41-55	Animal, Whale, Orca	1d6+5	5	11
56-58	56-58	Giant, Frost	1	9	9
59-61	59	Human, Adventurers	1d4+1	5	9
62-63	60-61	Invisible Stalker	1	7	7
64-76	62-76	Kraken	1	12	12
77-83	77-80	Pauguk	2d6	2	8
84-88	81-86	Spectre	1	7	7
89-00	87-98	Wendigo	1d4+1	8	12
—	99-00	Wraith	1d6+5	5	11

PRAIRIE

As one moves westward into the interior of the continent, the hardwood forest gives way to gently rolling, open plains dotted with oak trees and covered with tall, dense grass. This land, called the prairie, experiences hot dry summers and cold snowy winters. In the summer months, travelers are plagued by heat waves, drought, wildfires, and savage thunderstorms that can spawn deadly cyclones. In winter, blinding blizzards surge across the plains, alternating with long stretches of quiet but extremely cold weather. Large bodies of water are few, but slow-moving rivers carve impressive bluffs and channels through the land.

Dominating the fauna of the prairie is the bison, which moves in herds numbering hundreds of thousands of individuals, covering hundreds of square miles. The bison attract coyotes, wolves, and First Ones hunters, who rely on the big animals as a source of food as well as for raw material for clothing, shelter, and tools. Uropan are only now reaching the prairie in numbers, attracted by rich soil and seemingly limitless numbers of bison.

PRAIRIE WILDERNESS ENCOUNTERS

Base Encounter Chance: 50% per day; 20% per night

% Day	% Night	Encounter	No.	CR	EL
01-25	01-30	Animal, Bison	3d6	2	9
26-28	—	Animal, Hawk	1	1/3	1/3
29	31-34	Animal, Owl	1	1/4	1/4
30-33	—	Animal, Snake, L Viper	1	2	2
34-38	—	Animal, Snake, M. Viper	1	1	1
39-45	—	Animal, Snake, S Viper	1	1/2	1/2
46-52	35-45	Animal, Wolf	2d8	1	8
53-55	—	Arrowhawk, Adult	1	5	5
56	46-48	Bone Dancer	1	5	5
57-58	—	Dread Rattler	1	5	5
59	49-51	Giant Owl	1	3	3
60-79	52-70	Human; see Human subtable			
80-82	71-72	Minotaur	1d4+1	4	8
83	73-75	Pauguk	2d6	2	8
—	76-79	Spectre	1	7	7
84-85	—	Swarm, Locust	1	3	3
86-87	—	Thunderbird	1	7	7
88-89	80	Vermin, G. Beetle, Bombardier	1d4+1	2	6
90-92	81-83	Vermin, G. Beetle, Stag	1d6+6	4	11
93-94	84-85	Vermin, G. Praying Mantis	1	2	2
95-98	86-87	Vermin, Giant Wasp	1d4+1	3	7
99-00	88-90	Vermin, M. Centipede, M	1d4+1	1/2	3
—	91-95	Wight	1d6+5	3	9
—	96-00	Wraith	1d6+5	5	11

HUMAN SUBTABLE:

01-10	01-10	Adventurers	1d4+1	5	8
11-20	11-15	Settlers, Uropan	2d10	1/2	7
21-00	16-00	Skirmishers, First Ones	2d10	1/2	7

RIVERINE

The great rivers of the continent, notably the Ohio, Espiritu Santo, and their tributaries, support narrow corridors of distinctly different aquatic life, from giant snapping turtles to enormous catfish. The rivers also serve as trade routes and enrich surrounding alluvial plains with spring floods that bring death to humans living there, but also deep deposits of fertile mud. In the past, these alluvial plains supported the people called the Makers, and later, the Moundraisers. Their palisade-protected cities and sacred mounds, now abandoned and overgrown, still dot the riverbanks, attracting Uropan treasure-hunters and natural philosophers to plumb their depths for gold, gems, and ancient artifacts of power.

RIVERINE WILDERNESS ENCOUNTERS

Base Encounter Chance: 30% per day, 20% per night

% Day	% Night	Encounter	No.	CR	EL
01-10	—	Animal, Eagle	1d4	1/2	2
11-25	01-18	Giant Snapping Turtle	1	4	4
26-40	19-36	Human; see Human subtable			
41-42	37-40	Merfolk	1d10+2	1	7
43	41	Okanangan	1	10	10
44-45	42-43	Sprite, Nixie	1d6+5	1	7
46-00	44-00	Use encounter table for adjacent environment			

HUMAN SUBTABLE:

% Day	% Night	Encounter	No.	CR	EL
01-10	01-10	Adventurers	1d4+1	5	9
11-20	11-25	Pirates	1d20	1/2	6
21-40	26-40	Settlers, Uropan	2d10	1/2	7
41-60	41-60	Skirmishers, First Ones	2d10	1/2	7
61-00	61-00	Voyageurs	1d20	1	8

SOUTHERN PINE FOREST

The southeastern quarter of the continent supports great forests of loblolly pine and other trees adapted to the clay and sandy soils, and warm temperatures of that region. The land is warm nearly year-round, but experiences more seasonal variation in rainfall than the hardwood forests to the north, with drier summers and wetter winters. Forest fires are a frequent menace in the late summer; they help keep the understory relatively clear of brush, and replenish the soil with nutrients. Rivers in this land are turbid, meandering channels, which cut lazy bends through the soft soil and often flow through areas of subtropical swamp as they near the coast. They provide excellent travel routes, although the muddy banks and surrounding swamps make shore access difficult along much of their length. Foot travel in this land is relatively easy, with many First Ones trails crossing the forest and few significant changes in elevation.

The fauna of the southern pine forest includes panthers, bears, deer, and many smaller mammals. Because of the warmer climate, insects and reptile species are more active here. The populous First Ones peoples of

SOUTHERN PINE FOREST WILDERNESS ENCOUNTERS

Base Encounter Chance: 40% per day, 30% per night

% Day	% Night	Encounter	No.	CR	EL
01-06	01-08	Animal, Bear, Black	1	2	2
07-09	—	Animal, Eagle	1d4	1/2	2
10	—	Animal, Hawk	1	1/3	1/3
11	09-11	Animal, Owl	1	1/4	1/4
12-18	12-18	Animal, Panther	1	3	3
19-22	—	Animal, Snake, L Viper	1	2	2
23-25	—	Animal, Snake, M Viper	1	1	1
26-28	—	Animal, Snake, S Viper	1	1/2	1/2
29-31	19-21	Animal, Wolf	2d8	1	8
32	22	Aranea	1d4+2	4	9
33	—	Arrowhawk, Adult	1	5	5
34	23	Bone Dancer	1	5	5
35-38	—	Dread Rattler	1	5	5
39	—	Giant Eagle	1d2	3	5
40	24-25	Giant Owl	1	3	3
41	26-27	Giant Porcupine	1	2	2
42	28	Giant, Hill	1d4	7	10
43	29	Hag, Annis	1	6	6
44	30-33	Haint	2d4	1	6
45-57	34-54	Human; see Human subtable			
58-60	—	Hy-Dry Tortoise	1	8	8
61	55-56	Pauguk	2d6	2	8
62-63	57	Pukwudjee	2d10	1	8
64	58	Rakshasa	1	9	9
65-68	59	Razorback Hogge	1	4	4
69	60	Spectre	1	7	7
70-71	61	Swarm, Centipede	1	4	4
72	—	Thunderbird	1	7	7
73	62	Treant	1	8	8
74-75	63-65	Trickster	2d6	1	7
—	66	Vampire Spawn	1d4+1	4	8
76	67-68	Vargouille	1d4+1	2	6
77-78	—	Vermin, Bee, Giant	1d10+6	1/2	7
79-80	69	Vermin, G. Beetle, Bombardier	1d4+1	2	6
81	70	Vermin, G. Beetle, Stag	1d6+6	4	11
82	71	Vermin, G. Praying Mantis	1	2	2

NORTHERN CROWN

this area tend to have a more complex social order than their neighbors to the north, with a caste of professional clerics, rather than druids, who venerate gods adapted from the religions of the southern continent. Permanent First Ones towns, with palisades and temple platforms dedicated to a sun deity, are common near major rivers. Perhaps because of their greater numbers, these peoples have been more successful in resisting Uropan invasion. The Espaniards and Carolingians have not succeeded in establishing large settlements in this land, but have engaged in diplomacy to enlist local nations as proxy fighters and raiders against enemy Uropan in adjacent areas.

83	72	Vermin, M. Centipede, H	1d4+1	2	5
84	73	Vermin, M. Centipede, L	1d4+1	1	4
85-86	74	Vermin, M. Centipede, M	1d4+1	1/2	2
87-88	75-77	Vermin, M. Centipede, S	1d4+1	1/4	1
89-90	78-81	Vermin, M. Centipede, T	1d4+1	1/8	1/2
91-92	82	Vermin, M. Spider, H	1d4+1	4	7
93-94	83	Vermin, M. Spider, L	1d4+1	2	5
95-96	84-85	Vermin, M. Spider, M	1d4+1	1	4
97	86-89	Vermin, M. Spider, S	1d6+5	1/2	5
98	90-92	Vermin, M. Spider, T	3d4+3	1/4	3
—	93-95	Wight	1d6+5	3	9
99-00	96-97	Worg	1d6+5	2	8
—	98-00	Wraith	1d6+5	5	11

HUMAN SUBTABLE:

01-10	01-10	Adventurers	1d4+1	5	9
11-20	11-20	Fighters, Nyamban	1d20	1	8
21-25	21-25	Settlers, Uropan	2d10	1/2	7
26-00	26-00	Skirmishers, First Ones	2d10	1/2	7

SUB-TROPICAL SWAMP

The coast of the continent, from Carolingia southward, alternates between sandy beaches and nearly impenetrable subtropical swamps. In contrast to the grassy coastal marshes of the north, these swamps are flooded forests of cypress and mangrove, which are adapted to aquatic conditions. Winding channels thread their way among the trees. At any time of day or night, the swamp can be shrouded in thick mists and fogs.

Reptiles, amphibians, crustaceans, and insects of impressive size dwell in the swamps. Many species are venomous — they present serious hazards for the few travelers who brave this hot, humid environment. Legends tell of lost Uropan settlements and undead horrors lurking here: murderers, pirates, escaped captives, and seekers of eternal youth.

SUBTROPICAL SWAMP WILDERNESS ENCOUNTERS

Base Encounter Chance: 40% per day; 30% per night

% Day	% Night	Encounter	No.	CR	EL
01-03	01-04	Animal, Bear, Black	1	2	2
04-12	05-10	Animal, Crocodile	1d6+5	2	8
13	—	Animal, Hawk	1	1/3	1/3
14-15	—	Animal, Lizard	1	1/6	1/6
16-18	—	Animal, Lizard, Giant	1	2	2
19	11	Animal, Owl	1	1/4	1/4
20-24	12-18	Animal, Panther	1	3	3
25-26	—	Animal, Snake, Constrictor	1	2	2
27-29	—	Animal, Snake, Large Viper	1	2	2
30-32	—	Animal, Snake, Med Viper	1	1	1
33-34	—	Animal, Snake, Small Viper	1	1/2	1/2
35-36	19-21	Animal, Wolf	2d8	1	8
37-38	22-23	Assassin Vine	1d3+1	3	6
39-40	24-25	Chuul	1	7	7
41-42	—	Dread Rattler	1	5	5
43	26-29	Giant Porcupine	1	2	2
44-46	30-31	Giant Snapping Turtle	1	4	4
47-48	32-34	Hag, Green	1	5	5
49-53	35-41	Haint	2d4	1	6
54-69	42-57	Human; see Human subtable			
70-72	58-62	Kobold	1d20	1/6	2
73-77	63-67	Lizardfolk	1d6+5	1	7
78	68-70	Spectre	1	7	7
79-80	71	Vermin, G. Beetle, Bombardier	1d4+1	2	6
81	72	Vermin, G. Beetle, Stag	1d6+6	4	11
82-83	73-74	Vermin, M. Spider, G	1	7	7
84-86	75-77	Vermin, M. Spider, H	1d4+1	4	8
87-89	78-80	Vermin, M. Spider, L	1d4+1	2	6
90-92	81-82	Vermin, M. Spider, M	1d4+1	1	4
93	83-85	Vermin, M. Spider, S	1d6+5	1/2	5
94	86-88	Vermin, M. Spider, T	3d4+3	1/4	3
—	89-90	Wight	1d6+5	3	9
95-00	91-97	Will-O-Wisp	1d3+1	6	9
—	98-00	Wraith	1d6+5	5	11

HUMAN SUBTABLE:

01-20	01-10	Adventurers	1d4+1	5	9
21-30	11-30	Fighters, Nyamban	1d20	1	8
31-00	31-00	Skirmishers, First Ones	2d10	1/2	7

TROPICAL ISLAND

The Carib Sea is crossed by the island chain called the Antilles. Chief among these islands are Cuba, Jamaica, and Hispaniola. Like precious stones set in the warm blue waters, they have been fought over by Uropan powers for many years, to the sorrow of their native peoples. These tropical islands are hot year-round, but the climate is somewhat moderated by nearly ceaseless winds from the sea. The summers are dry, and end dramatically with the arrival of violent hurricanes, which herald the rainy season. The rains allow lush tropical vegetation, which makes inland travel difficult. Navigable rivers are few, and fresh water is scarce on some of the smaller islands. The sandy shores are deceptively welcoming to Uropan ships, often giving no hint of the rings of razor-sharp coral that surround many islands like natural rampsarts.

The islands support no large mammals, but host many reptiles, amphibians, insects, and birds, many of which are brightly colored, and on the smaller islands have no fear of humankind. The native peoples, fast disappearing beneath the onslaught of Uropan invaders, are master mariners who travel between islands in great canoes. Uropan inhabitants include sailors, Buccaneers, farmers, herders, and imperial administrators.

TROPICAL ISLAND WILDERNESS ENCOUNTERS

Base Encounter Chance: 50% per day, 40% per night

% Day	% Night	Encounter	No.	CR	EL
01-08	01-15	Animal, Crocodile	1d6+5	2	8
09-12	16-20	Animal, Crocodile, Giant	1	4	4
13-15	—	Animal, Lizard	1	1/6	1/6
16-19	—	Animal, Lizard, Giant	1	2	2
20-25	—	Animal, Snake, Constrictor	1	2	2
26-28	—	Animal, Snake, G. Constrictor	1	5	5
29-31	—	Animal, Snake, Huge Viper	1	3	3
32-35	—	Animal, Snake, Large Viper	1	2	2
36-38	—	Animal, Snake, Medium Viper	1	1	1
39-40	—	Animal, Snake, Small Viper	1	1/2	1/2
41-43	21-22	Assassin Vine	1d3+1	3	6
44-46	23-27	Chuul	1	7	7
47-50	28-35	Gnoll	2d10	7	14
51-68	36-67	Human; see Human subtable			
69	68-71	Kobold	2d10	1/6	2
70-72	72-74	Lizardfolk	1d6+5	1	7
73-74	75-76	Vermin, Giant Ant, Soldier	2d2	2	6
75-77	77-79	Vermin, Giant Ant, Worker	1d6+5	1	7
78-79	80	Vermin, G. Beetle, Bombardier	1d4+1	2	6
80-81	81	Vermin, G. Beetle, Stag	1d6+6	4	11
82	82	Vermin, M. Centipede, G	1	6	6
83	83-84	Vermin, M. Centipede, H	1d4+1	2	6
84	85	Vermin, M. Centipede, L	1d4+1	1	4
85-86	86	Vermin, M. Centipede, M	1d4+1	1/2	3
87-89	87-88	Vermin, M. Centipede, S	1d4+1	1/4	1
90-91	89	Vermin, M. Spider, G	1	7	7
92-93	90-91	Vermin, M. Spider, H	1d4+1	4	8
94-96	92-93	Vermin, M. Spider, L	1d4+1	2	6
97-98	94-95	Vermin, M. Spider, M	1d4+1	1	4
99	96-97	Vermin, M. Spider, S	1d6+5	1/2	5
00	98-00	Vermin, M. Spider, T	3d4+3	1/4	3

HUMAN SUBTABLE:

% Day	% Night	Encounter	No.	CR	EL
01-20	01-20	Adventurers	1d4+1	5	9
21-30	21-50	Fighters, Nyamban	1d20	1	8
31-50	51-80	Pirates	1d20	1/2	6
51-00	81-00	Settlers, Uropan	2d10	1/2	7

TUNDRA

North of the boreal forest, the continent becomes nearly bare of trees, revealing a flat expanse of windswept lichen, small ponds and lakes, and north-flowing rivers. This is the tundra, locked in winter's grip except for a brief summer. Close to the earth's pole, the land is in continual darkness during winter's depths, and under the glow of a never-setting sun at midsummer. Travel in all seasons is difficult. For most of the year, fierce winds hurl snow across the land. Clouds of black flies fill the air in June and July, and the soil becomes a sucking morass of mud, only to freeze again under the early return of snow and polar cold.

TUNDRA WILDERNESS ENCOUNTERS

Base Encounter Chance: 20% per day, 20% per night

% Day	% Night	Encounter	No.	CR	EL
01-07	01-10	Animal, Bear, Brown	1d2	4	6
08-22	11-25	Animal, Bear, Polar	1	4	4
23-26	—	Animal, Eagle	1d4	1/2	2
27-31	26-33	Animal, Lynx	1	2	2
32-35	34-36	Animal, Moose	1	5	5
36	37-39	Animal, Owl	1	1/4	1/4
37-42	40-44	Animal, Wolf	2d8	1	8
43-46	45-48	Animal, Wolverine	1	2	2
47	49-50	Bone Dancer	1	5	5
48-50	51-53	Dire Animal, Bear	1	7	7
51-54	54-57	Dire Animal, Weasel	1d2	2	4
55-59	58-61	Dire Animal, Wolf	1d4+4	3	9
60-65	62-67	Dire Animal, Wolverine	1	4	4
66-68	—	Giant Eagle	1d2	3	5
69-70	68-72	Giant Owl	1	3	3
71-72	73	Giant, Frost	1	9	9

NORTHERN CROWN

Life on the tundra is harsh — only a few hardy mammals and birds thrive here, including the caribou, musk ox, wolverine, arctic fox, arctic hare, and snow goose. Legends tell of stranger creatures, survivors of the age of ice, including the woolly mammoth and monoceros, and the fearsome giants of winter, the wendigo. The First Ones of this land live in small family groups, relying on their formidable wilderness lore and the power of their druids to help them survive, as they follow the caribou herds on their yearly migrations. Of the few Uropans who have ever seen this land, many have paid for the sight with their lives, as they were hopelessly unprepared for tundra life. Nevertheless, the lure of furs, precious metals, and vast, sparsely populated lands continue to draw a trickle of mappers and natural philosophers to this hostile region.

73-74	74	Giant, Stone	1d3	8	10
75	75-76	Hag, Annis	1	6	6
76-80	77-80	Human; <i>see Human subtable</i>			
81-84	81-84	<i>Pauguk</i>	2d6	2	8
85-94	85-94	<i>Wendigo</i>	1d4+1	8	12
95-00	95-00	Winter Wolf	1d4+1	5	9

HUMAN SUBTABLE:

01-05	01-05	<i>Adventurers</i>	1d4+1	5	9
06-85	06-85	<i>Skirmishers, First Ones</i>	2d10	1/2	7
86-00	86-00	<i>Voyageurs</i>	1d8	1	5

URBAN

In the cities of Northern Crown animal encounters are few, but there are many human encounters, some benign, but many dangerous. The streets are prowled by rakes and other human predators, and the graveyards are the home of undead creatures who feed upon the living.

URBAN ENCOUNTERS

Base Encounter Chance: 30% per day, 30% per night

% Day	% Night	Encounter	No.	CR	EL
—	01	Allip	1	3	3
—	02	Ghast	1d3+1	3	6
—	03	Ghoul	1d6+6	1	8
—	04	<i>Haint</i>	1	1	1
01-00	05-88	Human; <i>see Human subtable</i>			
—	89-90	<i>Lanternjack</i>	1	6	6
—	91-92	Lycanthrope, Wererat	1d5+5	2	8
—	93	Lycanthrope, Werewolf	1	3	3
—	94	Shadow	1d4+1	3	7
—	95	Skeleton, M	1d4	1/3	1
—	96	Spectre	1	7	7
—	97	Vampire Spawn	1d4+1	4	8
—	98	Vargouille	1d4+1	2	6
—	99	Wraith	1d6+5	5	11
—	00	Zombie, M	1d4+1	1/2	3

HUMAN SUBTABLE:

01-50	01-50	<i>Adventurers</i>	1d4+1	5	9
51-80	51-80	<i>Rowdies</i>	2d8	1/2	6
81-00	81-00	<i>Royal Guards</i>	2d10	1	8

CHAPTER FOUR

NATIONS

This chapter contains a summary of the major political powers vying for control of Northern Crown, as well as a brief overview of the Uropan powers and those of the Far East. (Information about Nyamban nations can be found in *Nyambe: African Adventures*.) This is essential information for understanding the political landscape and power structure of the campaign world.

Of the major nations occupying Northern Crown, some are independent political entities while others are leagues or confederacies of several states. Still others are mere possessions or colonies of Uropan powers. Among these players is a complex relationship of statecraft, war, and trade that throws some nations together as allies, sets others against their neighbors, and leaves the rest hoping merely to survive.

Distinct from the Gazetteer, which describes the physical landscape of the continent, this section sets out the political landscape. It includes a summary of the economy, government, history, conflicts, and intrigues of the major political powers of Northern Crown. The political and social landscape of Northern Crown do not overlay each other neatly. Some nations correspond closely with player character cultures, being fairly homogenous, while other nations contain citizens from many different cultures, as noted under the Population entry for each. Dozens of independent nations and settlements are not included in this section, but do receive their own entries in the Gazetteer. Areas of interest, major physical features, and cities of major nations also receive their own Gazetteer entries.

CAROLINGIA

Proper Name: The Kingdom of Carolingia

Ruler: His Royal Majesty Charles II

Government: Monarchy

Capital: Charles Town

Major Towns: Charles Town (15,000), Camden (6,000), Campbellton (5,000), Henrietta (4,000), Eden Town (4,000)

Imports: Gold, silver, wine, silk, luxury goods

Exports: Iron, timber, horses, cattle, tobacco, rum, wool, weapons

Trade: Carolingia's largest trade partner is France, which takes timber, wool, iron, and tobacco from Carolingia in exchange for wine, cash, and luxury goods. Horses for riding and for war are sold to Nederlander traders for export to the Uropan market, again in exchange for cash. Iron is traded to neighboring First Ones nations, both in the form of small ingots and as manufactured iron implements, such as hatchets, pins, and cookware. There is also an illicit weapon trade, not only with First Ones, but with nearly all the Uropan nations of the continent — Carolingian snaphance muskets and pistols are among the best produced in Northern Crown. Rum, made from Jamaican sugar, is sold up and down the coast of the continent. Along with tobacco, it is heavily taxed by the king as a revenue source, but much of it leaves the country illicitly.

Population: 80,000 — Carolingian 60%, Cimarron 10%, First Ones 10%, Kelt 10%, Français 5%, other 5%.

Army: 3,000 standing royal army troops — 1,000 musketeers, 1,000 pikemen, 500 hussars, 500 artillery and sappers. 7,000 in reserve — 3,000 conscript pikemen, 3,000 dragoons, 1,000 hussars.

Navy: 20 royal warships, 2 piscatoform ships, 1 aerostatic ship.

Languages: English, Scotian Keltic, Français

Religions: Anglic, Roman Church

Allies: France

Enemies: España

Overview: Carolingia is a society of English country gentry transplanted to the coast of Northern Crown, with the three "H"s of their traditional existence intact: horses, hunting, and honor. Conservative and class-conscious, this is a nation that upholds traditions for their own sake, and uses conventions of speech, dress, and manners to maintain clear divisions between the gentry and the yeomanry. Most of the gentry have a seat in the House of Burgesses — a weak parliamentary institution whose chief functions are social rather than legislative. At the top of the social order is King Charles II and his relatively small court, who live a life of ease upon the verdant lawns of White Hall, his new palace built at the capital, Charles Town. Leaving the business of government to his competent secretary, Lord Shaftsbury, the king enjoys his twin passions: the theater and natural philosophy.

Carolingia is a place of large farms, some worked by tenant farmers and indentured servants under the rural gentry, some by free yeomanry, and some by captive labor — the crime of slavery is widespread here, perpetuated by evil landowners eager for maximum labor at minimal cost. In addition to possessing cultivated areas of wheat and corn, the kingdom is dotted with tobacco plantations and horse farms. Sheep and hogs are raised in the foothills — called the Pied-a-Mont country — away from the coast. The kingdom is divided into the Duchies of Albermarle, Hatteras, and Brunswick, the Earldom of Campbell, the Ogeechee and Pied-a-Mont marches, and the royal possession of Camden, formerly the Duchy of Monmouth. Sizable towns are few, but generally well-ordered and prosperous. The First Ones, formerly populous here, have seen their lands seized by the lords of Carolingia, who do not accord them any legal rights. Those who have not left the area maintain a semblance of their former existence in the coastal swamps and in the mountains, which are not well-suited for Uropan farming.

History: Originally a colony of England, the Kingdom of Carolingia was established by the exiled Stuart king Charles I, who narrowly escaped execution at the hands of Oliver Cromwell in 1649. With the help of royalist friends and his Français allies, Charles established Charles Town as the new seat of the English Crown in 1650, declaring the eastern seaboard of Northern Crown from the Suskehana River in the north to the Savannah River in the south as the Kingdom of Carolingia. Many powerful English royalist leaders fled there to join him, leaving Cromwell's Puritan Commonwealth behind. After Cromwell's death in 1658, Charles hoped that he might be able to return to England, but a fever contracted from the miasmal vapors of the Carolingian swamps led to his death and the ascension of his son Charles II in 1660.

By the time Charles II took the throne, Gloriana had become queen of England and Charles was a much too practical and intelligent man to attempt to reclaim it for himself. Instead, he concentrated on consolidating his new kingdom, which he rules to this day. Charles has no male heirs. Waiting in the wings is his younger brother James, and James' son, Charles Edward.

Conflicts and Intrigues: The kingdom's northern neighbor, the Republic of Sophia, is still regarded by many Carolingians as a rebellious royal possession. After the brief but bloody war that ended with Sophia's independence, the two nations have settled into a pattern of mutual espionage and skullduggery, each trying to sour the other's relations with the First Ones and the Français. During the Northern Crown Adventure of 1658, Carolingia allied briefly with the Republic to repel English invaders sent by Cromwell to extinguish both young nations, but no love was lost between the two neighbors — it was a matter of mutual survival. Charles worries that freethinkers like Lord Jefferson are a threat to the monarchy, and best kept at a distance. Lord Carlyle, the heir of Albermarle — the northernmost duchy of Carolingia — is said to be more sympathetic to Sophia than a young English lord should be.

To the south, along the frontier of the Savannah River, Charles makes war against Nueva España, seeking both territory and gold, and trying, largely without success, to recruit the Creek and Chickasaw to attack the Espaniards. They have had better success courting the Cherokee, who occupy the land immediately west of the Mountains of Smoke. Charles' privateers, based at Port Royal on the Carolingian-controlled island of Jamaica, prowl the Carib Sea to plunder Espaniard treasure ships bound from Cartagena on the southern continent to distant Cadiz in España. Whatever booty they capture is split between privateer and monarch, in exchange for the legitimacy he confers upon their activities. But not all sea-robbery in the region is to his benefit: the Carolingian coast, with its many inlets, swamps, and deserted sandy beaches, is perfect territory for smugglers and pirates outside of royal control, including the infamous Blackbeard himself. Charles' navy and his tax agents are kept busy chasing marauding sea-raiders and the unscrupulous land-dwellers who buy their stolen cargo.

The king also faces challenges from members of his own family. With no legitimate children, he expects to leave the kingdom to his brother James, who, in a nation of Anglic Church followers suspicious of imagined plots hatched by the Magisterium, is dangerously indiscreet about his own Roman Church sympathies. Whether the people of Carolingia would tolerate James as king is open to question. If that were not enough, Charles' own illegitimate son, the former Duke of Monmouth, once attempted to seize the throne by force, egged on by a conspiracy of nobles opposed to Charles' rule. The coup was crushed by royal troops, and hundreds of the duke's supporters were tried and convicted of treason. A few were hanged for show, but most were sentenced to forced labor in the sugar plantations of Jamaica. The duke escaped, just as his grandfather had once fled Cromwell's chopping-block, and his current whereabouts are a matter of debate. Some rumors place him in Havana, others in Français-controlled Nouvelle Orleans, and some say that he has crossed the Mountains of Smoke and enjoys the protection of the Woodland Confederacy.

Also lurking in the mountains are the clans of the Kelt Renegadoes. Brought from their homelands of Scotia and Eire as indentured servants by the English forbears of the Carolingians, these herders and farmers soon rebelled against their cruel treatment and headed west into the secluded mountain valleys to pick up their lives where they had left off, as highlander clan folk. Most populous in the fertile Renegado

Vale to the northwest, they also maintain several "roosts" in the Pied-a-Mont Marches, where they practice cattle-thieving, hostage-taking, and witchcraft, as well as legitimate herding and farming. Charles, whose family has Scotian connections, draws his bodyguard of archers from the younger sons of the most noble of the Renegado clans, half as a gesture of reconciliation towards these fierce folk, and half to collect hostages against future damages from their kin.

THE COMMONWEALTH

Proper Name: The Holy Commonwealth of New England

Ruler: John Worthington, Governor

Government: Limited representational, with a governor elected by a body of influential citizens and religious leaders.

Capital: Boston

Major Towns: Boston (18,000), Jerusalem (7,000), Plimoth (4,000), Hart's Ford (3,000), Holy Yoke (2,500)

Imports: Sugar, wine, gold, silver

Exports: Fish, timber, ships, pork, trade goods

Trade: Rather than relying on a single crop staple, the sea-going merchants of the Commonwealth have become adept at trading various commodities, from silk to ice to copper bedpans, between markets as far-flung as Jamaica and the Near East. They also practice piracy on the side. What they lack most is hard cash — like much of Northern Crown, Boston is a currency-starved city, with a glut of goods and a shortage of coin. For this reason, harbor masters often look the other way when ships of officially hostile nations, even Buccaneers, drop anchor.

Population: 50,000 — Commonwealther 85%, First Ones 10%, other 5%

Army: 1,000 regulars — 500 musketeers, 250 pikemen, 100 hussars, 150 artillery. 5,000 militia reserves — 1,000 musketeers, 500 pikemen, 3,000 skirmishers, 500 dragoons.

Navy: No regular navy. Privateers — 8 merchantmen, 12 sloops.

Languages: English, First Ones

Religions: Puritan

Allies: None

Enemies: Naumkeag, Five Nations (Mohawk only), neighboring independent First Ones nations, Nieu Nederlands, Carolingia, France, Vinland.

Overview: The Commonwealth includes the towns of Jerusalem, Plimoth, Boston, Holy Yoke, and Hart's Ford, as well as numerous villages and settlements between the Merrimacke and the Hudson valleys. The inhabitants are English Puritans, who enforce strict religious laws. They came to these shores to establish God's kingdom on earth, free from the corruption and excess of the Old World. Boston, the capital, is one of the largest and most prosperous cities on the continent, but it has a dark side, with many tales of witches, devils, and the undead lurking in the shadows of its narrow streets.

For the most part, the parsons and learned doctors of the Puritan Church are also its political leaders, forming the powerful governor's council under the direction of Governor Worthington. The governor is said to be a man of faith, but also quite pragmatic in his political and administrative dealings, which has earned him some enemies among the most pious council members.

History: Boston was established as an English colony with a royal charter from Charles I in 1629, with help from Puritan sympathizers in the king's court. Unlike the financial backers of most other royal colonies, the incorporators themselves were to be the ones making the risky crossing of the Atlantic Sea, and doing the work of creating a settlement from scratch. The colony's preeminent sponsor, John Winthrop, also became its first governor during the first hardscrabble years of its history. This time was marked by disease, conflicts with the local First Ones and the nearby Witchling enclave, and dissent within the colony itself, which resulted in the banishing of several prominent religious leaders who formed their own settlements elsewhere.

The little settlements of Plimoth and Jerusalem that predated Boston were soon absorbed into the colony, much to the resentment of their inhabitants, but the tiny Old Ways coastal settlement of Merrymount, under its charismatic leader Tobias Merton, could not be dislodged by virtue of Merton's prodigious druidic power, and remains an affront to the Puritans' sense of piety to this day, within sight of the capital.

During the 1640s, the Bostoners followed with interest the events of the civil war unfolding in their homeland of England. When Charles I was deposed and fled to France, Winthrop declared that the royal charter was voided and led a successful motion to declare the colony an independent holy commonwealth, inspired by the establishment of the Commonwealth of England by the Parliamentary leader Oliver Cromwell.

Boston was sacked by Vinlander raiders in 1650. Following the attack, the seafront and some of the harbor islands were fortified, and a punitive raid was carried out upon Vinlander coastal settlements by privateers from Boston. Since then, instances of lycanthropism in the Commonwealth have increased, and it is feared that a number of the privateers returned from Vinland infected with the cursed disease. The fact that so many ships could be raised indicated the growing maritime power of the young Commonwealth, and hinted at the robust sea-trade that would enrich the sea-captains of Boston and Jerusalem in the coming years.

During Cromwell's failed attempt to reclaim Carolingia and Sophia in 1658, the Commonwealth sat out the conflict despite their religious and political sympathies with the Lord Protector of England. The injury to the sea-trade that New England's participation in the war would have inflicted outweighed any such considerations. Cromwell's days were numbered, in any case, and with England now reborn as the fey land of Albion, the Commonwealth feels closer ties to Carolingia than to the island of Britain.

Conflicts and Intrigues: The chief thorn in the Commonwealth's side is the land of Naumkeag, the Witches' City, just a day's ride from the gates of Boston. Like the Puritans, the Witchlings came to New England to escape persecution in Uropa, but the Bostoners have more in common with the witch-hunters of England and France than with the Witchlings. Anti-witch mania is at a fever pitch in New England, and many innocents have gone to the gallows on the word of their neighbors, citing "spectral evidence" of their guilt. The militia is at constant readiness to repel a Witchling invasion, and some preachers, like Cotton Mather, advocate an all-out war to destroy them.

In the west, Commonwealthers have clashed with Nederlander colonists over ownership of Long Island and the land between the Hudson and the Neticut rivers. The Nederlanders suspect that the Bostoners would love to drive them out of Northern Crown altogether. Fueling their animosity is the nearly universal Puritan belief that all Nederlanders are avaricious, profane, and corrupt.

As Puritan settlements have expanded, they have stolen or purchased land from the First Ones nations of the area: the Naraganset, the Nipmuck, the Mohegan, the Pawtucket, and the Wampanoag. Native raids are common, especially along the Merrimacke and upper Neticut rivers. The three most powerful remaining First Ones leaders in the area are Metacomet of the Wampanoag, the two Naraganset sachems Canonicus and Miantonomo, and Passaconawaw, in the north, who has cemented an alliance with the Witchlings. A united effort by the Witchlings and the First Ones is highly feared by the Commonwealthers, whose position hugging the coastline with the sea at their back has been tenuous from the start.

Minor threats to the Commonwealth include occasional Vinlander incursions along the coast, and a vague unease about the presence of Nouvelle France to the north. As the Commonwealthers expand their territory, these distant enemies will be seen as an increasing threat to Puritan life.

FIVE NATIONS

Proper Name: Kanonsionni ("League of the United Households")

Ruler: Garacontie of Onondaga

Form of Government: Confederacy, with elected leadership

Capital: Onondaga

Major Towns: Onondaga (500)

Imports: Iron, copper, textiles, weapons

Exports: Furs, leather goods

Trade: The Five Nations control much of the region's beaver fur trade between the nations of the interior and the Français and Nederlanders of the coast. Having exhausted their own beaver population, they use their military might to exert influence over their weaker neighbors to this end. In exchange for furs, they accept iron, copper, cloth, and Uropan weaponry, especially guns.

Population: 24,000 — 6,000 Mohawk, 6,000 Seneca, 4,000 Oneida, 4,000 Onondaga, 4,000 Cayuga

Army: 5,000 First Ones skirmishers

Navy: None

Languages: First Ones; dialects are related, but vary by nation.

Religions: First Ones, with a handful of converts to the Roman Church.

Allies: France

Enemies: Huron and Suskehana nations, Woodland Confederacy, Commonwealth of New England, Vermont

Overview: The strongest First Ones military and political power in the north, the Five Nations — more properly called The League of United Households — is a confederacy formed by the Five Nations of the southern shore of Lac Ontario: the Mohawk, the Oneida, the Onondaga, the Cayuga, and the Seneca. A sixth nation, the Tuscarora, has recently joined.

The Great Law of Peace is the basis for this union of nations. It provides for an equal voice for all members of the confederacy, freedom of speech for individuals, an impeachment system for corrupt officials, and an amendment procedure to the existing law. The current elected leader of the Five Nations is Garacontie of the Onondaga — a man with a reputation for conducting skillful diplomacy with the Uropan powers and settling internal disputes firmly but fairly.

Lacking large towns or cities, the Five Nations contain many small villages and settlements, stretching from Niagara in the west to the Mohawk Vale in the east. Most

NORTHERN CROWN

of these are fortified in the First Ones manner, with wooden palisades; the capital, Onandaga, which is the chief settlement of the nation of that name, is an impressive fortress, with several rings of walls and ditches.

History: The political league of First Ones nations that was to become the Five Nations was founded around the year 1450 by the visionary leader Deganawida and his apostle Hayowentha, based upon a vision of a tree whose roots were First Ones nations, beneath which were buried the weapons of their past destructive conflicts. Since its formation, the confederacy has been able to redirect its power outward, first to secure its preeminent position among neighboring First Ones states, then to respond to the arrival of the Uropan with greater cohesion and strength than that shown by many other nations. Early contacts with Uropan mappers and missionaries were sometimes peaceful, sometimes violent. As France established permanent settlements to the northeast, the Five Nations opened trade and diplomatic relations with them, even sending emissaries to the court of Louis at Versailles. With his blessing, the easternmost of the five — the Mohawks — have made raids against The Commonwealth of New England and the Republic of Vermont as a means of checking their expansion.

Conflicts and Intrigues: Garacontie is adept at playing the Uropan powers against one another to his own advantage. From the Nederlanders, he receives guns and trade goods via Fort Oranj. From the Français, he receives military support against other First Ones nations and an outlet to sell furs. From Sophia, he receives scientific and military advisors, and offers of membership in Jeferson's Republic. The strategic position and formidable reputation of the Five Nations guarantees that their neighbors will court them, flatter them, or fear them. As for their own objectives, the Five Nations have been pushing southward and westward, attempting to incorporate or drive out their neighbors and take over their lands, to expand their potential fur trade and prestige.

Currently, the Five Nations are at war with the Huron to the north and the Suskehana to the south. If their conquests continue, they will earn the enmity of powerful nations such

as the Illini and the Ojibwa in the west, and the Woodland Confederacy in the south. Such conflict could increase tensions with France, who does not want the fur trade disrupted nor the power and influence of the Five Nations to become greater than that of Nouvelle France itself.

Within the Five Nations, there is disagreement about just how closely they should ally with any Uropan power, and whether further expansion will lessen the founding members' prestige and influence in Five Nations politics. The two major camps include separatists, who are hostile to all Uropan presence in Northern Crown and do not advocate expansion of the confederacy; and expansionists, who have ambitions to make the confederacy into a continental power. Garacontie has so far managed to avoid alienating either side, but both factions are demanding that he declare his intentions.

NAUMKEAG

Proper Name: The Coven of Naumkeag

Ruler: Rebecca Blackwood, Coven Mother of Naumkeag

Government: Witchling coven

Capital: The Witches' City

Major Towns: The Witches' City (5,000)

Imports: Trade goods, metals, wine, textiles

Exports: Potions and medicines, books, fish

Trade: Naumkeag sustains its economy largely by providing a safe haven for Buccaneers, who come to spend their coin and refit their ships at the Witches' City. Much of the Commonwealth's grain (in the form of corn whiskey) is smuggled abroad through Naumkeag via the entry port of Jerusalem — a Commonwealther town just north of Boston that is sympathetic to the Witchlings. The Witchlings also maintain a fishing fleet.

Population: 8,000 — 75% Witchlings, 10% Buccaneers, 10% Kelts, 5% other



Military: 760 soldiers — 210 Witchling flying skirmishers, 200 pikemen, 200 musketeers, 50 halberdiers, 100 dragoons.

Languages: English, Français, Keltic, Espaniard

Religions: Old Ways

Allies: Pawtucket nation, Scotia

Enemies: Commonwealth of New England, France, España

Overview: The Witchling Coven of Naumkeag is ruled by a coven of 12 powerful witches, who serve for life and gain admission to the coven through the sponsorship of more-senior coven members. The most senior of the 12 is Rebecca Blackwood, the coven mother, who wields executive power over all Naumkeag witches. She is elected by the other coven members and serves a seven-year term. Her staff of office is a hazel broomstick whose broom is woven from the hair of her predecessors (see the Artifacts section of the Magic Items chapter for details). It is this artifact that allows the coven mother to control the weather on Naumkeag, as well as communicate with the spirits of those who held her office before her.

History: Naumkeag was established in secret by Witchlings who had flown across the Atlantic Sea in the year 1556, seeking a refuge from increasingly widespread witch-hunts and anti-heretical inquisitions that began to sweep across the lands of Uropa during that time. The site — a rockbound cape — was chosen for its defensibility and nearby rich fishing grounds. The initial settlement was small, for the journey by air across the Atlantic Sea was grueling. But soon a full coven had made the journey under the leadership of an English witch, Rebecca Blackwood. They were able to swell the size of the settlement quickly by means of *teleportation*, which to this day remains an important tool for spiriting witches out of Uropa.

Relations with the local First Ones nation, the Pawtucket, were good — the Witchlings exchanged metal tools and trade goods for native game meat, corn, and fish. Since Naumkeag had no expansionist aims beyond the agriculturally poor land of the cape, they were not considered a threat by their neighbors. The Witchlings even attracted a small group of English merchants and anglers to establish a nearby town, Jerusalem. These settlers saw a potential market in Naumkeag, and have continued to trade with them — first openly, but more recently on the black market — since the arrival of the Puritans in 1630.

When pilgrim religious separatists arrived just south of Naumkeag at Plimoth, the Naumkeag witches were unconcerned. But when Boston was founded by militant Puritans ten years later, the threat was perceived immediately — the choice of Boston as the location for the newcomers' heavenly city was undoubtedly influenced by the desire to eradicate the witches to the north. Skirmishes and raids between the two began within a year of their arrival.

Using magic and the labor of powerful outsiders summoned to do their bidding, the Witchlings fortified their settlement, following the latest defensive theories of Uropan military engineering. Within a few years, they had surrounded the Witches' City with an almost impregnable ring of defenses, but they could not prevent the Bostoners from expanding west and south in an ever-growing arc of settlements and frontier blockhouses. The past thirty years have proved a stalemate, with neither side finding a decisive advantage over the other.

Conflicts and Intrigues: The witches of Naumkeag seek to drive the Commonwealthers into the sea, and to replace them with a magic-tolerant society that would share New England equally between First Ones and Uropan. Like the pilgrims of Plimoth to the south, the Witchlings have come to Northern Crown to escape persecution and to shield their young folk from what they see as a corrupt Uropan society. They have a personal dislike for the Puritans, whom

they believe encouraged the witch-hunts that have overrun Uropa in the last generation.

The surviving First Ones to the west and north of Naumkeag share the Witchlings' hatred for the Puritans, and they respect the Witchling faith, which is so much more like their own beliefs than the religion of most Uropan. Chief among the First Ones allies of the Witchlings is Passaconawaw of the Pawtucket nation, who rules from a green meadow near the mouth of the Merrimacke River. He is a powerful maunetu sorcerer, as well as a sachem, and is himself cementing alliances with his First Ones neighbors against the Commonwealth. A well-coordinated attack by Passaconawaw and the Witchlings could overrun the city of Boston; the Puritans are preparing militarily for just such a threat.

In the meantime, the Witchlings undermine the resolve of the Commonwealthers by sending evil monsters and undead into Boston and surrounding communities, by infiltrating all levels of Puritan society, and by generally terrorizing them.

NEW SWEDEN

Proper Name: The Royal Colony of New Sweden

Ruler: Princess Cristina of Sweden

Government: Colonial administration

Capital: Cristina

Major Towns: Cristina (9,000)

Imports: Beef, pork, wine, iron

Exports: Ceramics, furniture, glass, trade goods

Trade: New Sweden's most important trade partners are Sophia and the nearby Delaware nation. The Sophians receive Swedish clayware, furniture, and glassware to furnish their growing capital, trading meat and iron in return. The Delaware provide a source of beaver fur, albeit a minor one, which they exchange for typical trade goods.

Population: 14,000 — 70% Swedish, 10% Français, 20% other

Army: 4,500 royal troops — 2,000 musketeers, 1,000 pikemen, 1,000 artillery and sappers, 500 dragoons

Navy: 3 royal warships on permanent station, 2 aerostatic ships, 1 piscatoform ship

Languages: Swedish, German, Français

Religions: Dissenter

Allies: None

Enemies: Nieu Nederlands

Overview: New Sweden is a small colony of his majesty Gustavus II Adolphus, the Lion of the North — a Dissenter emperor who has become the chief rival to Habsburg power in northern Uropa. Like that of Nieu Nederlands, the colony's mission is part economic and part strategic: to earn money for the crown, and to check Espaniard power on the continent. Too far south to get a significant share of the fur trade, the colony is relatively poor and relies on heavy subsidies from Gustavus. Fortunately, it sits upon excellent farmland and can at least feed itself. The capital, Cristina, is small but well defended, and controls the mouth of the Delaware. A riverine fortress, Castle Beversrede, has been built upriver to guard against Nيدرlander or Five Nations attack.

The colony is ruled by Princess Cristina, heir to the Swedish throne. A high-spirited, ambitious, rebellious daughter, she has been sent to New Sweden to keep her out of her father's way. Gustavus has also sent a former staff officer, Johan Printz, who manages the colony's defenses and

sends dispatches back to the emperor about the princess's escapades. Cristina's subjects are a motley assortment of mercenaries and homesteaders from many Uropan lands; because Sweden itself has vast, undeveloped stretches of forest, and abundant mineral resources, few Swedes are interested in emigrating to Northern Crown. The remainder include Français Dissenters and Germans seeking to escape the carnage of the Uropan wars of religion.

History: New Sweden was established relatively late — in 1640 — and for the first ten years of its history consisted of only a few wooden blockhouses and trading stations. Only when Gustavus had consolidated his empire could he turn his full attention to the colony, spending vast sums to build and fortify the capital, which in turn attracted settlers in greater numbers.

Conflicts and Intrigues: The colony is at war with Nieu Nederlands for control of the Delaware River and its trade. The Nederlanders have established a beachhead and fortifications at Zwaanendael, in the heart of Swedish settlements. It serves as a base for raids throughout the area, and controls the entrance to Delaware Bay. As a mid-coastal power, New Sweden has been courted by the Republic of Sophia for membership. But loyalty to Gustavus and Cristina, not to mention national pride, has so far outweighed the need for an ally against the Amsterdamers. That having been said, New Sweden does accept aid from Sophia in the form of the latest firearms and military engines created by Sophian natural philosophers.

Cristina herself is not happy with her tiny possession far from the courts of Uropa. She feels that by seizing Nieu Amsterdam she would at least gain a settlement worthy to be called a city. A skilled soldier, she is planning a simultaneous land and sea attack against the Nederlander capital, but is afraid that the Five Nations, who have designs upon the Delaware Vale, would choose that moment to strike.

NIEU NEDERLANDS

Proper Name: The Nieu Nederlands Plantation of the Nederlander Northern Crown Company

Ruler: Pieter Stuyvesant, Director General

Government: Director General, appointed by the officers of the Company

Capital: Nieu Amsterdam

Major Towns: Nieu Amsterdam (18,000)

Imports: Trade goods, weapons, textiles, alcohol

Exports: Furs, timber

Trade: Like their Français rivals in the north, Nieu Nederlands exports beaver and sable fur to Uropan markets, which they procure from First Ones middlemen. In the case of the Nederlanders, most of their fur trade is with the Five Nations, and although they receive innocuous trade goods from the Nederlanders in return, they also receive the latest firearms — something the Français are forbidden to give in trade. A secondary market of increasing importance is sea-trade between Nieu Amsterdam and her markets in Sophia, Carolingia, and the Carib Sea.

Population: 26,000 — Nederlander 80%, Albian 10%, other 10%.

Army: 3,000 mercenaries — 1800 musketeers, 600 pikemen, 400 artillery, 200 dragoons.

Navy: 3 royal warships on permanent station at Nieu Amsterdam.

Languages: Nederlands, English, Hebrew

Religions: Dissenter, Anglic, Jewish

Allies: None

Enemies: The Commonwealth, France, España

Overview: Alone among the Uropan settlements of Northern Crown, Nieu Nederlands is not interested primarily in territorial expansion, but in financial gain for the officers of the Nederlander Northern Crown Company and the ruin of the Espaniards' imperial aspirations in Northern Crown. To further their financial objective, they have established trading posts along the Hudson and have turned Nieu Amsterdam into a major financial and manufacturing center. As for their political objective, the small military forces of Nieu Nederlands exist for the moment only to protect their trade interests, not to conquer. Only in the Delaware valley and vicinity has there been active Nederlander military action, not against Espaniards but versus the struggling colony of New Sweden. Again, the motive is financial: to control trade along the river and to gain a port nearer to the prosperous kingdom of Carolingia. At sea, their efforts to harry the Espaniards have been far more successful, with Nieu Amsterdam becoming a great haven for privateers of all stripes who raid Espaniard treasure fleets and settlements from Havana to Cartagena.

The governance of such a colony is not easy, considering the independent spirit of the Nieu Amsterdamer merchants. Pieter Stuyvesant, a military man who is ridiculed for his belief that Nieu Amsterdam could become the center of a global maritime empire, has not been on good terms with his people, earning the nickname Director General of Babel. His greatest successes have come in the form of attacks against New Sweden, fending off Carib Buccaneers who prey on Nederlander shipping, and the strengthening of Nederlander defenses by wringing taxes from the hides of resistant merchants. His nemesis is the cabal of wealthy Amsterdamer merchants known simply as the Twelve, who question his every move, write damning letters to his superiors in the Company, and generally make his life miserable.

Nieu Amsterdam, the capital, is a lively, rough-and-tumble seaport, where the streets are filled with the languages of many lands and the prayers of many faiths, all enjoying relative freedom in a majority Dissenter population. As always, money attracts crime — the city is far from safe at night, with organized gangs of robbers roaming the streets and doing battle with the city watch.

Spreading up the Hudson Vale is a different society, that of the patroons — wealthy landowners who have paid the Company a tidy sum in exchange for land grants stretching back from either bank of the river, which can be rented to tenant farmers. A second wave of grants has extended the patroons' reach west and south, into the fertile lands between the Hudson and the Delaware. The local First Ones have either left, after accepting token cash payments from the patroons, or else have fought back; they continue to pose a threat to outlying settlements. To secure their holdings from both natives and the Français, the Nederlanders have built two rather inadequate and under-garrisoned forts along the Hudson, which double as trading posts.

History: Henry Hudson was an Englishman working for the Company when he found the mouth of the river that now bears his name. He hoped it would prove to be the northwest passage to Cathay, but it soon became clear that it led to a wealth of furs, not silk or spices. In 1624, fueled by a desire to break the Français fur monopoly and to blacken the eye of their historical foes — the Espaniards — the States General of the Nederlands granted the Company the right to establish a trade colony on the Hudson. Initial

growth was slow; the relative religious freedom enjoyed by Nederlanders meant that few of them felt compelled to trade a comfortable life in Uropa for hardship in Nieu Nederlands. Filling the gap was an assortment of hardened adventurers from all over Uropa, along with Dissenter refugees from France and elsewhere. In 1643, a bloody massacre of First Ones at the direction of the previous governor brought massive raids in retaliation, almost leading to the destruction of Nieu Amsterdam by First Ones forces. The merchants, finding the resulting interruption of trade intolerable, begged the Company for a professional soldier to govern them; they received Stuyvesant in 1647, and have been regretting it ever since.

Conflicts and Intrigues: Nieu Nederlands has objectives beyond her small grasp, many of her critics say. She wants to control the fur trade, check Français expansion along the Hudson Vale-Champlain corridor, block Commonwealther settlement of the Neticut Vale, wrest the mouth of the Delaware from New Sweden, and harass Espaniard ships and ports throughout the Carib Sea. Although her merchants have grown wealthy, she has made many foes and few friends.

To become a regional player, the colony needs additional territory and a much greater population, which in turn requires a greater military force than the Company is able to raise through current levels of taxation. This impasse seems to have trapped Nieu Nederlands in an arrested state of development; her neighbors are growing much faster, and she is beginning to fear annexation from either Carolingia or the Commonwealth, if she is not simply destroyed by an Espaniard invasion. The Republic of Sophia has recognized this increasing vulnerability, and may soon extend membership in the republic to the colony, although it would require a break from the Company — a powerful entity that would not give up Nieu Nederlands without a fight.

NOUVELLE FRANCE

Proper Name: The Royal Province of Nouvelle France

Ruler: Louis de Baude, Comte de Frontenac, Royal Governor

Government: Royal Colony

Capital: Québec

Major Towns: Québec (16,000), Mont Real (8,000), Trois Rivieres (5,000)

Imports: Wine, trade goods

Exports: Furs, gold, silver, wheat, fish

Trade: The centerpiece of Français trade is beaver fur, transported by Coureur traders from the interior, down the Riviere du Canada to the trading station at Mont Real. The fur is shipped to Uropa where it supplies a seemingly limitless demand for fur hats and fur-trimmed clothes. A tantalizing trickle of gold and silver nuggets also flows out of the wilderness, from unknown sources far to the west. In exchange, the Français need a huge stock of trade goods for their First Ones fur suppliers. Common trade goods include iron axe heads, nails, cookware, glass beads, cloth, salt, and cooking oil.

Population: 40,000 — Français 60%, Coureur 25%, First Ones 10%, other 5%

Army: 3,000 royal troops — 1400 musketeers, 800 pikemen, 100 halberdiers, 600 artillery and sappers, 100 husars; 2,000 Coureur skirmishers; 500 First Ones skirmishers

Navy: 3 royal warships on permanent station in the Golfe de St. Laurence; 2 sloops on Lac Ontario; 4 sloops and 2 galleys on Lac Champlain; 1 sloop on Lac Superieur.

Languages: Français, First Ones

Religions: Roman Church

Allies: Carolingia, Five Nations

Enemies: Albion, España, Naumkeag, Huron, The Commonwealth, Vinland, Woodland Confederacy, Vermont

Overview: As a moneymaker for Louis XIV, the royal colony of Nouvelle France is well tended and well defended. The provincial Français capital, Québec, is the mightiest fortress in the north — an almost impregnable city, topped by the castle named for the governor himself. The Roman Church is active here, most notably in the form of Ignatian missionaries who direct their missions from the Maison d'Ignace in the capital.

The colony itself is a narrow strip of land extending along either bank of the Riviere du Canada from the shores of Lac Ontario in the west to the great Golfe de St. Laurence in the east. It is hundreds of miles long, but far smaller than the land claimed by France on maps of the continent. This settled area had been occupied by First Ones at the time of first contact with the Français, but by 1603 had become largely abandoned, either as the result of Uropan diseases or warfare between native nations. The boreal forest has been cleared and replaced by wheat fields interspersed with orchards and livestock. Farmsteads are isolated, and in constant danger from First Ones attack.

Managing the colony in the king's name is Louis de Baude, Count Frontenac, an ardent admirer of the king who prefers to be addressed as "High and Mighty Lord." He sees his duty as governor to remake the colony into a France in miniature, with himself as surrogate Sun King. To that end, he has torn down the shabby houses of the capital and replaced them with an orderly city, arranged around a palace constructed as his own residence. Daily affairs of the colony are managed by a Sovereign Council of noble seigneurs, who do not appreciate the governor's autocratic style.

History: The colony was founded in 1603 by Samuel de Champlain. He was not the first Français explorer to see the area, but the first one of great ambition. Over a period of thirty years, he transformed Québec from a tiny fort of starving colonists into a colonial capital, only to die before his time with his dream of a great Français colony unfulfilled. In the interim, he had struggled with bureaucrats for proper funding and defense, skirmished with warriors of the Five Nations, battled giant pikes and wendigo, and even slew the fearsome Gougou of Lac Ontario. At one point the colony was briefly seized by England, only to be returned by Charles I, who had been angered at having received no dowry from his marriage to Henrietta of France, but was calmed by Louis with a cash payment. Ironically, it was only after Champlain's death that Nouvelle France really began to attract the interest of the king, ending decades of neglect.

Originally, the colony was organized along a seigneurial system, with peasant farmers working for absentee lords, who in turn had obligations to defend their tenants and build conveniences such as churches and grain mills. Few seigneurs met their obligations, and the peasants soon discovered that they could vanish into the wilderness without anyone stopping them, to live as hunters and trappers in absolute freedom. These former peasants became the Coueurs. They are vital to the fur trade, but are considered coarse rabble by their former lords, including the governor. The farms are worked by freemen, who have been increas-

ingly vocal about representation in the affairs of the colony, so far without success.

Since Frontenac's arrival as governor, Québec has grown into a true city and the two emissary efforts of the Français — missionaries and traders — have pushed far into the west. The population continues to grow, and the narrow belt of settled land is becoming gradually wider.

Conflicts and Intrigues: Nouvelle France's large army has made forays both south and west, and sits poised to enter the Ohio Vale and New England. Such a powerful presence has made many of her southern neighbors nervous, especially since the Five Nations often side with the Français against the Commonwealthers. The centerpiece of Nouvelle France's defense in the south is the fortress of Carillon, strategically situated at the southern end of Lac Champlain, at the center of the only viable inland route for large armies between Nieu Nederlands and Québec. The Five Nations, the Vermonters, the Nederlanders, and the Commonwealthers would all like to possess the fort, either to blunt the Français push to the south, or to further their own drive north.

Although Nouvelle France is officially at peace with the Five Nations, the alliance is a fragile one, resting on the shaky foundations of decades of war between the two powers in the early years of the colony. Publicly, Frontenac promises friendship with Garacontie of the Onandaga, but in private, the governor and the sovereign council would like to shut out the Five Nations as middlemen in the fur trade and deal directly with the nations of the Great Lakes who supply the pelts. At the first whiff of this intention, it is likely that the Five Nations would break the alliance, declare war upon the Français, and attack their forts and trading posts.

Beyond her current frontiers, Nouvelle France has continental ambitions. She has sent mappers down the length of the Espiritu Santo, and plans to build a string of forts along the river's length, to make a tenuous link with the Français settlement of Nouvelle Orleans at the river's mouth. This would establish a strong Français claim to the interior, and prevent other Uropan powers from pushing further westward. The citizens of Nouvelle Orleans speak of this future inland empire as Louisiana, after their king, but at the moment it remains only a dream on Français maps. The Français presence in the Ohio Vale — the first step toward realizing this ambition — worries Tecumpease of the Woodland Confederacy, who is determined to eject all Uropan from the area. If the Français press their claims, it will mean war between the Confederacy and Nouvelle France.

NUEVA ESPAÑA

Proper Name: The Viceroyalty of Nueva España

Ruler: Antonio Sebastian de Toledo, Molina y Salazar, Viceroy of Nueva España and the Marqués of Mancera.

Government: Royal Colony of España

Capital: Havana

Major Towns (excluding those on the southern continent): Havana (40,000), San Agostin (18,000), San Felipe (9,000)

Imports: Wine, trade goods, horses

Exports: Gold, silver, sugar, tobacco, timber, cocoa

Trade: Nueva España is so large that much of her trade is internal, between the resource-rich islands and the gold- and silver-producing regions of the southern continent. Her most valued export is gold and silver, either plundered from

natives or else extracted from mines worked by captives and condemned prisoners. The precious metals are taken from several fortresses on the southern continent to Havana, where they are gathered into an armada to bring them to España, once yearly.

Population: 500,000 — 70% Espaniard, 15% First Ones, 10% Cimarron, 5% other.

Army: 21,500 imperial troops — 10,000 musketeers, 3,500 pikemen, 500 halberdiers, 5,000 artillery and sappers, 1,500 greatswords.

Navy: 40 galleons, innumerable smaller vessels

Languages: Spanish, native languages

Religions: Roman Church

Allies: None

Enemies: Albion, Carolingia, France, the Inca and Aztec Empires

Overview: The Viceroyalty of Nueva España includes the State of La Florida on the mainland of Northern Crown, the islands of the Carib Sea, including Cuba, Hispaniola, and many lesser islands; and the State of La Plata, along the coast of the southern continent. Like Nouvelle France, it is an imperial moneymaking enterprise, but a much more profitable one. The long, bloody wars against the native empires of the south have yielded a great flow of gold and silver for the Emperor Felipe — cash that he needs to finance his wars against Uropan states and the Ottoman Empire. Increasingly, it also pays for the defense of the growing cities of Nueva España itself against Buccaneer raids: Cartagena in La Plata, San Agostin in La Florida, and the Viceroyal capital, Havana, in Cuba.

The Viceroyalty is managed by a complex bureaucracy. The overseeing body is the Council of the West, established in 1524 and based in Havana. The Council is comprised of experienced administrators; its function is to advise the emperor and the viceroy on all matters relating to the colonies, to establish trade policies, and write local laws. The Council, in turn, has established the House of Trade, which oversees maritime shipping and the yearly treasure armadas that bring the wealth of the southern continent back to España.

Enforcement of imperial law and protection of the emperor's interests falls to the viceroy of Nueva España, also based in Havana. Judicial matters are left to the Audiencia, a body of judges with formal legal training. Administration of the individual states within the Viceroyalty is effected by appointed governors, who in turn appoint local officials called corregidores.

With so many levels of authority, and a vast territory to oversee, opportunities for corruption and professional incompetence are rife within the Viceroyalty. The Council maintains a policy of *residencia*, or review, for administrators who are due to leave office. This audit can result in a fine or imprisonment if the subject's record is found to be lacking. An additional check is the *visita*, or investigative tour, in which administrators are examined at random during their stay in office. Like the *residencia*, the *visita* can result in stiff fines or prison time.

Parallel to the political structure is the presence of the Roman Church. Missionaries from the Ignatian Order, black friars, and gray friars all operate missions throughout Nueva España. They establish settlements, minister to the indigent, and often call attention to abuses perpetrated by corrupt administrators.

The current viceroy, Antonio Sebastian de Toledo, Molina y Salazar, was appointed to his six-year term in Havana in 1664, just two years ago, accompanied by his wife, Leonora Carreto. A former ambassador to Venice and royal chamberlain, Toledo is an urbane courtier who has brought many philosophers, poets, and wits to his court. It

is rumored that the viceroy's wife is a leader of Los Ilustrados, a secret society of Espaniard freethinkers.

History: Nueva España was established in the first years of Uropan voyages to the lands surrounding the Carib Sea, nearly two centuries before the present day. It is far older than the English and Français settlements to the north. The early history of the Viceroyalty was one of expansion across the islands of Hispaniola, Jamaica, Puerto Rico, and Cuba, at the expense of the Taino people who lived there, who are now nearly destroyed as a culture. Failing to find gold in significant quantities, the agents of the Espaniard kings turned to the southern continent, where they remain mired to this day in wars against the Aztec and Inca. These peoples initially lacked Uropan weapons and horses, but have learned to employ both in battle, augmenting their formidable powers of magic. For this reason, early attempts to expand the Viceroyalty northward were not sufficiently supported by the mother country and stalled at what is now the southern border of Carolingia.

Conflicts and Intrigues: Only a year into his term of office, Viceroy Toledo has faced his first major crisis: a Buccaneer raid upon the fortress town of San Agostin in La Florida, which left the outpost weakened and vulnerable. Reinforcements from España have been slow in coming, and the Carolingians have since stepped up their raids on mainland Espaniard settlements to further weaken the imperial forces in the region. Seldom using royal forces, Charles II prefers to employ privateers for this task. His current favorite is the Cymric pirate Henry Morgan, a former outlaw Buccaneer now favored to be the next governor of Jamaica. Capturing this daring sea-rover is Toledo's first priority.

If that were not enough, the Français are rumored to be establishing secret outposts upon the western coast of La Florida as a prelude to general invasion. They have razed Espaniard settlements in the past, and may do so again to weaken Felipe's power on the continent. Like the Carolingians, the Français employ Buccaneers to harass Espaniard ships and ports; their leader is the cruel L'Oillonais, who, like Morgan, has a price on his head.

The Nederlanders present a different challenge. Their fleets specialize in wholesale capture of Espaniard treasure ships on the high seas. In one instance, the entire armada was seized to enrich the coffers of the States General back in Amsterdam. The ocean is vast, and the treasure galleons cannot be protected continually; some feel it is only a matter of time before the freebooters of Nieu Amsterdam make another attempt.

A more shadowy and sinister threat to Espaniard power on the continent is the increasingly frequent occur-

rence of evil undead creatures in Havana, and the sightings of ever more monsters of the deep upon the Carib Sea. This is especially true of sea devils, who are rumored to dwell in an ancient sunken city off the west coast of Cuba. Whether the two native empires of the southern continent are behind these phenomena, or whether the Espaniards have stirred some dormant power in the region is not yet known.

SOPHIA

Proper Name: The Republic of Sophia

Ruler: Philathelias Jeferson, First Lord, former Earl of Shadwell

Government: Republic

Capital: Sophia

Major Towns: Sophia (16,000), Richmond (8,000)

Imports: Gold, silver, trade goods, paper, sugar

Exports: Wheat, beef, pork, wine, coal, iron, books, scientific instruments, inventions

Trade: The city of Sophia exports precision-machined tools, natural philosopher inventions, and instruments to markets in Northern Crown and Uropa. It also hosts a prolific printing industry, publishing scientific manuals, atlases, maps, and reprints of Uropan texts.

The Sophian countryside contains a productive belt of cattle and dairy farms and vineyards, which generates produce for both local and foreign consumption. The mountains on the western borders of the republic contain rich iron deposits, while the hills in the north hoard seemingly endless seams of rich coal, which is used for steel production, domestic heating fuel, and increasingly, for driving aeoliopilic mills.

Population: 45,000 — Sophian 60%, First Ones 15%, Français 10%, Kelt 10%, other 5%

Army: 3,000 Republican troops — 1,400 musketeers, 500 skirmishers, 500 artillery and sappers, 400 pikemen, 200 hus-sars. 3,000 Militia — 500 musketeers, 500 dragoons, 2,000 skirmishers

Navy: 3 royal warships, 1 galleasse, 4 sloops, 4 piscatoform ships, 8 aerostatic ships, 5 privateer merchantmen

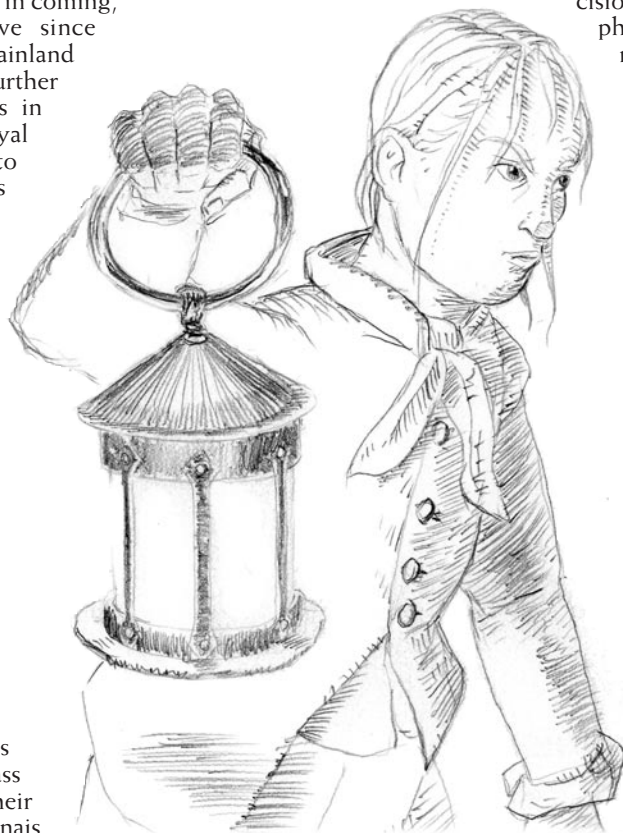
Languages: English, Français, First Ones

Religions: Deist, Dissenter, others

Allies: Vermont

Enemies: None

Overview: The young Republic of Sophia occupies a stretch of the middle coast between Carolingia and New Sweden, curled around the broad arms of bountiful



Chesapeake Bay. Most of its territory was formerly the English colony of Virginia, now divided into the States of Richmond, Pamunkey, and Manassas. It also incorporates a semi-autonomous First Ones state called the Powhattan League, and an Albion utopian community called Penn's Wood. The capital, Sophia, and the surrounding farmland is considered a special administrative district, rather than a state. The government is divided into three branches: the Lords General, an executive branch; a bicameral Parliament; and the judges of the Court General.

Sophia is the most technologically advanced power in the known world. Lacking a noble aristocracy, it has an intellectual elite of natural philosophers, scholars, wizards, and engineers, who are in the process of bringing their unique inventions to the world at large. The streets of the capital are lit with galvanic lamps, and her navy has plans to build vessels that plumb the depths of the sea and sail the upper airs, perhaps even to the moon. The innovations of Sophian science have attracted many investors hoping to get rich by selling them to foreign markets.

The Republic is also an agrarian and industrial powerhouse, containing some of the most fertile farmland, productive coastal fishing grounds, and rich iron and coal deposits on the continent. Her agricultural surplus helps to pay for the enormous costs of transforming a swampy riverbank into her grand capital city, and a center of Sophian learning and administration. The city remains unfinished, but its outer defenses are nearly complete, and it governs a growing state where nearly all its citizens have a voice through an elected Parliament. Philathelias Jeferson governs as First Lord of the Republic. He is a vigorous man of middle age — tireless, curious, and restless. With the aid of his aged but hale and wise tutor, Chiron Franklyn, he sends his Army of Discovery to explore the lands beyond the mountains, conducts diplomacy with his neighbors, and invites new members to join his nation.

History: The Republic of Sophia was founded in by founded in 1650 by Jeferson, son of a wealthy landowner, in the English colony known formerly as Virginia. Having been educated in Paris under the eye of his tutor, Franklyn, the young lord's head was full of the ideas of radical Français philosophers such as Montesquieu and Voltaire, who advocated a government of elected officials, with power shared between several branches.

While civil war raged in England, and its king was distracted from the business of his overseas colonies, Jeferson quietly staked out the bounds of a utopian city in a quiet corner of his estate, meant to be the realization of his political ideas. He poured much of his family fortune into the project, attracting hundreds of freethinking radicals from England. Some truly shared his vision, while others merely sought an escape from their war-ravaged homeland. When Charles I arrived in Northern Crown and was declared king of Carolingia, he handed out titles to the landowners, including Jeferson, who earned the monarch's wrath by refusing his earldom. Furthermore, he sent the king a petition signed by himself, his radical friends, and some First Ones allies, declaring their independence.

After a brief war, Charles I was forced to withdraw across the James River, fearing that the Espaniards would attack in the south. The matter of Sophia's independence was not settled for ten years, when Charles II had to grudgingly acknowledge her assistance rendered during Cromwell's attempt to retake Carolingia from the king.

Conflicts and Intrigues: With no parent state in Uropa to give her financial or military support, Sophia's position is precarious. Relations with Carolingia remain uneasy, spawning a host of spies, agents, and saboteurs in the capitals of both nations. Because so many Français radicals have taken residence there, Sophia is also the target of Français intrigues. Louis is fearful that the flame of revolution could be exported either to Nouvelle France or to his own kingdom, and he has taken covert measures to sabotage and hinder Sophia's development at every turn.

Jeferson's diplomatic efforts are concentrated on New Sweden, which needs a friend in her conflict with Nieu Nederlands over the Delaware Vale; and the Woodland Confederacy, which he has correctly identified as an ascendant power in the region — the keystone of the continent, which, if broken, could hand Northern Crown to the Français. To gain the trust of the Confederacy, Jeferson has limited inland settlement — an unpopular stance at home — which has been ignored by the rogue states of Vandalia and Cumberland and the renegades of the Pottomack Vale. The recent capture by renegade Sophians of the Français frontier fort of Fort Duquesne, now renamed Logstown, has irked the Français and vexed the Confederacy, which does not make a fine distinction between Français and Sophian incursions into their territory.

VERMONT

Proper Name: The Free Republic of Vermont

Ruler: Ira Cole, First Citizen

Government: Republic

Capital: Winooski

Major Towns: Winooski (8,500)

Imports: Wine, gold, silver, trade goods

Exports: Timber, iron, leather

Trade: Isolated to east and west by mountain and lake, with hostile Français to the north and unfriendly First Ones on all sides, Vermont has little trade. She prides herself on her ingenuity and self-sufficiency, but in truth, certain goods have to be imported up the Neticut and Hudson valleys — chiefly gunpowder, wine, and trade goods.

Population: 18,000 — 40% Sophian, 40% Coureur, 20% other

Army: 4,000 — 3,000 skirmishers, 200 musketeers, 100 pikemen, 100 dragoons, 600 artillery

Navy: Lac Champlain fleet: 5 sloops and 1 galley

Languages: English

Religions: Deist, Dissenter

Allies: Sophia

Enemies: Nouvelle France, Nieu Nederlands, Five Nations

Overview: A small independent Republic allied with distant Sophia, Vermont occupies the eastern and northern shores of Lac Champlain, in the shadow of the Green Hills that give the nation its name. Its first citizen, Ira Cole, is the leader of a highly eclectic group of followers best described as militant Deists, who deplore and deride most forms of organized religion as outdated superstition. Their core belief is that only the pursuit of reason and the contemplation of the natural world can reveal the nature of divinity, and that all other forms of worship are misguided. Their meeting houses are witness to simple sessions of silent meditation, sometimes interrupted by short statements from individuals who feel that they have something to report about the nature of God that their thought has revealed. Only about one-third of Vermonters actual-

VINLAND

ly practice this form of belief; the majority are more relaxed Deists, in the Sophian fashion. Cole's treatise on his system of belief, *The Oracle of Reason*, is a much-read volume in Vermont, but not elsewhere.

Vermont's only city is Winooski, on the eastern shore of the lake — a fortified town with a large meeting house and the home port of the Republic's landlocked navy. The rest of the population lives in isolated homesteads on the lakeshore or among the large islands that fill the northern half of the lake. They live by hunting, trapping, and farming. Many have only a vague notion that they are citizens of the Republic, for their presence in the area predates it.

History: Although a handful of Uropans had already settled in the region, Vermont did not come into its own until the arrival of a renegade Sophian soldier and visionary named Ira Cole with a group of about 500 followers in 1652. Having fought for Sophia in her war of independence from Carolingia, Cole became disenchanted with Sophia's philosophical and diplomatic ties to Uropa. He left with the nascent idea of creating an ideal state of free citizens — a separatist version of Jefferson's republic. His dreams languished for several years, until, while serving as a scout for the Nederlanders in the area around Français-held Fort Carillon, he beheld the waters of Lac Champlain and the Green Hills beyond. In a vision, he saw his ideal state thriving in that land, and soon had brought a group of like-minded ex-Sophians, who were mostly frontier fighters like himself, and their families.

The Coureurs of the region welcomed Cole's presence as protection from frequent First Ones raids by the Penacook and Pocumtuk nations to the east. Soon the Français had taken notice of the settlement springing up at the mouth of the Winooski River, and from 1653 to the present day war has not ceased between Vermont and Nouvelle France. It is a strange conflict, fought in the dense forests in desperate hand-to-hand combat, and on the lake in naval engagements between the tiny landlocked fleets of the two powers. Although the Français still hold Fort Carillon, the Vermonters continually harass its routes of supply along the lake. Aided discreetly by Nederlander financial support, Cole's forces now hold most of the eastern and northern shore, even making daring raids upon the Français towns of Mont Real and Trois Rivières. His Green Hills Rangers have acquired an aura of legend about them, defying death many times over in skirmishes against the Français and their Five Nations allies.

Conflicts and Intrigues: Vermont is beset from all sides by her enemies, but the surrounding mountains and the prowess of her Rangers have so far preserved her freedom. The Français have tried once before to build troop ships on the far shore of the lake to allow an assault on the palisaded Vermont capital, but the vessels were discovered and burned by Cole's Rangers. The prospect of a landward assault is even more daunting, for there are no roads into the area and Français troops would be subject to ambush along the entire route.

Cole has considered storming Carillon and taking it for himself, but he actually likes having the Français there, as they forming a buffer against Nederlander expansion into the Champlain area. Instead, he is planning the capture of Mont Real, which is timed to coincide with the yearly arrival of the fur traders from the interior. By seizing the furs, he hopes to destroy Nouvelle France's economy and force the recall of Frontenac, which might in turn inspire a popular rebellion among the Français laborers, who have been infiltrated by Français freethinkers.

Proper Name: The Jarldom of Vinland

Ruler: Jarl Ketil Ranulfsson

Government: Jarldom, with a legislative assembly of freemen

Capital: None

Major Towns: None — each chiefdom contains 500 to 1500 people

Imports: Wine, textiles, guns and gunpowder, trade goods

Exports: Armor, weapons, timber, furs, fish

Trade: Vinlander smiths create iron weapons, armor, and tools to trade with First Ones for fur, precious metals, and game meat. They export the furs, in addition to native timber and preserved fish, to the Norsk of Ultima Thule, which then sells to Uropan markets. In exchange, the Norsk bring wine, cloth, muskets, and manufactured items including glass beads.

Population: 10,000 — 90% Vinlander, 5% First Ones, 5% other

Army: 2,000 skirmishers

Navy: 20 galleasses

Languages: Norsk, First Ones

Religions: Old Ways

Allies: Neighboring First Ones nations

Enemies: The Commonwealth, France

Overview: Founded by Norsk settlers from the island of Ultima Thule around the year 1000, Vinland is ruled by a jarl — the most powerful of a dozen chieftains who occupy the Vinland peninsula. Each chieftain dwells in a great hall, surrounded by a palisaded village. His thanes, or warriors, serve him out of personal loyalty, which he sustains through gifts of weapons, armor, gold, and land. In return they defend the hall, and in the summer months go on coastal raids, either south to New England and Nieu Nederlands, or north to Nouvelle France. Their assembly point for southern raids is the secluded fjord of Eriksland, a mountainous island off the coast halfway between Vinland and Boston.

Vinland itself is a near-island attached to the mainland at its midpoint by a slender neck. The Vinlanders claim all of it as their own, but in truth, the wooded and hilly interior remains undeveloped and nearly uninhabited, and is visited only by hunters and trappers. The twelve chiefdoms are spread along the coast at intervals of roughly one day's travel by oar, each surrounded by a belt of farms and pastureland.

History: Vinland was reached by Norsk mariners long before other Uropans set eyes on the continent, but at that time they had neither guns, horses, nor great numbers, and in six hundred years have spread no more than a few hundred miles from the site of their original settlement. The early years of the Vinland colony were marked by skirmishes with local First Ones nations, who nearly succeeded in destroying the newcomers, but eventually, the impulse to trade overcame the desire to fight, and the Norsk were allowed to establish several small, permanent settlements.

News of Vinland seldom reached the courts of Uropa, or else the monarchs failed to realize the importance or size of the lands across the sea. When the Atlantic Sea entered a phase of colder weather, choking the northern sea lanes with ice, communication and trade between Vinland and Ultima Thule ceased altogether. During these years of isolation, the Norsk were forced to adopt some native ways merely to survive.

By the time communication was re-established, around the year 1500, the Uropans had acquired new ships and weapons, which the Vinlanders have slowly adapted to

their traditional ways of making war. Since other Uropan have come to the continent, the Vinlanders have resumed their old habit of sea-raiding and coastal piracy, much to the consternation of their neighbors.

Conflicts and Intrigues: The Vinlanders are an irritant to both Nouvelle France and the Commonwealth, their nearest neighbors. They have sacked Boston and attacked the harbors of Nieu Amsterdam and Québec. With their intimate knowledge of the northeast coast and their relatively small ships of shallow draft, the Vinlanders have been able to evade any pursuers, although one or two of their coastal settlements have been bombarded by Français and Commonwealther ships.

The lords of Vinland both fear and respect the power of the Witchlings of Naumkeag. They have reportedly offered their services to the coven, should the Witchlings ever attempt to destroy the Commonwealth. In return, the Vinlanders would require cash payment, looting rights and captives, and grants of land along the New England coast. For the moment, that is more than the coven is willing to pay, even for being rid of their Puritan foes.

WOODLAND CONFEDERACY

Proper Name: The Great Circle of Nations

Ruler: Tecumpease

Government: Informal confederacy

Capital: City of the Prophet

Major Towns: City of the Prophet (1,500)

Imports: Trade goods, textiles, weapons

Exports: Furs, leather goods, copper, flint

Trade: The nations of the Woodland Confederacy have an extensive trade network among themselves that dates back to the time of the Makers — thousands of years by the estimates of Uropan antiquarians. The arrival of the Uropan has had less impact upon the woodland interior nations than on those of the coast; guns, textiles, and metal tools are not as common in the Confederacy as in the north or northeast.

Population: 17,000 — 6,000 Shawnee, 5,000 Miami, 3,000 Kikapo, 3,000 Piankeshaw

Army: 6,000 skirmishers

Navy: None

Languages: First Ones

Religions: First Ones

Allies: None

Enemies: Nouvelle France

Overview: A recent political development, the Woodland Confederacy is a loose association of several interior First Ones nations, established for mutual defense against the encroaching Français presence in the Ohio Vale, and to prevent passage of the Appalachi Mountains by other Uropan invaders. The Confederacy has no elected officials, no legislative body, and no unified foreign policy, merely a common desire to prevent further Uropan expansion and cultural influence. Its includes much of the territory between the Illinois and Tennessee rivers; offers of membership have been extended as far south as the Choctaw and as far north as the Ojibwa. The major holdout in the region has been the Cherokee, under the great sachem

Oconostota, who prefers to make his own policy with the Uropan.

History: The Confederacy is the product of two siblings of the Shawnee nation: Tecumpease, the Shooting Star; and her brother Tenskwatawa, the Open Door. After witnessing her younger brother Tecumseh's death at the hands of Français raiders, Tecumpease took his place as a young warrior, while Tenskwatawa, after wrestling with deep depression and anguish, came to see the tragedy as a symptom of a greater threat to his people's existence. He began to preach to other First Ones about the moral decay that he saw in the adoption of Uropan ways — their tools, their weapons, and their faith. He urged a rejection of all things the invaders had offered them, and a return to traditional ways of living, using the weapons, tools, magic, and woodcraft of their ancestors.

In parallel with her brother's moral teachings, Tecumpease began to speak out about the physical threat posed by Uropan. Divided, each First Ones nation of the coast had fallen to their superior weapons and organization. United, the nations of the interior could resist them, perhaps even drive them out of the continent entirely. At first, the siblings' words fell on deaf ears, but eventually small groups from several nations came to a village near some of the old Moundraiser ruins on the banks of the Ohio to follow Tenskwatawa's teachings. Meanwhile, Tecumpease made a tireless circuit of the Ohio Vale, respectfully asking for the leaders of the other nations to join with the Shawnee to present a strong front against the Français. Over a period of years, as she grew into a leadership role among her own people by earning fame as a warrior, the leaders began to take notice of her.

The first general meeting of the Confederacy was held at what had come to be called The City of the Prophet in 1660. In the six years since that time, two punitive Français expeditions have been sent against the Confederacy, only to be defeated. The rogue Uropan settlements of Vandalia, Logstown, and Cumberland in the Alleganie Mountains have been attacked several times, and further advancement into First Ones lands stopped. A mission to the Confederacy was sent by Sophia in 1663, which continues to conduct diplomacy with Tecumpease, hoping to secure the right to explore the ruins of the Moundraisers and ascend the Missouri westward into the unknown half of the continent.

Conflicts and Intrigues: All is not well within the Confederacy. A small, militant sect of Tenskwatawa's followers have been conducting witch-hunts after their own fashion, persecuting First Ones who have adopted Uropan ways. Tecumpease has moved quickly to stop them, but not before news of the incidents was widely disseminated among Uropan settlers, who have seized upon it as moral justification for breaking the Confederacy.

Between the Confederacy members, there is tension concerning the superior position of the Shawnee. Some have charged that they wish to found a hegemony over their neighbors, to control trade and access to resources. Others have questioned the wisdom of abandoning practical technologies that improve the practice of hunting, farming, and warfare. Tecumpease herself is growing impatient, and wonders whether it is not time to strike a great blow against the Français in an all-out attack that would shatter their trade route and discourage them from ever claiming the Ohio Vale.

UROPAN POWERS

This section presents a brief overview of the political powers of Uropa, which is essential to understanding the relations between the Uropan nations of Northern Crown.

ALBION

Formerly called England, the Kingdom of Albion enjoys special fame (or infamy) as the only Uropan power to have open relations with the kingdom of Elfland, which exists within Chaos, adjacent to the infernal realm. Consequently, Albion's queen Gloriana has a highly profitable trade with the fey-occupied Blessed Isles that lie hidden to most mortal eyes in the midst of the Atlantic Sea, but she also has many enemies who consider her to be in league with the infernal regions, chief among them Felipe of España. As for France, Louis maintains an official policy of neutrality with Albion; privately he delights in Gloriana's ability to tweak Felipe's nose through the daring actions of her sea wolves against the Espaniard fleets. The Nederlanders would love to gain a share of Albion's trade with Elfland, but they don't want to appear ungrateful for the military aid that Albion sends to them to keep the Nederlanders free from Habsburg rule.

Gloriana's strategic aims are to keep Felipe from enjoying the fruits of his overseas colonies; to court the friendship of the Kelt lands, who are still smarting from abuses dating back to her mother's and Cromwell's reign and have historically been more friendly with France than with England; and to discover a north-east or northwest passage to Cathay to enable Albion to share in the same spice trade now enjoyed by España and Portugal.

FRANCE

France is ruled by the absolute monarchy of Louis XIV, who is at the height of his personal and political powers. With the assistance of Cardinal Richelieu, Louis controls every aspect of government from his "machine of state" at Versailles, making his level of authority the envy of every Uropan monarch. The advanced state of Français arts and natural philosophy sets the standard for civilized fashion and thought, although the radical Français free-thinkers are perhaps too advanced for the taste of some.

Louis has one main strategic goal: to check the power of the Habsburgs, led by Felipe of España. To this end, he gives aid even to the enemies of his own Roman faith, such as Turkey, so intent he is at wearing down Felipe's power. The Français privateers of Petit Guaves in the Carib Sea harass the fleets of New España, while the army of the Cimarron leader known as the Opener is on the verge of creating an independent Nyamban state from the colony of Saint Dominique. On the mainland of Northern Crown, the northern and southern provinces of Nouvelle France stretch toward one another along the valley of the Espiritu Santo, seeking to cut the continent in two and check Espaniard expansion. This last aim suits well his cousin Charles II of Carolingia, and in fact the two kings are on good terms, although Charles likes Louis better from the comfort of his own court, rather than as a pet at Versailles.

HABSBURG EMPIRE

The great Uropan power at the moment is the Habsburg Empire, under the control of Felipe II of España. The Emperor, who is well over a hundred years old, is said to be

kept alive by a team of alchemists and physicians at enormous expense. He is dedicated to battling the enemies of the Empire and of the Roman Church from his palace and administrative center of L'Escorial. With a vast world empire in his care, Felipe considers the destiny of Northern Crown only one among many concerns. His lands include España, many of the German territories, Austria, and the southern Nederland provinces. As top dog, he has attracted a number of enemies nipping at his heels. Felipe reserves special enmity for Gloriana of Albion, fairy-tainted daughter of his ancient rival Elizabeth; but the rebellious Nederlanders, infidel Turks, and the meddling, ambitious Louis of France are also on his list of foes. Felipe has seen Espaniard power in Northern Crown slowly eroded as her early settlements, which were planted as far north as the present-day Republic of Sophia, have disappeared in the face of Carolingian expansion.

OTTOMAN EMPIRE

The great Ottoman Empire dominates the eastern half of the Middle Sea, including sections of the Nyamban coast and also the southern Balkan region. It is ruled by the sultan Mehmed IV, whose strategic aims are to eliminate Venetian influence in the region, crush the Knights of Malta, and capture the great prize of Vienna, capital of the eastern Habsburg lands. Mehmed, the son of a Turkish sultan and a Russian-born sultana, is an accomplished rider and hunter, with a love of literature and poetry. He leaves the details of government to his great vizier, Ahmed Koprulu — an elderly but vigorous administrator. The extent of the Empire has never been greater, but there are signs of trouble. An attempt to break a Venetian blockade on the Dardanelles, bottling up the Black Sea, ended in defeat in 1656 with the help of the Knights of Malta on the Venetian side. Offensives against Austria have been costly, yet have failed to win Vienna due to the timely intervention of the Polish king and his army of winged hussars — horsemen who wear decorative wings upon their armor. The one friend Mehmed has in Uropa is Louis of France, but the king cannot help Mehmed too openly for fear of angering the Roman Church, though any enemy of the Habsburgs is a friend of France.

PORTUGAL

This small kingdom on the tip of the Iberian peninsula would seem to be in a precarious position, with a powerful neighbor — España — jealous of Portugal's geographic knowledge, marine prowess, and trading stations in the East, chief among them at Goa and in Xipangu. But Felipe of España has sworn to abide by the Magisterium's decision to divide the world into spheres of colonial influence, giving Portugal the east and España the west, and so he must sit on his hands and watch Portugal prosper while España wrestles in the southern continent with the military and magical might of the Aztec and Inca empires.

Portugal is ruled by Pedro II as prince regent, the brother of the former king, Alfonso VI, who was removed due to mental illness and now resides in the Azores. Pedro's chief concern is the attempt by the Nederland East India Company to establish its own trading stations in the east — as Dissenters, the Nederlanders do not acknowledge the Roman Church's spheres of influence. The Nederland and Portuguese fleets have clashed on more than one occasion, both in the Indic Sea and off the Iberian coast. Albion has taken on the role of peacemaker between the two, but Portugal does not entirely trust Gloriana, who has her own trade ambitions in the East.

SWEDEN

The Swedish Empire is the creation of Gustavus II Adolphus, the so-called Lion of the North, one of the most brilliant military commanders of the age. This Dissenter monarch has not only held his own against the Imperial forces of the Habsburgs, but threatens to take many of the German territories for his own. His reputation as a battlefield commander has taken on almost divine proportions since his near-miraculous recovery from wounds received at the battle of Lutzen, the first but not the last occasion when his wits were matched against his only serious military rival, Wallenstein, commander of Habsburg forces in the east. These two old foes have since clashed many times, without conclusive results, giving them a grudging respect for one another, like two master chess players. As a result of their ceaseless struggle the German lands lie in ruin, scarred by a generation of religious warfare.

Gustavus has the chief aims of preserving his Norsk empire and keeping alive the flame of the Dissenter cause in the north. He can count few allies and many enemies, including the Russians, the Poles, and of course, Felipe of España. The colony of New Sweden is for Gustavus a small matter, a plaything for his daughter and heir Cristina while she waits to come into her own.

MINOR UROPAN POWERS

The following states have regional power in Uropa but little effect on the affairs of Northern Crown. They are briefly mentioned here to fill in the details of the Uropan political landscape.

- *Denmark*: The small but strategically situated nation of Denmark controls the straits leading to the Baltic Sea. They charge heavy tolls to sea traffic passing through the straits under the heavy guns of their coastal forts. Sweden would dearly love to control the straits, but has so far been unable to assail Danish defenses.
- *Eire*: Eire is a fairy-touched nation — a center of the Old Ways, courted by Albion but determined to remain apart from continental struggles.
- *Knights of Malta*: The Knights of Malta, formerly called the Hospitallers, are based on the heavily fortified island of Malta in the Middle Sea. Having lost their former stronghold of Rhodes to the Turks, they have since become masters of sea warfare, preying on Turkish shipping and battling the corsairs of the Nyamban coast.
- *Poland*: The kingdom of Poland dominates the landscape of eastern Uropa. With a strong Roman Church and a beloved king, Jan, Poland has survived attack from both the Turks and the eastern states of Muscovy and Novgorod.
- *Scotia*: Scotia has long resisted English domination. Her king is the undying witch Kieran Scot, who rules from the Black Rock of Edinburgh, commanding both a coven of witches and thousands of fierce highland clansmen.
- *Teutonic Knights*: The Teutonic Knights control a small state, Teutonia, along the Baltic coast, adjacent to Poland and Lithuania. They see themselves as crusaders against the pagan Lithuanians, but their detractors accuse them of mere empire-building at the expense of their neighbors.

- *Venice*: The powerful trading state of the Republic of Venice has gathered great wealth through her sea routes from the Adriatic Sea through the Middle Sea to the Near East, terminus of overland trade from the Far East. Her galley fleet battles both the Turks and the Uskok pirates of the Balkans. Turkish sea power has been much weakened since the Battle of Lepanto in 1571, but the Venetians have not had a free hand, thanks to España, which has encouraged the Uskoks as a way of containing Venetian power. Venice still clings to the strategic island of Crete as a halfway point along their trade route; it is expected to come under assault by the Turks at any moment.

POWERS OF THE FAR EAST

Beyond the frontiers of Uropa are several powerful empires, little known to Uropan but said to be the founts of fabulous wealth in the form of silks, jewels, and spices. España, Albion, the Netherlands, and Portugal are engaged in heated competition to dominate existing trade routes to these lands, secure trade monopolies, and discover new profitable routes, perhaps via the fabled northeast and northwest passages.

- *Cathay*: Great Cathay is in a time of turmoil, as the Ming emperors crumble in the face of Xipangu coastal pirates and rebellious Cathay generals. In the midst of this unrest, the Portuguese have established a trade port at the Cathayan port of Macao, to tap into the silk trade.
- *Moghul Empire*: In the Far East, the emperor Aurangzeb, son of the legendary Shah Jahan, rules a great empire spanning much of the Indi subcontinent. Moghul wealth has been tapped successfully by the Portuguese, who keep a trading station at the coastal city of Goa. The Albion East Indi Company is making inroads, but so far has failed to match Portugal's success. The Français, Nederlanders, and even the Danes are also petitioning for trade rights with this mighty eastern power.
- *Novgorod and Muscovy*: These eastern city-states possess great wealth in the form of furs and timber. Currently, the Muscovy Company of Albion enjoys a trade monopoly granted by Czar Ivan. The Albion ships brave the icy sea route to the port of Archangel, where they overwinter before returning to Albion the following summer. Muscovy has recently annexed the formerly independent state of Novgorod, but other neighbors remain resistant to the Czar's advances. Poland holds the west, and in the south Muscovy has two enemies in the form of the Tatar hordes and the Turks, who seek to control the territory around the northern shore of the Black Sea. To the east lie the vast steppes of Asia — a frontier of settlement and exploration for Muscovite pioneers and natural philosophers. It is said that the Asian interior stretches so far eastward that it may even be contiguous with the landmass of Northern Crown; if this proves true, then Muscovy may soon become a significant player on the continent.
- *Xipangu*: The island kingdom of Xipangu has allowed a limited number of Portuguese traders and clerics of the Ignatian order to stay on the island, but have so far refused to grant a trade monopoly. Xipangu has only recently become united under a single emperor, after generations of strife under competing warlords.

CHAPTER FIVE

GAZETTEER

As characters travel across the continent in the course of a campaign, they may come upon daunting mountain ranges, roaring rivers, ancient ruins, unfamiliar cultures, unique monsters, and legendary characters. Each area of Northern Crown contains unique natural features, settlements, and possibilities for adventure. The following material features an entry for every named area in the Atlas, arranged alphabetically. Every entry includes the following information:

Environment: This is the area's dominant natural environment. Possible types include bog, boreal forest, farmland, Great Lake, hardwood forest, mountains, ocean, polar sea, prairie, riverine, southern pine forest, subtropical swamp, tropical island, tundra, and urban. Use the encounter table for the land type indicated, unless the context of the adventure makes another table more appropriate. For characters traveling by river through an area, the GM should use the riverine table while on the water, even if the land type indicated for the area is different. For details about the environments of Northern Crown, see the Environments chapter.

Description: The description is intended to be read aloud to players whose characters are traversing the area, to provide atmosphere and hints for adventures or hazards that might be awaiting them.

Background: This includes information about the area that might not be apparent to PCs, but which the GM needs to manage travel through the area and provide a context for any random encounters, especially with human NPCs. It gives details about local authorities, political disputes, and unique natural features that should provide challenges to travel or spark players' curiosity. It also may contain suggestions for adventures in the area, or modifications to the encounter table specific to it.

ALLEGASHE, THE

Environment: Bog

Description: You enter a vast swath of wetlands comprised of treacherous bogs, twisting streams and rivers, and isolated stands of tall pines. Clouds of black flies lie in wait for any warm-blooded prey that ventures near. The lonely cry of loons and the distant bellowing of moose occasionally break the stillness. Over all blows a cold wind from the surrounding mountains.

Background: The Allegashe is a wild, little-traveled wilderness, seldom visited even by First Ones. It forms an effective barrier between Nouvelle France and the valleys of the Kennebecke and P'nobscot. The medawaywin is strong here; the land itself reacts with malice to human intruders, unless they are accompanied by personal manito. Chilling mists rise from the ground at night, and solid ground can suddenly become a quaking, grasping bog. River courses can change from day to day, seeming to steer characters back into the heart of the wilderness if they seek to escape, or block entry if they try to penetrate the interior.

The Allegashe is home to a powerful moos-soogit who protects the area's wild creatures, especially its moose and

caribou. His chief concern is keeping humans out of his domain, and he bears particular malice toward hunters and trappers. He travels with a bodyguard of 1 Huge moose and 1d6 Large moose, appearing when his animals are threatened or disturbed. At other times he prefers to graze quietly in the most remote areas of the Allegashe. He has an uneasy peace with the pomola of K'tahdin, and an especial dislike of his followers.

Huge moose are common in the Allegashe. If a moose is indicated on the encounter table, there is a 1 in 3 chance that it is Huge, with 9 HD.

AMOSKEAG

Environment: Hardwood Forest

Description: You enter a broad, gently sloping river valley, sculpted by a wide yet shallow river with many shoals of rounded boulders, and fringed by muddy, willow-clad banks. The valley is fertile, supporting many First Ones villages, whose inhabitants grow corn, beans, and squash. Local folk seem generally friendly, and eager to exchange goods and news.

Background: Amoskeag comprises the valley of the Merimacke River between its tidal mouth and its cold, high sources in the White Hills. It is the heartland of the Penacook nation, for whom the river is a highway and source of food, including fish, turtles, and waterfowl. The greater sachem Passaconawaw rules here, from his winter court at the Falls of Amoskeag. The falls themselves are a series of drops totaling about 25 feet. They can only be passed via portage through the nearby Penacook settlement, making Amoskeag a natural administrative center.

The friendliness of the local inhabitants belies an uneasiness about incursions from the north by Coureur and First Ones raiders in the pay of Nouvelle France, who trek into the area from the north to raze villages and take captives. The raids are part of a strategy to weaken the Penacook, who provide a barrier to southward expansion by the Français into the lands of the Commonwealth and the hated Witchlings.

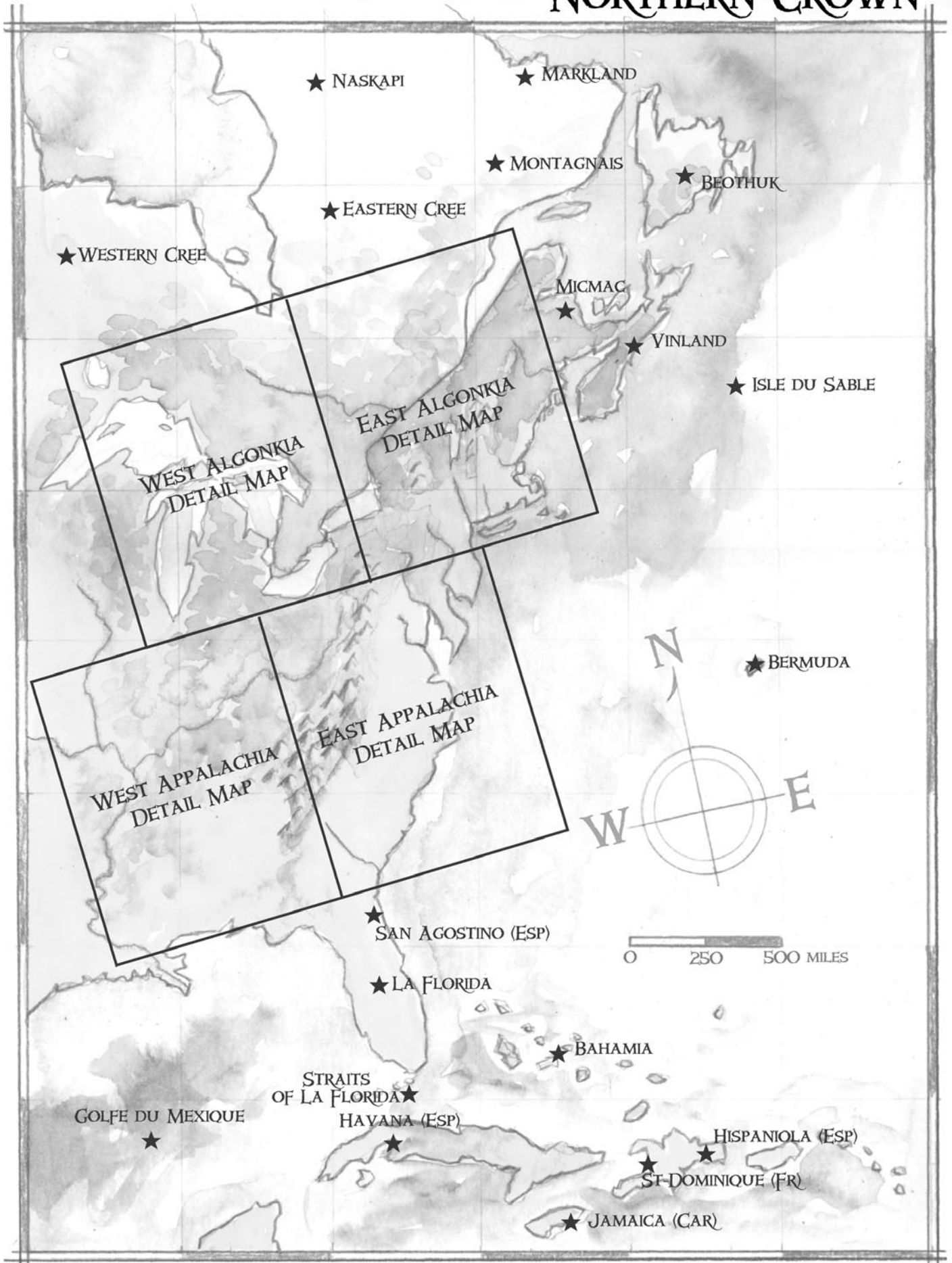
APALACHEE

Environment: Southern Pine Forest

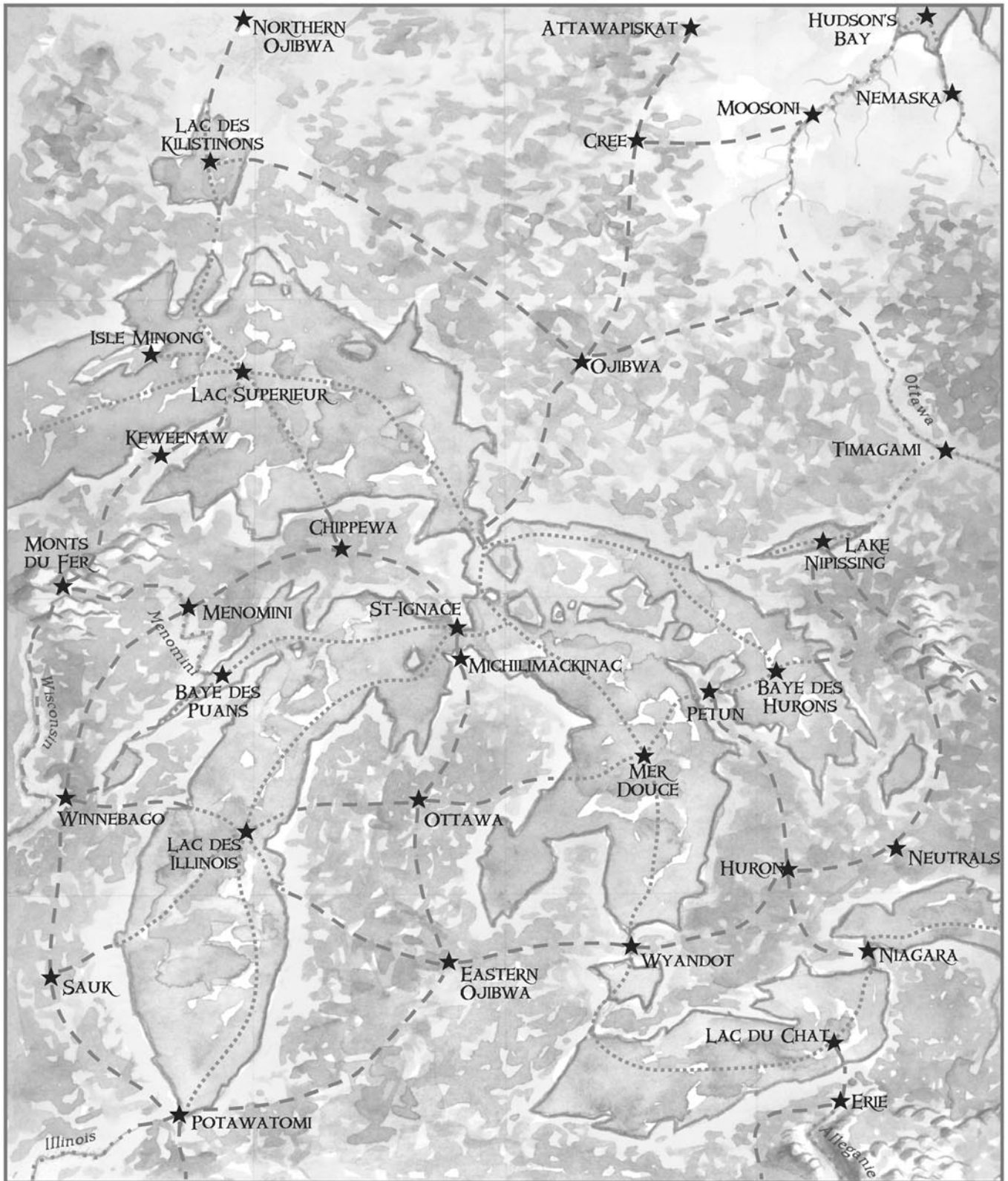
Description: You are in a forest of loblolly pine trees, growing from a needle-strewn floor of reddish soil. The land is flat and drains to the south, which becomes increasingly swampy in that direction. Well-used trails cross the area from east to west and north to south, connecting well-organized First Ones villages made up of round, thatched-roof houses.

Background: The Apalachee, like their neighbors the Alabama, are part of a southern culture of native groups.

NORTHERN CROWN



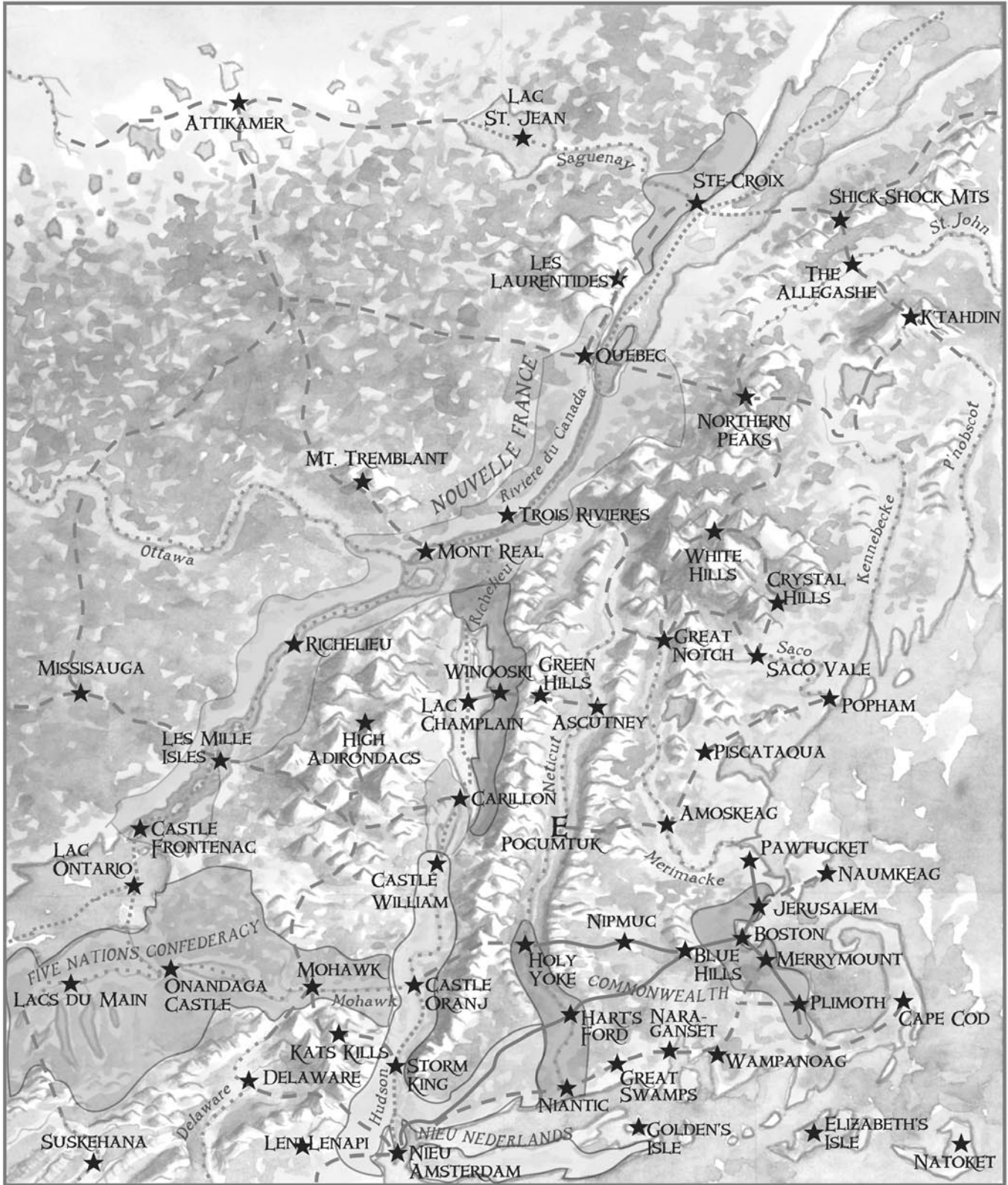
WEST ALGONKIA



KEY: GAZETTEER ENTRY ★
 ROAD ———
 PATH - - - -

WATER ROUTE (OPEN) ·····
 WATER ROUTE (SHALLOW DRAUGHT) *Mohawk* ·····
 NATION FIVE NATIONS CONFEDERACY

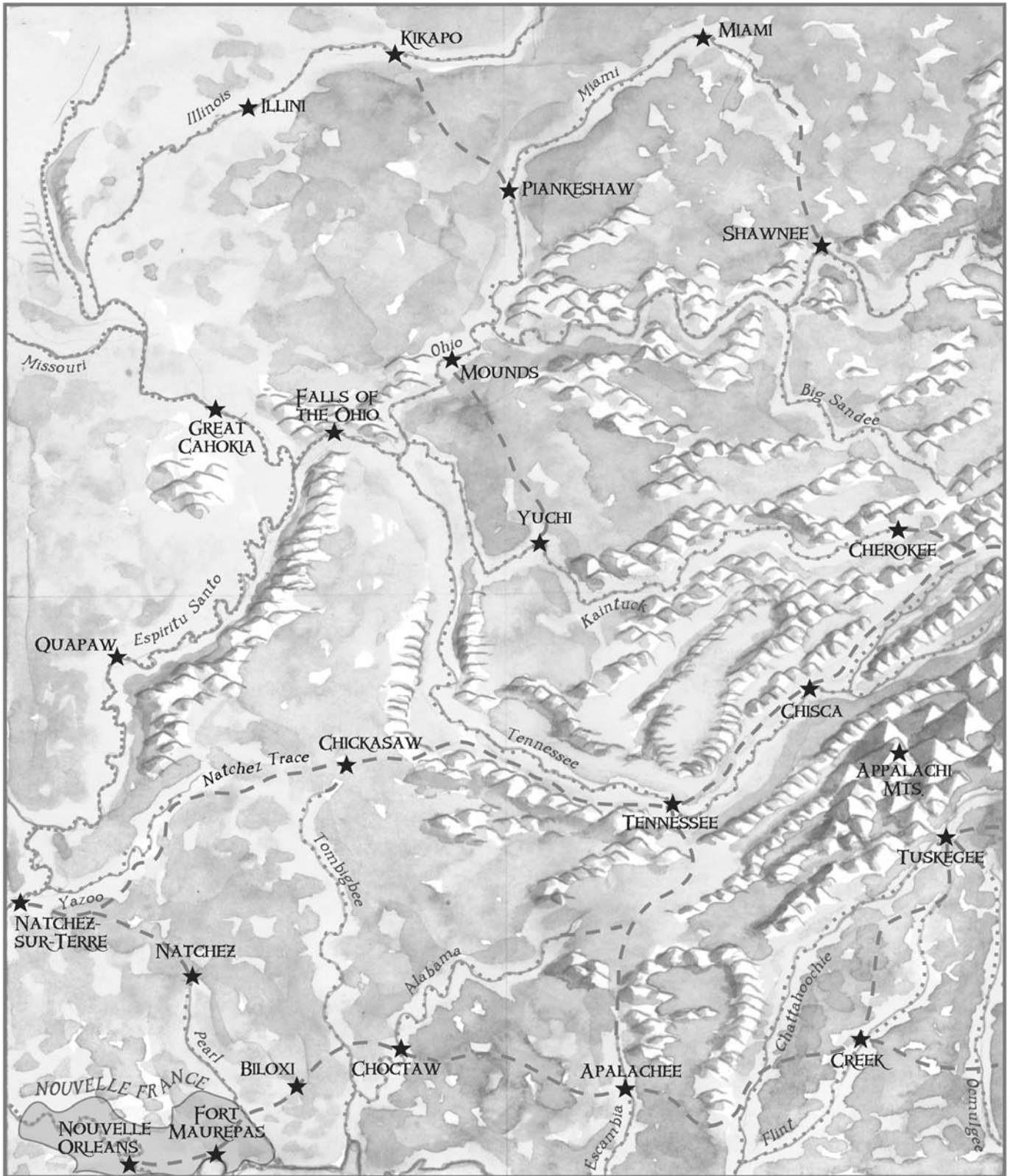
EAST ALGONKIA



KEY: GAZETTEER ENTRY ★
 ROAD ———
 PATH - - - -

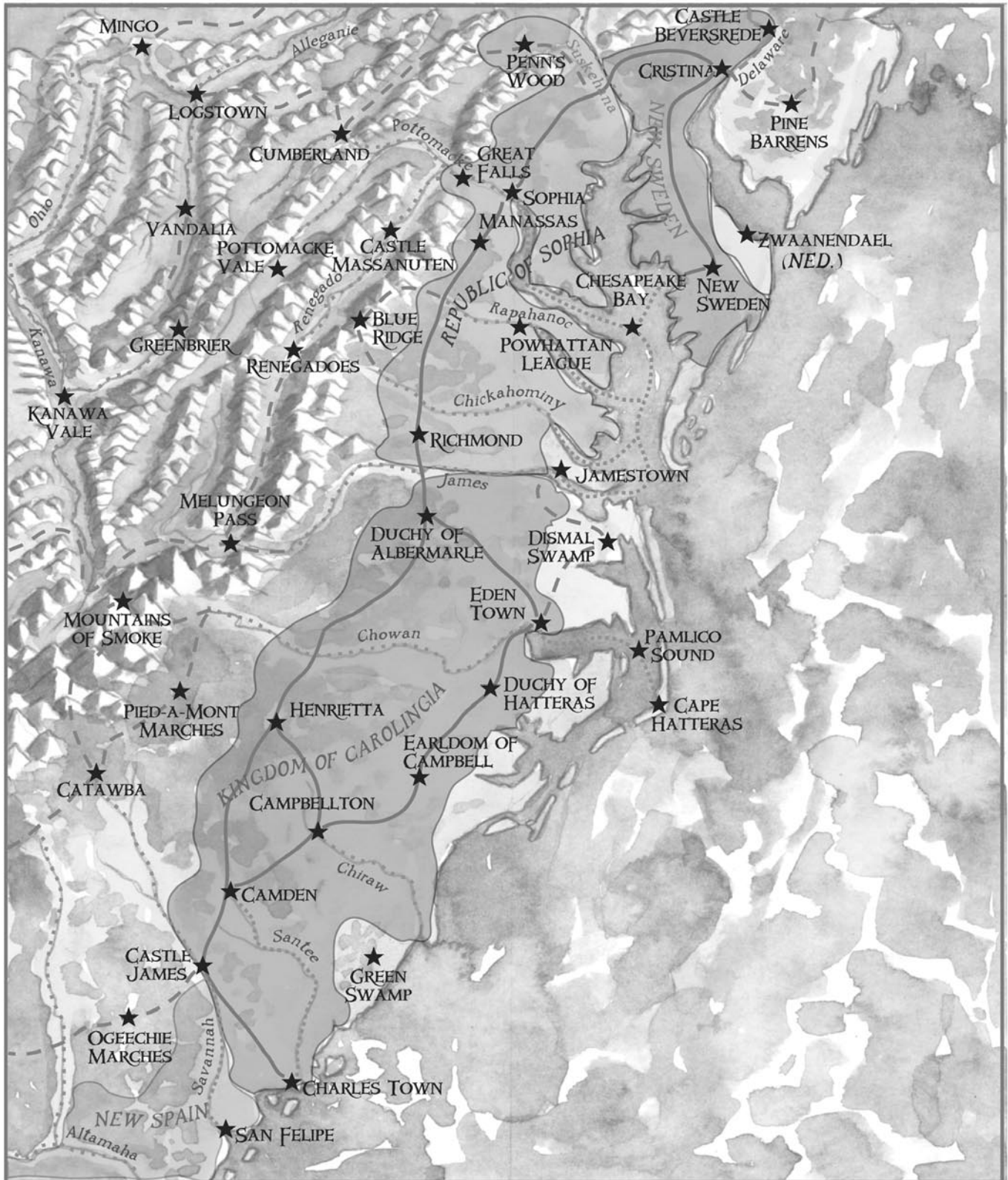
WATER ROUTE (OPEN)
 WATER ROUTE (SHALLOW DRAUGHT) - - - -
 NATION FIVE NATIONS CONFEDERACY

WEST APPALACHIA



KEY: GAZETTEER ENTRY ★
 ROAD ———
 PATH - - - - -
 WATER ROUTE (OPEN)
 WATER ROUTE (SHALLOW DRAUGHT) - - - - -
 NATION FIVE NATIONS CONFEDERACY

EAST APPALACHIA



KEY: GAZETTEER ENTRY ★
 ROAD ———
 PATH - - - -

WATER ROUTE (OPEN) ······
 WATER ROUTE (SHALLOW DRAUGHT) *Mohawk* ······
 NATION FIVE NATIONS CONFEDERACY

They have closer ties to the Espaniards than to some of the more-remote nations, hoping to find allies against the encroaching Français. This area is in the heart of the territory of the Weeping Eye warrior cult. PCs are likely to be attacked by a Weeping Eye member at some point during their time in Apalachee territory. English- or Français-speaking characters in Apalachee may be turned over to Espaniard authorities by any Apalachee who encounters them. The Espaniards maintain military advisors and small garrisons of musketeers in some of the larger settlements.

APPALACHI MTS.

Environment: Mountains

Description: You are passing through the southern reaches of a great mountain chain running from northeast to southwest. The slopes are heavily wooded with oak and other hardwoods, which are sometimes broken by sunny ledges of gray stone. Towering to heights of over 5,000 feet, the summits are massive domes of weather-stained rock, bare of vegetation. To the west, a deep river valley parallels the mountains. To the south and east, the range terminates in a tumble of foothills, spilling out into a forested plain.

Background: The Appalachi Mountains form the southern terminus of the great mountain chain that runs parallel to the eastern seaboard from the far north to the warm south. Although more temperate than the northern peaks, they still present formidable barriers to travel. The sun-baked ledges of these mountains are notorious lairs for dread rattlers.

ASCUTNEY

Environment: Hardwood Forest

Description: You are in a narrow, fertile river valley flanked by mountains to east and west. Rising dramatically from the midst of this narrow vale, a lone mountain in the form of an almost-perfect cone can be seen on the western bank of the river, clad in dense woods all the way to the summit.

Background: Ascutney, named for the lone mountain dominating the region, is bitterly contested by both the Pocumtuk to the south and homesteaders from the Republic of Vermont to the west, who have made a major push into the valley in recent years. Although it is small in size, Ascutney does have its own pomola spirit, who has been sending sanauk elementals to attack the nearby Vermonter homesteaders. PCs exploring the area are likely to be attacked, as well.

ATTAWAPISKAT

Environment: Boreal Forest

Description: You are at the northern margins of the boreal forest. The stands of pine are thin here, and pro-

vide scant protection from the wind that roars through the boughs, seeming to come from some colder region to the north. The terrain is dotted with numerous small lakes and ponds that are connected by boggy streams and channels.

Background: The lands of the Attawapiskat — a subgroup of the great Cree cultural area — are a mix of sub-arctic conifer forest and open wetlands that are crossed by great herds of elk. The Attawapiskat have had very little Uropan contact, and are interested in trade goods of practical value, especially iron implements. PCs are likely to hear legends of the wendigo from the Attawapiskat, and may pick up rumors of the great water of Hudson's Bay and of the existence of a river flowing into it from the west — perhaps the fabled northwest passage.

ATTIKAMEK

Environment: Tundra

Description: You are traveling through a nearly treeless tundra of lichen and stunted, ground-hugging coniferous bushes. Hundreds of small, shallow lakes reflect the sky like placid mirrors, and are joined by a web of gurgling streams. To the south is a distant line of green, marking the northern terminus of a wide belt of evergreen forest; the tundra stretches to the limit of sight in all other directions.

Background: The Attikamek Cree occupy a land of thousands of small lakes linked by streams and portage ways. The Attikamek are hunters, rather than farmers, traversing a huge area in search of game. They live in conical shelters of elk hide, and use small canoes to navigate the terrain in summer. They employ snowshoes in winter. The wet, shelterless expanse of Attikamek's tundra presents an extreme challenge to all but the hardest PCs. In cloudy or snowy weather, a party of travelers can become disoriented and bewildered, and make easy prey for dire wolves. In this land, dire wolves often hunt cooperatively with ordinary ravens.

The black flies of Attikamek grow to enormous size. Each day during the summer months there is a 1 in 3 chance of encountering a swarm of 3d8 giant black flies (treat as stirges). The ponds of Attikamek are haunted by a subspecies of particularly nasty green hags. Any time humans are indicated on the encounter table, there is a 1 in 4 chance of encountering 1d3 green hags instead. These hags are said to be allies of the wendigo, and may turn over known enemies of the wendigo to Beboonikal, rather than slay and eat them according to their usual habit.

BAHAMIA

Environment: Tropical Island

Description: You are in an archipelago of low, sandy-shored islands and keys that are covered with tropical vegetation. Surrounding them are surf-tossed coral reefs of pink, white, and red. Some of the islands are an acre or less in size; others are several miles in length. To casual inspection, none of them seem to be inhabited by human beings. Outside the archipelago, you see only deep blue sea in all directions.

Background: The island group called Bahamia is a notorious haunt of the Buccaneers, with many hidden coves and secluded shores where pirates can careen and refit their ships without fear of the Espaniard fleet. The Espaniards do not have the resources to patrol this area, and do not want to risk their deep-draft galleons in such treacherous waters.

The Bahamias are frequently the scene of shipwrecks and maroonings, due to the many reefs and tiny, remote islands. The lure of sunken gold draws many adventurers here.

BAYE DES HURONS

Environment: Great Lake

Description: You are in a broad bay of a vast inland sea. The shores are wooded, with stands of wild rice growing in the shallows. A range of low hills rises to the east. To the west are several deep inlets or channels among a long range of islands running north-south.

Background: The Baye des Hurons is a relatively sheltered arm of Mer Douce, separated from the rest of the lake by the narrow Petun peninsula. The Petun nation uses the bay's natural resources, harvesting wild rice and fishing in the shallows. The canoes of the Coureurs seldom break the waters of the bay because of its location away from the main trade route between Mont Real and St-Ignace.

The aquatic life of the bay attracts not only First Ones foragers, but more than its share of animal predators. Because of the bountiful fish stocks, the giant pike and giant snapping turtles of the bay have 1d2 extra hit dice beyond those of the base creature.

BAYE DES PUANS

Environment: Boreal Forest

Description: You are in either a large lake or long, narrow bay that widens to the northeast. Two rivers flow into the bay: one at its narrow southern end, and another along the western shore. The land surrounding the bay is heavily wooded, and the shore is sandy and windblown.

Background: The long, narrow Baye des Puans thrusts southwestward from the northern reaches of Lac des Illinois towards the forested lands of the Winnebago. It provides access to both the Menomini River and to the valley of the Wisconsin River via Lake Winnebago and a short portage. The Menomini nation gathers rice and fish in the bay, and often meets with Coureur traders at the mouth of the river to exchange furs for trade goods. As the terminus of one of the forks of the Coureur water route used for the fur trade, the bay is considered off-limits to other Uropans. Any Coureurs encountered will likely try to capture PCs and deliver them to the Français fort at St-Ignace.

BEOTHUK

Environment: Tundra

Description: You are in an uninviting sub-arctic landscape of shallow, stony rivers, rocky fields, and stunted fir trees. There are no signs of Uropan settlement.

Background: The Français refer to Beothuk as "The land God gave to Cain," because of its poor soil, cold weather, and few resources. The natives of Beothuk are hunters and fishers, and well adapted to survive here. They are determined enemies of the Vinlanders to the south, who sometimes raid Beothuk settlements for captives.

Somewhere within this land lies a huge metallic meteorite, whose impact was observed by several natural philosophers in the area. Many expeditions have tried but failed to find it, for the Beothuk people consider it a holy relic and jealously guard its location. The sorcerers of Le Dragon Rouge believe that the metal could be forged into weapons that would act as a bane to good celestial creatures.

BERMUDA

Environment: Tropical Island

Description: You are on a warm island with beaches of pink sand, surrounded by coral reefs and pale blue sea. The vegetation is lush, but there are few trees of any great size and fresh water seems to be scarce. The island appears uninhabited.

Background: The treacherous isle of Bermuda is ringed by coral reefs passable only by a few well-hidden deep-water gaps. Seldom reached successfully, it is rumored to be the lair of the hermit wizard Prospero — formerly the Duke of Milan — who is considered to be among the greatest magi of the age.

BILOXI

Environment: Subtropical Swamp

Description: You are traversing a coastal swamp of enormous cypress trees standing in dark, algae-strewn water. Beards of gray moss drape down from the boughs, waving gently in a warm, humid breeze from the sea. Chirping insects and amphibians fill the waters and the trees, but there are no signs of human presence.

Background: The coastal lowlands of Biloxi are occupied by cypress swamps that navigable by small boat but difficult to cross on foot, except for a difficult-to-follow First Ones trail system that runs southeast to northwest. Choctaw parties sometimes venture into the swamp to hunt and fish, or to trade with the Coureurs Bayou who live around Fort Maurepas to the southwest. Several Cimarron settlements are also concealed in the area, which maintain trade with the First Ones and the Coureurs.

BLUE HILLS

Environment: Hardwood Forest

Description: You ascend a range of tall, wooded hills with rounded tops, rising about 1000 feet above the surrounding terrain. Their slopes are strewn with massive boulders, and the saddles between their summits conceal rocky ravines and small ponds. Views from the upper slopes and summits include the ocean to the east and vast forests to the west and south.

Background: Despite their proximity to Boston, the Blue Hills are a wild and lonely region not often visited by either Commonwealthers or First Ones, except to obtain flint and other minerals. They form a rough semicircle around the bay in which Boston sits, from northwest to southwest. Winding trails traverse the range to the west and south.

BLUE RIDGE

Environment: Hardwood Forest

Description: You are on an unbroken ridge of heavily forested mountains extending for many miles from southwest to northeast. Swift streams tumble off the ridge into the foothills and lowlands towards the sea, which can be glimpsed only as a blue band on the eastern horizon. To the west, a fertile valley opens beneath your feet. It is watered by a fast river and dotted with human settlements and grazing herds of cattle.

Background: The Blue Ridge is a long, nearly unbroken range of low mountains separating the Republic of Sophia from the Renegado Vale. It forms an effective barrier to cart traffic, although it may be crossed on foot. It has been the site of frequent skirmishes between Sophians and Kelt renegades, who cross the mountains to steal cattle from outlying Sophian settlements.

BOSTON

Environment: Urban

Description: You are within a ring of low, maple-clad hills, enclosing a great bay that is dotted with a dozen or more islands. The land is a mix of woodlots, rocky outcrops, and farmsteads connected by good roads. At the edge of the bay, upon a hilly peninsula connected to the mainland by a narrow neck, is a large city of houses and church spires, with a busy harbor and evidence of fortification. Separated from the city by a narrow tidal river is a smaller settlement, featuring a quadrangle of handsome brick buildings.

Background: The city on the peninsula, is, of course, Boston, while the smaller settlement is the College. Boston is the capital of the Commonwealth of New England, and one of the busiest ports on the east coast of Northern Crown, with a thriving merchant trade. Founded by Puritan settlers from England, it is a city of many churches and burying grounds. Its citizens live in the hope of a better future organized along divine principles, but at the same time, they live in fear of the servants of the Evil One who seek to derail their great experiment. The legal authority in the city is the governor, but he is no more powerful than

the religious and business leaders who back him, and the authority of the State and the Church are essentially one and the same.

The College is the training ground for the children of the elite, who all study to become doctors of the Church, but also pursue more practical arts. The study of natural philosophy must be done discreetly here, where every aspect of daily life is under religious scrutiny. To escape the eye of Puritan doctors and witch-finders, the less-savory citizens of Boston have created a shadowy culture of smugglers, sorcerers, and carousers, which thrives in the narrow streets of the city's north end and along the wharves and shacks of the waterfront. These people are no less insular and suspicious of strangers than their law-abiding fellow citizens.

CAMDEN

Environment: Farmland

Description: You are gazing upon the settled farms and fields filling the valley of a broad, lazy river, with major roads leading south, north, and east. Where the roads meet is a newly minted town at a gentle set of falls that mark the limit of upriver travel for seagoing ships. The town docks are busy with ships exchanging the goods of the wider world for local tobacco, lumber, and cattle.

Background: A recently established Carolingian settlement at the ford of the Santee, Camden lies on the great wagon road between Castle James and Henrietta. The town is accessible by river from the capital of Charles Town, making it a popular trade route to the interior. It is the administrative seat of a royal possession of the same name — formerly the lands of the king's illegitimate son, the now-exiled Duke of Monmouth. The possession is a prized plum sought after by the king's brother James, but is rumored to be reserved for the next royal child, regardless of the legitimacy of its parentage.

CAMPBELLTON

Environment: Farmland

Description: You are in a broad, shallow valley with vast fields of tobacco, wheat, and corn, organized in several great plantations. Wagon roads lead north, east, and west, emanating from a riverside town with a busy port.

Background: Campbellton is the seat of the Earldom of Campbell. It is a river town dominated by the earl's vast estates — named Chiraw House after the river. Like its sister town Camden to the south, it sits at the river's carry point, where the water becomes impassible to seagoing ships — a natural site for a harbor. Friction runs high between the earl and his downstream neighbor, the Duchess of Brunswick, who exacts high tolls on goods passing from Campbellton to the sea.

The road between Camden and Campbelltown is menaced by a highwayman of a different sort — none other than the Duchess of Brunswick herself. She is a crack shot and expert rider who has taken her envy of the Earl of Campbell to extremes, depriving his subjects of the profits from the river trade that she cannot get her hands on legitimately. The duchess knows the countryside intimately and protects herself with magical armor and a *cloak of invisibility*.

CAPE COD

Environment: Bog

Description: You are on a narrow cape spiraling counterclockwise into ocean from a larger land mass to the west. The land is flat, with freshwater bogs, salt marsh, long stretches of sandy bluffs, and forests of pine and maple. The surrounding waters look treacherous, with many reefs and sandbars.

Background: Cape Cod is not fertile land for farming, but fine for fishing and whaling. It is sparsely settled, forlorn, and windswept, and more often visited by sea than from the mainland. Like Cape Hatteras far to the south, it is both a pirate haven and a ship's graveyard, which protects more-sheltered waters to the west. A pod of sea serpents has taken over the tip of the cape as a nesting ground, and they now use ships as a convenient source of nourishment for their young.

CAPE HATTERAS

Environment: Ocean

Description: You see a chain of low, sandy islands forming a barrier between the pounding surf of the open sea to the east and the calmer waters of a saltwater sound to the west. Fringed with fluttering beach grass and scoured by wind-driven sand, the chevron formation of slender islands forms a cape that bears the full brunt of the sea's fury.

Background: The cape is a treacherous shore of barrier islands thrust out into the Atlantic along the coast of Carolingia. It is a ships' graveyard, as well as a gathering place for pirates, including Blackbeard. The islands are sparsely populated by a mix of fishermen, coastal pirates, and outlaws. One of the islands is home to a herd of wild horses, descended from the survivors of an early Uropan shipwreck. Infused with some ancient power of the land here, the horses have become sentient and drive away all humans who try to capture them except for those of neutral good alignment, whom they will sometimes agree to serve as steeds.

Also active in the area are gangs of shipwreckers — local bandits who light fires on the beach to mislead ships. They drive them onto the shore, loot them, and sell the crews as captives to the next pirates who happen by. The most successful shipwreckers are getting some magical help from a local wizard, who creates an illusory lighthouse to lure their prey.

CARILLON

Environment: Boreal Forest

Description: You enter a shallow, winding, river valley between two large lakes — one to the south, one to the north — tucked within a range of steep, forested hills. Brooding over the valley is a large fortress built upon a strategically placed height; it flies the Français flag.

Background: The fortress of Carillon controls a key passage between Williams Zee to the south and Lac Champlain to the north, along the great north-south water route between Nieu Amsterdam and Nouvelle France. The Français have constructed the fortress at great expense to prevent Nederlander expansion to the north, and to facilitate Français military movements to the south. It is considered a prize by all the regional powers, including the Vermonters, who would dearly love to consolidate their holdings in the Champlain area. The Vermont navy often harasses Français shipping on Lac Champlain to make it as costly for the Français as possible to maintain Carillon.

Carillon is built on a hilltop. It follows a rectangular plan, with corner bastions, a stone blockhouse, and numerous fixed defenses outside its walls. Its battlements sport 24 intimidating 32-pound cannon and numerous smaller artillery and mortars, manned by about 200 soldiers. It is nearly impregnable to direct assault, but is vulnerable to a siege or to infiltration by a very small force using stealth or the cover of darkness. It could also be shelled from above, if cannon could somehow be placed on the summit of a nearby mountain that is somewhat higher than the fort, but Français engineers are confident that such a thing could never be accomplished.

The commandant of Carillon is Capitaine Beaumont (Ari 6/Sol 4), a nobleman with keen intellect but little battle experience. He runs the fort efficiently, but often fails to learn from experience, trusting instead to theory learned from military texts.

CASTLE BEVERSREDE

Environment: Riverine

Description: Upon an island in a lazy river that flows slowly southward out of a wooded valley, stands a squat fortress with rounded bastions flying the Swedish flag. South of the castle, numerous farmsteads line the river on both sides, and a tow path allows barges to be hauled upstream.

Background: Castle Beversrede is the northernmost outpost of the colony of New Sweden, staking a claim to the Vale of the Delaware. It protects Swedish settlements in the lower valley, and could serve as a staging area for attacks against the Nederlanders to the north. Any traffic passing by the castle is subject to search and to payment of tolls. The settlements themselves are riverside farmsteads and dairies, which produce food for the city of Cristina downriver.

The castle supports a small village on the east bank of the river nearby. It is small by military standards, with only eight cannon and a garrison of 50 musketeers and 20 gunners. It is commanded by Colonel Berg (Sol 6/Off 3) of the Swedish Royal Army. The village, also named Beversrede, attracts a population of rough and tumble rivermen and teamsters. Its single tavern is called the Two Oxen.

CASTLE FRONTENAC

Environment: Great Lakes

Description: You stand at the eastern edge of a vast inland lake, which meets a narrow waterway dotted with hundreds of wooded and craggy islands, islets, and rocks. At the entrance to the narrows, upon a high-sided island, stands a fortress dominating the approaches between lake and waterway. The flag of France flies on the battlements, and the thick walls support several cannon. By the water's edge is a small landing area that accommodates one sailing vessel and many trading canoes.

Background: Castle Frontenac, named for the royal gouverneur of Nouvelle France, serves as both a trading post and fortress. It is strategically placed at the headwaters of the Riviere du Canada, which connects the interior with the coast. Its mission is to give aid to Coureurs trading with the nations of the west for furs, to patrol the eastern half of Lac Ontario, and to guard Français possessions against attack by the Five Nations or other enemies.

The castle is built in a square, with bastions at each corner. It is supplied with a garrison of 60 musketeers and 30 gunners, and with a further 100 servants, administrators, and laborers. The 15-foot high, 6-foot thick walls of the fort boast eight 32-pound demi-cannon, four of which can be brought to bear against any single target. In the courtyard is a single eight-inch howitzer. One wall of the fort is taken up by a two-story stone blockhouse, containing a barracks, armory, kitchen, offices, storehouses, and jail.

The commandant of the Castle is Capitaine Vaudreil (Sol 7). He is a competent, but not overly enthusiastic leader. He is particularly indulgent of his own troops, with the aim of keeping them happy and well cared for, as he knows the danger of mutiny in this far outpost. Discipline is not what it could be, with drunkenness being the most common infraction.

Vaudreil has two small warships under his command: the sloops L'Ontario and L'Amie. Each sloop has a crew of 30 sailors and is armed with four 4-pounder sakers. Generally, only one is in port at any given time, while the other is on patrol within 30 miles or so of the castle.

The annual arrival of the voyageurs from the west, laden with furs, is the highlight of the castle's year. As many as 300 Coureurs may stop at the fortress to rest and refit briefly before the final push to Québec to sell their cargo. They establish a rowdy, lawless encampment outside the fortress walls, where not even the guards dare to go. They often tell tales of a powerful werewolf known as Roi-des-Loups (rwah-day-LOO), the terror of the northern woods. They speculate that this monster may even be a Coureur who has managed to keep his identity secret both from his companions, and from the First Ones pniese paladins who have long been hunting him.

CASTLE JAMES

Environment: Subtropical Swamp

Description: Encircled by a bend in a lazy, muddy-brown river is a small town protected by a defensive wall that is mostly made of stone, but with only a wooden pal-

isade standing in certain sections. A road leads out of town to the east. The flag of Carolingia flies above the town.

Background: Castle James, named for Charles II's brother, is the principal outpost of Carolingia's southern frontier, called the Ogechee Marches. Facing the forces of Nueva España and their native allies across a wilderness of sandy pine forests and sucking swamps, the castle provides a base for frontier patrols and raids, and houses a garrison of soldiers poised to counter Espaniard attacks. Nominally commanded by James himself, in practice the castle is commanded by the Warden of the Ogechee Marshes, a not-very-prestigious position currently given to Clarence, younger son of the Earl of Campbell. The garrison here includes 200 musketeers and 50 gunners, and a squadron of 100 dragoons well suited for overland raids. The town has a reputation as a miasma-ridden hellhole, the least attractive posting in Carolingia, replete with mosquitoes, hostile natives, and alligators.

Castle James is a jumping-off point for adventurers seeking to explore the Ogeechie Marches and the southeast. The warden often recruits raiding parties, scouts, spies, or surveyors, even as he guards against Espaniard spies hidden among the populace.

CASTLE MASSANUTEN

Environment: Farmland

Description: You approach a formidable fortified town built at the northeastern end of a rocky ridge that runs along the valley floor parallel to the river, which splits in two to flow around the town. Strong walls surround the base of the rock, which is reachable only by a narrow bridge across the river. Dozens of sturdy townhouses are crowded within the walls, along steep, winding streets. At the summit of the rock is a commanding castle — tall, vertical, with round turrets at the corners and a peaked roof of slate. The bottomlands around the town are filled with fields of grain and orchards, while the valley slopes are dotted with herds of shaggy, longhorn cattle.

Background: Castle Massanuten is the seat of the high laird of the Renegado Vale. This title is given to the laird of whichever Kelt clan is dominant in the Vale at the moment. Currently, it is the MacDonald, as he is known (Ari 4/Rai 14). As high laird, he has the authority to summon a meeting of the clans to pay homage to him, to muster them for war against foreign enemies, and to mete out justice to other lairds and their followers for high crimes such as cattle theft or treason. The MacDonald's household includes 400 family members and 50 servants. Among his family are 50 highlander warriors. He also maintains a group of ten loyal retainers, who are all 3rd-level soldiers. They fight in the Kelt manner, with broadsword and shield, and each carry a brace of pistols for good measure.

The town itself is peopled by the folk of many clans, who work as artisans and traders, supporting the high laird and producing goods for export to Sophia. Notable features of the town include a distillery — where the potent whiskey called Golden Renegado is made — an attached tavern run by the distillery, and a small Scotian Dissenter Church, whose minister is loyal to the MacDonald.

Travelers to the Renegado Vale are welcome in the town if they come to trade or offer their services to the high laird. Out of sight of the town, however, especially away from the river, they are vulnerable to robbery or capture for ransom by rival clans.

The high laird's position is ever tenuous; he is at risk of poisoning, stabbing, and capture from other lairds, and even from members of his own family. He is suspicious of armed strangers, and sometimes holds adventurers in the dungeon of Castle Massanutten until he decides they are not a threat or finds a use for them. His fears are not unfounded: the Witchlings have a small, secret coven in the town, and have even infiltrated the MacDonald's own household — one of his daughters, Megan, is secretly a witch, and is plotting to usurp her father's seat.

CASTLE ORANJ

Environment: Boreal Forest

Description: Upon a spit of land formed by the confluence of two rivers — one fast and slender, the other slow and broad — you see a stone fortress surrounded by a jumble of red brick houses with stepped roofs and ornate chimneys. The fortress bristles with cannon and the river is choked with ships of every description, from First Ones canoes to seagoing fluyts and merchantmen. The flag of the Nederlander Republic flies over the fort.

Background: Strategically placed at the confluence of the Mohawk and Hudson rivers, the Nederlander fortress of Castle Oranj has a double purpose: first, as a trading post for commerce with the League of Five Nations; and second, as a counterpart to Carillon, the Français fortress to the north. The Français and the Commonwealth would like to destroy the fort because of its role as a center of firearms trade with the Mohawk, and because it blocks expansion into the prized Hudson Vale.

The castle is garrisoned not by republican troops, but by hardened mercenaries culled from the battlefields of Uropa who are in the pay of the Nederlander Northern Crown Company. They include 100 musketeers and 50 gunners, under the command of an Alban mercenary colonel named Edmund Graves (Sol 7/Off 4).

Since the depletion of furs in their territory, the Five Nations have become middlemen, delivering pelts to the Nederlanders from the interior around the Great Lakes. In exchange, the Nederlanders give them guns, powder, and trade goods, much to the consternation of the other regional powers, especially France.

CASTLE WILLIAM

Environment: Boreal Forest

Description: At the southern end of a narrow lake, enclosed by steep, forested mountains, you see a large fort comprised of a wooden palisade surrounding a blockhouse and parade ground. The flag of the Nederlands flies atop the battlements. Within musket-shot of the fort's walls the vegetation has been cleared to improve the defenders' line of sight and prevent surprise attack.

Background: Unlike Castle Oranj to the south, the Nederlander fortress called Castle William is a purely military outpost, with little role in the trade network. It sits on a small promontory at the south end of the mountain lake of Williams Zee, which is part of the ancient north-south water route between the Riviere du Canada and mouth of the Hudson. The garrison of Castle William has the unenviable job of providing early warning against and blunting any Français attack launched from Carillon.

CATAWBA

Environment: Southern Pine Forest

Description: You are in range of gentle foothills clad in tall, fragrant pines, in the shadow of a tall mountain range to the west. A spring-fed river flows through the area towards the southwest, becoming slow and turbid as it wends through the foothills towards a distant plain. Well-used footpaths lead southwest, north, and northeast.

Background: The Catawba nation dwells in Pied-a-Mont, in the foothills of the Mountains of Smoke. Although formerly at peace with their Carolingian neighbors, the Catawba are feeling the effects of encroaching settlement and have begun secret overtures to the Espaniards to receive military and material aid against the subjects of Charles II.

CHARLES TOWN

Environment: Urban

Description: At the mouth of a tidal river, you see a large, handsome town of brick houses ordered in a grid of broad streets. On a gently sloping bank, the upper floors of a gleaming white palace are visible behind a tall hedge and iron fence, with a gilded gate guarded by halberdiers in gleaming armor.

Background: Charles Town is capital of the Kingdom of Carolingia, seat of Charles II, heir of the Stuart dynasty. Situated at a river's mouth upon low, green swards, the city is laid out in a stately grid of broad streets, and is well supplied with fountains and shade trees. The great armies of laborers and servants required to keep the city functioning are discreetly housed away from the city center, so as not to offend the sensibilities of the king and his court. Charles himself lives in the immense palace of White Hall, built for him by his loyal followers anticipating his arrival in Northern Crown. The palace is surrounded by hundreds of acres of parkland, gardens, ornamental lakes, grottoes, and riding paths, exclusively for the entertainment of the king and his court — a flattering copy of Louis' court at Versailles.

Charles leaves the day-to-day functions of government to his capable ministers, preferring to spend his time playing tennis or attending plays, often starring one or another of his many mistresses. His queen, Henrietta, lives in separate apartments within the palace. For all his reputation as the Merry Monarch, Charles has a good grasp of the kingdom's problems and policies. His greatest concerns are the Espaniards and their native allies to the south, and the free-thinking Sophian radicals to the north.

CHEROKEE

Environment: Hardwood Forest

Description: You enter a grand river valley running southwestward, in the shadow of a range of high, misty summits to the east, and a mass of lower, wooded hills to the west. The valley floor is filled with the smoke of many cookfires, rising from dozens of First Ones towns. Some of these towns are guarded by stockades that run in great semicircles from the walls of the vale and back again. The people of this land live in peak-roofed houses of wooden poles woven with reed mats, which are shingled with bark or thatched with straw.

Background: The Cherokee are a powerful regional force who live in the upper vales of the Tennessee River, west of the Mountains of Smoke. They are organized into seven clans, and divided among dozens of villages. Their clerics have particularly close ties to the fey creatures of the region, who teach them secrets of herb lore and healing. The local caves are rumored to run for hundreds of miles under the mountains, hiding many secrets of the Uncounted Time, and housing hordes of gray people (grimlocks) — fierce and horrible survivors from the age of ice who raid Cherokee settlements.

Possessing formidable military prowess, including expertise in the use of blowguns loaded with rattlesnake-venom darts, the Cherokee have recently acquired guns from Carolingian traders, becoming the leaders in an arms race that threatens to spread to their nervous neighbors. Their war leader is Oconostota, who is not amenable to cooperation with other First Ones nations and shows no interest in joining the Woodland Confederacy. Only the more-temperate approach of his co-leader Ata-kullakulla has kept Oconostota from taking advantage of his military strength to attack the Shawnee and the Creek. For the time being, the war leader maintains good relations with Charles II, whose court he has visited at Charles Town. Their friendship has shown signs of strain of late, centering around the intrusion of Carolingian hunters and settlers west of the mountains. Oconostota has made clear his objections by burning several homesteads on Cherokee land.

CHESAPEAKE BAY

Environment: Ocean

Description: You are upon a wide, calm, shallow bay, open to the sea on the south and extending far inland to the north, with many arms spreading east and west like the branches of a great tree. Much of the surrounding land is flat and swampy, barely above sea level, with reedy marshes, sandy islets, and tidal channels.

Background: Chesapeake Bay is a great tidal estuary fed by many rivers, including the Chickahominy, Rapahanoc, Pottomacke, and Suskehana. It separates the Republic of Sophia from New Sweden, and is patrolled by the anxious fleets of both powers. Its riches lie in the form of its incredible fisheries, which yield enough shellfish to feed the growing population of Sophia.

CHICKASAW

Environment: Southern Pine Forest

Description: You are in a flat expanse of warm pine forest, bordered to the west by high bluffs overlooking a mighty river, and to the east by a deep river valley flowing northwestward through hilly terrain. A winding, muddy river gains breadth as it flows out of this land toward the south. Crossing the forest from west to east is a well-worn trail, showing evidence of both foot and mounted travel.

Background: The Chickasaw, although far less numerous than the Choctaw, to whom they are closely related, are known as the fiercest warriors in the southeast. Tall, hardened, and trained to war from birth, Chickasaw fighters are feared by all their neighbors, including the Français. Their reputation is known as far north as the Piankeshaw of the Miami Vale, and as far east as the Creek lands. They are said to have come to the area from the plains west of the Espiritu Santo, and have never adopted the ways of their Moundraiser-influenced neighbors. Instead, they remain hunters and raiders who eschew large, permanent settlements, preferring to maintain small, heavily defended villages concentrated around the headwaters of the Tombigbee River. Each village is under the leadership of a sagamore, known locally as a minko, who owes allegiance to Shakkatchayo (SHAK-kat-CHAY-oh) (Ari 5/Rai 15), the current high minko of the Chickasaw. Shakkatchayo has taken advantage of his strategic position on the Natchez Trace to exact tolls from rafters and other travelers passing along the ancient footpath. He has also become a player in the deerskin trade, selling skins to Uropan merchants who are appearing west of the mountains in increasing numbers. Adding to the instability of the region, the Carolingians, seeking to weaken the Français and Spaniard hold on the southeast, have begun to sell guns to the Chickasaw via Nouvelle Orleans and Natchez-sur-Terre, making the Chickasaw even more formidable in war.

CHIPPEWA

Environment: Boreal Forest

Description: You are in a dense coniferous forest surrounded by great lakes to the north, east, and south. The gently sloping land bears the scars of the age of ice, in the form of undulating low ridges, small lakes, and deposits of huge glacial debris ranging from gravel to huge, rounded boulders.

Background: The peninsula of the Chippewa nation separates Lac des Illinois and Lac Supérieur. The Chippewa, a division of the greater Ojibwa culture of the northern interior, are major suppliers for the Français fur trade. Although the peninsula (and the islands to the east) are at the core of their territory, the Chippewa have a presence as traders as far east as Québec, provoking the enmity of other First Ones nations who wish to make a profit as middlemen.

The recent discovery by Coureurs of one of the seven runestones of Eirik the Wanderer in Chippewa territory has precipitated a mad scramble of mappers, natural philosophers, and curiosity seekers from all corners of the continent. The stone may contain clues to the location of the River of the West, giving access to the Far East. The First Ones may try to destroy the stone to keep the secret passage to the west forever out of the hands of Uropan. Mysterious Vinlanders have also been seen recently in the area, and are rumored to either be the ghosts of Eirik and his crew, or living Norse who have come to claim the legacy of their ancestor.

CHISCA

Environment: Hardwood Forest

Description: You look upon a large First Ones town situated by the banks of a mountain river. The place is well protected by a high stockade. It guards a crossing of land and river routes, and seems to attract travelers from the four points of the compass, judging by the bustling crowds that fill the broad, unpaved streets.

Background: The Yuchi town of Chisca, sited deep in Cherokee territory, marks a confluence of overland routes between Natchez-sur-Terre, Logstown, and the passes of the Appalachian Mountains. As such, it has become a crossroads settlement, hosting Carolingian backwoods traders, footsore rafters returning from the south, First Ones bards, Sophian natural philosophers, and Espaniard emissaries. Order is maintained by the authority of Oconostota, the Cherokee war leader, who uses the town as an entry point for shipments of Uropan weapons and trade goods. But the most respected authorities in Chisca are the Yuchi powwow druids, to whom travelers come for advice, arbitration, and healing.

The town has a turbulent history, having been virtually held hostage by Espaniard soldiers during the Dark Years, when the Uropan thirst for gold drove treasure-seekers deep into the mountains on the merest rumors of mineral wealth. No gold was forthcoming, but the spirit of their avarice and menace has never wholly left Chisca. The rakarota bards tell of some Uropan gold-seekers who entered the caves above Chisca and never came out again, either losing their way in the dark and starving to death, or becoming wretched haints or grasping undead. Legends are also told of a hidden city of the Moundraisers within the caves, now abandoned and an abode of monsters, but still holding many treasures from the ancient world.

CHOCTAW

Environment: Southern Pine Forest

Description: You stand in an open forest of red-trunked pines, at the confluence of two muddy rivers with swampy banks, heading slowly south into a coastal swamp. Much of the well-watered, fertile land has been cleared for agriculture; there is evidence of dense First Ones populations, but little Uropan presence.

Background: The Choctaw dwell among the lowlands and coastal swamps east of the southern Français possessions. They are determined enemies of both the Français and the Espaniards, making sure that a heavy price is paid for any encroachment into their territory. Although said to have originally come from west of the Espiritu Santo, they have adopted some aspects of Moundraiser culture from their neighbors, the Natchez; a strong priesthood of clerics venerates Chac, the rain god, and there are also a few druids.

CREE

Environment: Boreal Forest

Description: You are in a sparse forest of hardy conifers, drained by many streams that flow towards the north and east. The soil is stony and poor, and the land shows no signs of settlement.

Background: The Cree are a huge culture of sub-arctic hunting groups that range across wide swaths of the northern forest. They are becoming increasingly important suppliers in the fur trade. Living in small bands rather than in large settlements, they hunt moose and caribou, and alone among the First Ones remain committed to battling the wendigo, who often stalk them in the winter months.

CREEK

Environment: Southern Pine Forest

Description: You are in a land dominated by pine forests and crossed by muddy rivers flowing southward from distant mountains to the north. Many palisaded villages line the riverbanks, connected by foot trails running north, east, and west.

Background: The Creek nation is a highly organized culture, with large villages and temple complexes, a full-time priesthood, and elaborate religious practices centered around the burial of dead relatives and funerary goods. Politically, the Creek are allied with the Espaniards against the Carolingians. But this is an alliance of convenience, for the Creek are just as wary of losing territory to the Espaniards, who are advancing north from La Florida.

CRISTINA

Environment: Urban

Description: You are overlooking the mouth of a large river, as it empties into a long tidal estuary. On the western shore stands a small, fortified city, whose citadel flies the Swedish royal flag. Defensive trenches and breastworks have been dug in an expert fashion around the city, threading their way through the surrounding rich croplands and tidy farms.

Background: Cristina, capital of New Sweden, is ruled by Princess Cristina, daughter of Gustavus II Adolphus, the Swedish emperor. The princess is an accomplished soldier, scientist, and artist, as well as ruler, who has been given New Sweden as a plaything by her father. She wishes to establish a progressive kingdom, but has been forced to spend many of her resources battling the Nederlanders, who would sweep the Swedes into the sea.

CRYSTAL HILLS

Environment: Mountain

Description: You are in a jumbled range of low hills with fractured, rocky sides that are separated by narrow, forested valleys. Travel is made even more difficult by hundreds of fast-moving streams, small ponds, and bogs. An imposing mountain range looms on the western horizon.

Background: East of the taller peaks of the White Hills, the maze-like mass of the Crystal Hills is said to hide hidden lodes of silver and gold, as well as gems like quartz and tourmaline. The range has attracted many Uropan prospectors to the region, and a few have returned with enormous gemstones and tales of even greater ones too large to carry out in one piece. There are no permanent First Ones settlements here, due to the poor, stony soil, but parties of Ab'naki do come here to hunt for game and to collect minerals. The crystal-rich land has the natural property of amplifying knacks, as the First Ones have long known. But there is a cost: using knacks too frequently can animate the crystals themselves, creating humanoid crystal constructs that feed on the energy of those knacks.

CUMBERLAND

Environment: Farmland

Description: You are overlooking a fertile valley occupied by farm and pastureland, stretching southwest to northeast between many parallel ranges of folded mountains.

Background: The Vale of Cumberland is a private fief of Francis, the former Albian duke of the same name, who has established an agricultural settlement there. The duke is not on friendly terms with Sophia, preferring to remain independent for as long as possible as the virtual monarch of his small domain. He maintains a small mercenary army to protect against Five Nations and Kelt renegado raids. Both the Sophians and the Français would like to be rid of the duke; the former because he is an irritant to local First Ones, the latter because they would like to occupy the area themselves.

A powerful Kelt sower who is opposed to the duke's treatment of the local tenant farmers has established a secret refuge in the upper end of the vale, protected by divine trees. Preferring to keep his own hands clean, the duke has tried repeatedly to use mercenaries to wipe out the refuge and capture the sower. (See *New World Adventures* for more on sowers.)

DELAWARE

Environment: Temperate Woodland

Description: You are in a heavily wooded valley, carved by an ancient river that seems to have been working its way southwards through the landscape for millions of years. In places the river cuts through ridges and high bluffs; elsewhere, it is fringed by fertile floodplains that host populous First Ones villages. The river's source seems to lie in a range of steep mountains to the northeast.

Background: The fertile vale of the Delaware River is occupied by the locally dominant Delaware nation, known as the Grandfathers by their subordinate client nations, including the Munsie and Onami. The Delaware are at war with the Five Nations to the north, who covet the Delaware Vale. They are interested in Sophian aid, but will not bargain with Jefferson's emissaries as long as the republic also courts New Sweden, which has taken Delaware territory.

DISMAL SWAMP

Environment: Subtropical Swamp

Description: You are in a coastal swamp of tall grasses, overhanging trees, and winding channels between firm lands to the west and surf-tossed beaches to the east. A single, almost impassible route traverses the swamp from south to north, threading a route through the few areas of solid ground. Thick, clinging fogs often sweep in from the sea. The larger channels are marked by uninhabited fishing shacks and rotting shipwrecks; here and there, you see clearings that may once have been First Ones villages or Uropan settlements.

Background: The Dismal Swamp is a nearly impenetrable wetland along the Carolingian coast. It has been the refuge of outlaws, and the source of many legends concerning giant lizards, ghostly lights, and lost Albian colonists. A community of Cimarrons known as outlyers make their home here, living in well-concealed and fortified villages. Although claimed by Carolingia, this area is seldom traveled because of the poor trails. It is shunned by settlers because of the aura of evil that pervades it — common folk whisper that the malice of the Dark Years of early Uropan presence has withdrawn here, and still sits brooding over old atrocities.

Responsible for many attacks on nearby Eden Town is the Congress of Haints. This unholy gathering of haints was called together by a powerful master haint who wishes to unleash an orgy of violence and fear upon the humans who have shunned him and his kind for their long-ago crimes. The haints' enclave is in an abandoned English fort, itself the haunt of ghouls, skeletons, and other undead.

DUCHY OF ALBERMARLE

Environment: Farmland

Description: You are in a populous and well-ordered countryside of tobacco plantations, cattle ranges, and horse farms, interspersed with stands of tall oak trees. Well-maintained roads lead north, southwest, and southeast. No large towns are in sight, although there are several grand estates nestled within the farmland and surrounded by well-manicured parks and lawns.

Background: Albermarle is the northernmost duchy of Carolingia. It has historically been the jumping-off point for battles against the freethinkers of the Republic of Sophia. Although the ducal seat is at Eden Town, to the southeast, the duke spends most of his time at Albermarle House, in the heart of horse country here, in the interior.

The old duke is a staunch Stuart loyalist, providing a bulwark against the spread of republicanism to the remainder of Carolingia. But his son, William, was educated in France and has succumbed to the ideals of republican government, causing a generational conflict in the family and many jittery nerves at court, as Carolingia doesn't wish to lose more territory to Sophia. Accordingly, a large detachment of royal troops is garrisoned here, ostensibly to protect against Sophian invasion and to detect spies crossing the James River, but also to discourage William's separatist ambitions.

DUCHY OF BRUNSWICK

Environment: Southern Pine Forest

Description: You are in a heavily forested area of a coastal plain, bisected by a river flowing towards the south-east. Scattered clearings in the pine woods are occupied by lumber operations and small farms. There are no major roads, although the river seems to be a busy waterway.

Background: Sandwiched between two forbidding swamps, the Duchy of Brunswick is inaccessible to the rest of Carolingia by wagon road, relying almost exclusively on the sea lanes for its connections with Charles Town to the south. The town of Brunswick itself sits near the mouth of the Chiraw River, only miles from the dangerous headland known as the Cape of Fear. Much of the duchy's income derives from tolls charged to ships coming downstream from Campbelltown, which are laden with the lumber and cash crops of the interior.

As mentioned in the entry for Campbelltown, the duchess, Marietta, has a secret identity — the notorious Masked Lady, a highway robber who is the terror of the wagon road within the Earldom of Campbell.

DUCHY OF HATTERAS

Environment: Farmland

Description: You see a coastal plain occupied by small farms, which slopes down towards the east, where it transforms into a broad belt of marshy lowlands. A busy road crosses the area from northeast to southwest.

Background: Hatteras is an outlying duchy of Carolingia, something of a backwater, and, it is said, a bit too friendly with the pirates and smugglers of the coast, who provide it with much-needed cash. The duke is a disreputable fellow who maintains a secret prison farm in the swampy coastlands to the east, buying captives from pirates and working them to death producing tobacco and other crops at a much lower cost than his neighbors.

EARLDOM OF CAMPBELL

Environment: Farmland

Description: You are gazing upon a prosperous country of horse farms, rolling hills, and stately forests of oak and other hardwoods. A road passes through the country from southeast to northwest.

Background: The great Earldom of Campbell is the heart of Carolingian country gentry society — a place of cross-country fox hunts, fierce rapier duels over points of honor, and spectacular dinners and parties. The earldom is said to produce the most fiery cavaliers for the king's army, known as the Spitfires, and the best horses for the royal cuirassiers. The wealthy earl of Campbell maintains two estates here: Horselands and Nine Oaks. The former is the center of the fox-hunting season in late fall, while the latter is a private retreat for the duke and his friends.

Supporting the rural aristocracy are thousands of tenant farmers, whose prosperity is due to the extreme fertility of the land rather than any generosity shown by their landlords. Because of the constant drain of farmers toward the frontier to the west, the gentry have to frequently attract new settlers from other areas, including the Kelt lands, France, and Germany.

EASTERN CREE

Environment: Tundra

Description: You are in a flat tundra of low bushes, shallow ponds, and wide, low plains of bare rock. Trickling streams drain westward towards a great bay just visible on the horizon to the west.

Background: The vast tundra east of Hudson's Bay is occupied by the eastern branch of the great Cree culture of foragers and hunters. They have little contact with Uropans, but willingly trade food, furs, and skins for trade goods, especially metal implements.

In the middle a shallow lake in Eastern Cree territory is a large island where a small herd of sentient woolly elephants have remained hidden since the age of ice. They have little care for the affairs of humankind, but are rumored to be careful archivists of that time, keeping many human artifacts of unimaginable antiquity.

EASTERN OJIBWA

Environment: Boreal Forest

Description: You are in a land of dense woods and gently rolling hills, surrounded by the waters of an inland sea to the west, east, and north, and shifting to hardwood forests to the south. Rocky promontories and glacial debris pepper the landscape, with low-lying areas given over to swamps of maple and tamarack. Bear tracks are remarkably frequent here.

Background: The Eastern Ojibwa control the heart of the Michigan peninsula. Bypassed by the waterways used for inland trade, it is a place poorly known and understood by most Uropan, and remains something of a stronghold of First Ones culture. The Ojibwa are thought to have migrated here from the north in relatively recent times, crossing the Great Lakes by canoe in search of good hunting and sources of flint. Politically, they have remained neutral in the struggle to control the fur trade, and have not yet joined the Woodland Confederacy, although they have listened with concern to Tecumpease's warnings about Français expansion. A community of First Ones werebears is hidden in the swamps of this land; they have lived peacefully here for centuries, trying to keep their location concealed from encroaching Uropan explorers.

EDEN TOWN

Environment: Subtropical Swamp

Description: You see a swampy coastland surrounding a large estuary that is fed by a slow-moving river flowing east out of the interior. A busy port sits near the river's mouth, upon slightly higher ground shaded by huge cypress trees.

Background: Sited on the coast near the mouth of the Chowan, Eden Town is the seat of the Duchy of Albermarle, and serves as the principal port of northern Carolingia. It has a bustling sea trade, which is little diminished by the pirates who often lurk in Pamlico Sound to the east, perhaps because of the presence of a royal navy base and shipyard at the port. The town's most famous institution is the Dram Tree — an ancient hollow cypress in which offerings of brandy are placed by a ship's crew before a sea voyage to assure good luck. The tree has become the gathering place for tale-tellers and rumormonger of many lands — it's the best place on the Carolingian coast to hear early news from across the Atlantic Sea.

A creeping fog imbued with negative energy and level-draining powers has several times seeped into the streets of Eden Town from the Dismal Swamp, turning some of its citizens into mindless zombies. Its source is said to be the ghost of a sea captain who was slain by a conspiracy of merchants in town and buried in the swamp; he now seeks to exact his revenge from beyond the grave.

ELIZABETH'S ISLE

Environment: Hardwood Forest

Description: You see a sandy-shored island covered by hardwood forests and surrounded by dangerous shoals, and a chain of smaller islands to the west. The western end of the island is bordered by high bluffs of many colors.

Background: Elizabeth's Isle, named for the English monarch, is a Wampanoag stronghold little visited by the Commonwealthers to the north. Its western end terminates in high cliffs of multi-hued clay — a spiritually powerful site. The island's many coves provide harbors for the great canoes of the island's native whalers. The nearby bay of Menemsha is the home of a sacred white whale whose existence is tied to that of the island itself.

ERIE

Environment: Hardwood Forest

Description: Along the southern shore of a great lake, you see a land of hardwood forests, coastal sand dunes, and jumbled hills rising to the south. The headwaters of a south-flowing river rise in these hills, connected to the lake by a short portage that passes through several small First Ones settlements.

Background: The portage between Lac du Chat and the headwaters of the Alleganie River is the homeland of a small independent First Ones group known as the Erie. They are not officially members of the Five Nations, but are on civil terms with the Seneca, westernmost nation of the Five. The portage is of great strategic importance, for it provides an easy connection between the Great Lakes and the Ohio Vale. The Français wish to build several forts along the route to prevent the Sophians from gaining access to the lakes, but they fear arousing the Five Nations. Instead, they content themselves with sending proxy raiding parties of Coureur and First Ones skirmishers to try and reclaim the fort they occupied until recently at the confluence of the Alleganie and the Monongehela, now called Logstown by its Sophian occupiers.

FALLS OF THE OHIO

Environment: Riverine

Description: You see a large river passing westward through a region of steep bluffs. Over a winding, two-mile stretch, the river plunges over several step-like cataracts that are not high but are broad and thunderously loud. Not far below the falls, the river joins another waterway of comparable size to form a truly great stream draining to the south.

Background: The falls lie along a steep-banked reach of the Ohio, as it pours its way towards its meeting with the river of Espiritu Santo. A series of rapids that descend a total of 24 feet, the falls are navigable downstream to small boats and rafts, but present an insurmountable barrier to upstream navigation, requiring portage along a well-marked path that skirts the worst obstacles. The put-in point of the portage provides a natural meeting place for travelers, including First Ones, Français, and Coureurs. The Français have plans to erect a fort at the falls, but as yet have no permanent presence there.

In the driest weeks of the driest summers, when the Ohio shrivels to a fraction of its usual volume, it is said among the First Ones that pictographic writings inscribed on the ledges of the falls themselves can be seen. These writings, dating from the era of the Effigy Makers, form a kind of manual for creating earthen effigy mounds of great power, capable of summoning huge earth elementals who can be commanded to defend the land from attack by those who plunder its resources. It was hidden beneath the falls to ensure that only druids of great power could part the waters and read its secrets.

FLORIDA, LA

Environment: Subtropical Swamp

Description: You are traversing a vast, flat peninsula extending southward for hundreds of miles into a warm sea. The land is covered with grassy wetlands that are interrupted occasionally by regions of dense undergrowth. Animal life is plentiful, including many reptiles, amphibians, birds, and insects.

Background: The peninsula of La Florida is claimed by España, but only a few scattered coastal settlements are actually under Espaniard control. The interior, which is composed of swampy glades and lush grasslands, is the home of several native nations and free Cimarrons, who have successfully resisted Espaniard incursions in the form of raiders, settlers, and seekers of the fabled Fountain of Youth that is said to lie within these lands.

FORET DES LOUPS, LA

Environment: Boreal Forest

Description: You are in a forest of huge pines and spruce — a primeval place that has never felt the touch of the axe or the saw — dim and green, and seemingly endless. Streams are cold and clear, running generally to the south. The terrain can only be crossed with great difficulty, due to the dead brush that accumulates on the forest floor and the maze-like passages between the trees.

Background: The deepest reaches of the northern forest, beyond the settlements of Nouvelle France, beyond even the knowledge of the First Ones, is called La Foret des Loups — the Wolfwood. It is a stronghold of the med-awaywin — the rhythm of the living earth. There, the wolves rule, retaining their primordial powers of speech and reason, which have been lost by animals who have been in closer contact with humankind.

The masters of this land are a pack of wolf animal brethren. They are neutral in alignment, but determined to keep their domain free of permanent human settlement. Their leader, Wise Eyes, is a wolf who also has the powers of a 13th-level First Ones druid. Her pack does not hinder small groups of travelers, as long as no one raises a hand against animal or tree, but those who attempt to gather lumber or pelts or make a permanent settlement are driven off or, if evil, slain. A renegade member of the pack has recently decided to take a more militant approach to human encroachment, and has secretly been allowing the wendigo to traverse the Wolfwood to attack Nouvelle France, increasing the chances of direct conflict with Français forces seeking the source of the attacks.

FORT MAUREPAS

Environment: Subtropical Swamps

Description: You are in a hot, humid mangrove swamp that stretches along a sweep of lonely, placid coastline. A single trail can be followed with difficulty through the area from east to west, but water travel might be preferable, con-

sidering the many channels and flooded lowlands covering the region. Standing on an islet in a muddy, south-flowing river is a small Uropan settlement consisting of stilt-raised houses and some fortifications made of wood and earth. The flag of France flies over the blockhouse at the center of the settlement.

Background: This Français fort guards the eastern frontier of Nouvelle France's southern possessions. It consists of a small coastal settlement and fortifications. It is used as a base for forays into Espaniard territory and expeditions against the Espaniards' First Ones allies. It is also a gathering point for an evolving culture of escaped Français servants and indentured laborers who, like the Coureurs in the north, have exchanged a life of servitude under the seigneurial system for a free existence in the wilderness. Skilled trappers, paddlers, and scouts, these 'Cadiens, as they are called, live in small settlements deep in the swamp and use small watercraft to comb the swamp for fish and game.

GOLDEN'S ISLE

Description: You see a low-lying, sandy-shored island with a natural harbor at the east end. The harbor supports a busy trade port, with warehouses, docks, taverns, and mercantile businesses. The streets and taverns are populated with a colorful clientele from many nations, some dressed nearly in rags, others wearing incomparable finery. Nearly everyone is armed to the teeth, even the merchants and barkeeps. Revelry and merrymaking seem to go on non-stop, sometimes sparking brawls and duels.

Background: Golden's Isle is the private fief of one Gregory Golden (Ari 4/Rak 6), victualler, moneychanger, and host to the most fearsome and notorious pirates of the east coast. He owns the settlement, lock, stock, and barrel, and charges inflated fees for food, water, rum, canvas, and timber, which the pirates gladly pay for the privilege of unloading cargo and spending their hard-won loot with no questions asked. Hefty bribes to the director-general of Nieuw Amsterdam ensure that the commerce of the island goes on undisturbed by the Nederlander navy.

The Commonwealth is not happy about the existence of Golden's Isle, but the governor fears to do anything that would offend the pirates and keep them away from the port of Boston, where they also provide a much-needed infusion of cash, with local officials conveniently looking the other way. Nouvelle France and Carolingia, with their greater share of the merchant trade, are less sanguine about any port that calls itself a friend to pirates. Twice they have made small raids upon the place, but are afraid of launching an all-out assault for fear of angering the Nederlanders, who possess a powerful navy.

Prices for most goods on Golden's Isle are at 150 percent of normal. Although the population is only about 1,500 people, the gold piece limit for the town is 5,000 gp, due to the heavy influx of coin and treasure brought in by the pirates. Golden also operates a moneychanging operation, charging a 3 percent conversion fee. He keeps a stronghouse for storing cash within his fortress-like mansion on a small hill behind the town. The stronghouse is rumored to hold thousands of gp in pirate gold. Other highlights of the town include a powder magazine, three taverns (The King's Head, The Two Ships, and the Arm & Sword), a general mercantile store, a lumber yard, a sailyard, a smithy, a careening bay, and a dozen assorted businesses.

GOLFE DU MEXIQUE

Environment: Ocean

Description: You see a huge expanse of placid, jewel-blue ocean, overflowed by pelicans and gulls, whose waters teem with fish and playful dolphins.

Background: The warm, shallow waters of the Golfe du Mexique brew fierce storms and powerful waterspouts in the summer months, but offer few other hazards to navigation. They are plied by both Français and Espaniard vessels. The coast from Nouvelle Orleans east to the base of the peninsula of La Florida is sparsely inhabited, and mostly consists of subtropical swamp, with sandy beaches becoming more prevalent both east and west of this area.

The coasts of the Golfe are sahuagin territory. These so-called "sea devils" are a menace to any craft that drops anchor near their underwater lairs. Over the years, the creatures have accumulated vast stores of pearls and coral, in addition to gold, silver, and jewels plundered from Espaniard wrecks.

GREAT CAHOKIA

Environment: Riverine

Description: Upon the floodplain of a great river stand the grass-covered ruins of an ancient city, including stepped earthen pyramids, mounds raised in the shape of snakes, flat plazas, and defensive ditches. The place has an air of desolation and brooding, dormant power.

Background: A ghost city of earthen pyramids, beast-form effigy mounds and dikes, and wide, overgrown plazas, Great Cahokia was once the capital of a great Moundraiser empire that spread from the upper reaches of the Ohio to the lower waters of the river Espiritu Santo. It has been abandoned for hundreds of years, its builders suffering an unknown fate; now its secrets hide beneath the tall grasses and scrubby undergrowth. Natural philosophers from Nouvelle France speculate that the builders of the city took much inspiration from the ancestors of the empires of the southern continent, principally the pyramid-builders of Mexico. Hungering after gold and antiquities, treasure-seekers have made some explorations of the ruins, but have found only tantalizing trinkets and half-legible inscriptions. The local First Ones warn against any disturbance of the city, out of respect for the spirits of its long-dead inhabitants and their gods, who are still said to guard its secrets.

GREAT FALLS

Environment: Mountain

Description: A gap in a range of steep-sided, heavily forested mountains is pierced by a fast-flowing river spilling eastward over a series of cascades before meeting the coastal plains below. Upstream, the river remains large enough to accommodate ship travel, but the falls prevent access from the sea.

Background: The Great Falls of the Pottomacke present a natural barrier to water travel to the interior. A series of drops totaling 40 feet, they must be passed via foot portage. The government of Sophia has begun a public works project to install a series of locks that would tame the falls and allow large vessels to ascend the river as far as the settlement of Cumberland.

GREAT NOTCH

Environment: Mountain

Description: You enter a lonely mountain pass with soaring walls of granite, perhaps 2000 feet high, behind which tower even higher peaks of weathered rock. The pass is brooded over by a great face of stone — a natural formation that tops the western wall of the vale.

Background: Great Notch serves both as a natural gate to the White Hills, and a pass between the Vale of the Merimacke and the approaches to Nouvelle France. The weather here is unsettled and highly capricious in all seasons, bringing unexpected thunderstorms in summer and blizzards in winter. Unsuitable for farming, and not hospitable enough to host a permanent settlement, the Great Notch remains unclaimed by humans.

The Great Stone Face is a powerful manito of the mountains, said to be older and more powerful even than the pomola who guard the surrounding peaks. The Face sometimes speaks prophecy to travelers, but only if their hearts are true and they are willing to engage in some quest to protect the mountains in return.

GREAT SWAMPS

Environment: Bog

Description: You enter a tangle of wet maple stands, open bogs, and tussocked meadows, with gurgling, leaf-choked streams that drain to the south. Higher ground can be glimpsed to the north.

Background: The Great Swamps serve as a refuge for adjacent First Ones nations, particularly for the Naraganset and their allies. The difficulties of navigating the swamps by those not familiar with them serve as an effective defense against Commonwealther raiders from the Neticut Vale who seek to weaken their First Ones neighbors through wholesale destruction and slaughter. It is said that within the depths of the swamp is a First Ones palisade fortress capable of holding hundreds of people.

GREEN HILLS

Environment: Boreal Forest

Description: You are in a long range of verdant hills and low mountains stretching from north to south, along the eastern shore of a narrow lake or small inland sea. Only the highest summits pierce the canopy of conifers and northern hardwoods that clothe the hillsides.

Background: The Green Hills run in a long spine north to south for over a hundred miles between the Vale of the Neticut and Lac Champlain. They are the haunt of the Vermont Rangers — a band of rugged, independent mountaineers who form the backbone of their tiny republic's army. This land has been the setting for many wilderness battles between Vermonter and Français forces, as well as the route of hard-bitten Coureur smugglers plying their trade between Québec and Nieu Amsterdam.

GREEN SWAMP

Environment: Subtropical Swamp

Description: You are in a forest of cypress trees, most of which are drowned in a dark-watered, algae-marbled swamp. There are few signs of settlement, and no throughways evident in any direction.

Background: Green Swamp is a dense wetland along the Carolingian coast. It is populated by the Swamp Foxes, a band of scouts who specialize in swamp fighting and are masters of small watercraft and of wilderness navigation. The descendants of escaped laborers and deserters, they have been granted amnesty by King Charles II so that he may employ them as scouts and raiders on the Ogeechee Marches to the south. When not fighting for their monarch, they engage in the thankless task of protecting the nearby citizenry from the menace of undead, vermin, and other evil creatures lurking in the swamp.

GREENBRIER

Environment: Hardwood Forest

Description: You are in remote forest nestled in a narrow mountain vale and drained by a lively river flowing to the southwest. The birds, the game animals, and the very trees themselves seem to be acutely disturbed by your presence, as if you were an unwelcome stranger. A well-worn footpath leads north, over the upper end of the vale.

Background: The remote vale called Greenbrier is nestled in an arm of the Appalachee Mountains. Once a little-seen wilderness considered a sacred preserve of the manito by the local First Ones, it is now traversed by river-rafters returning to Logstown on foot after selling their cargo in Natchez-sur-Terre.

A notorious cleric of the Weeping Eye who is wanted by a leader of the Cherokee has taken refuge in Greenbrier with some of his followers. The cultists have somehow gained the power to change into panthers; this ability aids their grisly search for trophy heads, which they conduct upon the renegade state of Vandalia to the north.

HART'S FORD

Environment: Hardwood Forest

Description: In a flat, red-soiled valley between two parallel ranges of low hills and bluffs, there flows a wide

river crossed by a ford where the water spills across a broad sandbar. On the eastern shore, a Uropan settlement has been constructed. It consists of a few dozen houses guarded by a wooden palisade and a blockhouse. A wagon road leads both east and west from the ford.

Background: Hart's Ford is a frontier settlement of the Commonwealth marking the halfway point along the road between Boston and Nieu Amsterdam. It is surrounded by a stout wooden palisade, and is in constant danger of attack from First Ones who are committed to keeping the Neticut Vale closed to further settlement. A more-remote danger is the army of the Nederlanders who are suspected of wanting to destroy Hart's Ford to curb any challenge to their inland trade empire and to placate their Mohawk allies. Despite the enmity between the Nederlanders and Commonwealthers, there is much travel and commerce along the road and a small tavern called the White Hart offers meals, stabling, and accommodation.

The settlement is guarded by a small company of regular troops: 20 musketeers and 20 gunners, with four small cannon mounted on the walls of the palisade. In times of danger, an additional 100 skirmishers can be gathered from the surrounding countryside.

HAVANA

Environment: Urban

Description: Upon the shore of a tropical island, you see a heavily fortified port city with grand churches, houses, and a citadel defending the harbor. The houses are of stone, whitewashed to dazzling brilliance. The grandest residence is an imposing palace flying the Habsburg eagle banner of Felipe of España.

Background: The capital of Nueva España, Havana is administered by the viceroy of Nueva España from his palatial quarters inside the city. The city is also the administrative center of the Roman Church for the viceroyalty, with a soaring cathedral and missions dedicated to the gray friars, black friars, and Ignatian Order. It is the only city in Northern Crown with a resident cardinal of the Church. The deep and well-defended harbor is a gathering point for the annual treasure fleet from the southern continent; the galleons gather here over several weeks, then set sail in a convoy to run the gantlet of pirates, reefs, and storms that make the Carib Sea the most dangerous leg of the journey.

Beyond the city walls, the island of Cuba is a heavily forested, hilly land, occupied by a native people who are slowly retreating in the face of Espaniard settlement. A belt of plantations around the capital continues to expand, as the forests fall to axe and torch.

HENRIETTA

Environment: Farmland

Description: You see a landscape of newly cleared farmland at the edge of a range of forested foothills to the west. A small town is nestled at the edge of the settled area, and wagon roads lead north, southwest, and southeast.

Background: Named for Charles' Français-born queen, the young frontier settlement of Henrietta is poised to push

the settled area of Carolingia to the very slopes of the Great Smoky Mountains themselves. Located at the edge of the Pied-a-Mont Marches and administered by an appointed marchwarden, the town is a jumping-off point for settlers seeking new lands for development away from the heavy taxes of the duchies and earldoms to the east. The settlers provide employment for scouts who act as guides and pathfinders through the marches; the town also attracts merchants eager to sell supplies.

HIGH ADIRONDACS

Environment: Mountain

Description: You are traversing an oblong mass of heavily forested mountains, separated by a maze of narrow valleys filled with bogs and rushing streams. The highest peaks are treeless and wind-scoured, with an air of ancient, brooding menace.

Background: A loftier extension of the Adirondacs to the south, the High Adirondacs present high, bare peaks with conifer-clad slopes, only slightly lower than the White Hills, just visible on the eastern horizon. They are considered impassable to all but the most determined travelers. Not even the First Ones venture often into this daunting land; it is a stronghold of the manito, and so remote that the manito walk fully visible, forsaking their usual mantle of invisibility.

HISPANIOLA

Environment: Tropical Island

Description: You are on a tropical island with flat plains near the coast and densely forested mountains in the interior. Much of the plains is given over to cultivation.

Background: The oldest foothold of the Espaniards in the New World, Hispaniola is administered from its capital of Santo Domingo. Formerly a heavily forested land, it is now covered with plantations that are worked by captive laborers. The western half of the island — the Français colony of St-Dominique — is the target of frequent Espaniard raids. It has become a crucible for Nyamban liberation, especially with the rise of the Cimarron leader named the Opener, who is fighting to establish an independent republic on the island.

HOLY YOKE

Environment: Hardwood Forest

Description: A small Uropan palisade settlement guards the crossing of a broad, winding river and a well-worn east-west footpath, now improved for wagon travel to the east. An oxbow — a severed arc of water surviving from a now-clogged ancient watercourse of the river — forms a natural moat around the eastern side of the settlement. A small

ferry provides passage over the river, but there seems to be little call for travel to the west. The river itself seems to be a busy waterway, with small craft scudding between the settlement and points south, carrying locally gathered lumber and homegrown produce downstream and bringing settlers, grain, and other trade goods back.

Background: Holy Yoke is the sister settlement of Hart's Ford, even further north along the Neticut River, where an ancient east-west war-trail crosses the river. Sheltered behind its palisade, Holy Yoke is under frequent assault by Mohawk from the west, who are determined to destroy the settlement before it becomes established. It is inhabited by a motley mix of outcasts, Puritan zealots, and hardened scouts. The Pocumtuk and Nipmuc often make an appearance outside the settlement to trade furs and flint for cloth, iron, and other trade goods.

The town defenses include a garrison of 12 musketeers and 18 gunners with three small cannons. The local militia includes approximately 80 skirmishers. Mohawks are constantly probing the edges of the settled lands around the town; by standing orders of the garrison commander, no one can work in the fields alone or without a musket at the ready.

HUDSON'S BAY

Environment: Polar Sea

Description: You see the southern end of a huge, salt-water bay opening to the north and surrounded on three sides by barren tundra. The bay is fed by countless stony rivers that trickle into it from west, south, and north. Many seals and seabirds line the shores, where the tracks of a large, clawed predator can be seen.

Background: As the southernmost arm of the polar sea, Hudson's Bay marks the limit of Uropan knowledge of the northern reaches of Northern Crown. The bay is covered with ice most of the year, but becomes navigable for a brief time in the summer months. The ice is said to be prowled by great white bears with the power of speech. The First Ones of the area spend much of their time on the ice hunting for seals; they travel in boats made of seal skin.

HURON

Environment: Boreal Forest

Description: You are on a large, triangular peninsula, which is moated by wide stretches of fresh water to the north, west, and south. The area is covered with conifers growing out of sandy, glacial soil, with few dramatic changes in elevation or navigable rivers. A substantial First Ones presence is evident in the well-used foot trails that cross the peninsula north to south and east to west.

Background: The powerful woodland nation of the Huron is the major competitor of the Five Nations in the Français fur trade. As a result, the Huron and the Five Nations are in constant conflict, each seeking to destroy the other to gain a trade monopoly. For their part, the Français are only too happy to play the Huron and the Five Nations off one another, and do not greatly care which one emerges dominant. The missionaries of the Ignatian Order, however, have made far greater inroads

with the Huron than with the Five Nations, and are pressuring the Français to make them their preferred partner in trade for spiritual rather than economic reasons. To blunt the Ignatians' power and discourage further missionary activity, Five Nations warriors have been intercepting and capturing Français clerics who stray into Huron lands.

ILLINI

Environment: Prairie

Description: You see a shallow river valley crossing a rolling, open grassland from northeast to southwest. Oak trees dot the grassland, watching like sentinels over the great herds of bison that slowly sweep the valley. Near the river are a number of First Ones settlements, which consist of temporary shelters made of bison hide over a frame of wooden poles.

Background: The Illini are a Français-allied nation at war with the Five Nations, who seek to expand westward into the Illini vale. They are the easternmost of the prairie-dwelling First Ones, living at the very western edge of the hardwood forest but hunting the bison for food, hides, sinew, horn, and bone.

ISLE DU SABLE

Environment: Ocean

Description: You spy a long, low, sandy crescent in the middle of the sea, laced with tumbling surf and nearly devoid of vegetation, but clad in a forest of a different sort: the masts of dozens of shipwrecks line the shores like the carcasses of beached leviathans.

Background: Isle du Sable is a perfect ships' graveyard. Its shores are lined with the wrecks of all nations, and its dunes are said to be haunted by the undead spirits of the doomed crews. For brave salvagers it is a destination for treasure-hunting, especially among the wrecks of wayward Français and Espaniard galleons.

ISLE MINONG

Environment: Boreal Forest

Description: Not far from the northern shore of a great inland sea lies a long, rockbound island covered with tall, dark pines that are over-flown by ravens and filled with the howls of hungry wolves.

Background: Set within a western arm of Lac Superieur, Isle Minong is a powerful font of natural power seldom trodden by humans. It is the home of a great band of worgs, who cross the frozen surface of the lake in winter to hunt in the surrounding coastlands. They often work in concert with a nearby flock of kawkontwawk, who lead the worgs to bands of human travelers in exchange for the right to plunder the remains when the worgs are finished.

JAMAICA

Environment: Tropical Island

Description: You see a mountainous tropical island with sandy beaches and thick vegetation, broken occasionally by clearings that hold large sugar plantations. On the coast, at a natural harbor on a low-lying spit of sand, is a busy port of red brick houses that is visited by dozens of oceangoing ships.

Background: The island of Jamaica is the home of the original Buccaneers — hunters and squatters who took to piracy after the Espaniards attempted to drive them from the island. They have found a sympathetic home in Port Royal, Jamaica's capital, which administers the island as a Carolingian colony. This notorious pirate city is well protected by cannon against attack from the sea; its merchants are only too happy to resupply the Buccaneers in exchange for captured booty. Beyond the bustling streets of the city is a expanding belt of grim plantations, worked by condemned prisoners and captive laborers in abominable conditions. Their hope lies in the organized resistance offered by the island's Cimarron population, who are led by a powerful cleric known as Nanny.

JAMESTOWN

Environment: Subtropical Swamp

Description: You are in a muddy coastal swamp occupying a peninsula between the mouths of two rivers. Evidence of old settlements — half-sunken foundations, rotting piles, and ramshackle huts — is visible on the riverbanks.

Background: This Albian settlement, which was founded sixty years ago, is being slowly swallowed by the surrounding swamps, leaving the palisade settlement nearly a ghost town. Jamestown has a dark history — its early years were marked by starvation (to the point of cannibalism), murderous skirmishes and betrayals both among the settlers and against the local natives, and revolt against the officers of the colony by overworked, abused servants and captives. It has been all but abandoned in favor of better-sited settlements on drier ground. A few settlers remain behind, known as Swamp Albians. Their speech and manner are archaic, and their lives are adapted to the watery maze of the swamp. It is said that many of the Swamp Albians practice witchcraft, or are themselves accursed and deathless, condemned to suffer for crimes committed in the early days of the settlement.

JERUSALEM

Environment: Urban

Description: This area forms the neck of a craggy peninsula jutting out into a stormy sea. The coast is bound by brownish cliffs, and ringed by barnacled reefs that are pounded by hissing, angry waves. Inland are granite-topped hills with narrow ravines and gullies, hindering progress along them. The few flats are filled with fly-infested marshes and sluggish, muddy streams filled and emptied by the tide. At the base of the peninsula, on the south side, is the bewitched town of Jerusalem.

Background: Jerusalem is a disputed land between Boston — capital of the Commonwealth — and Naumkeag — the great city of the Witchlings. The town of Jerusalem itself, which is only a short journey from Boston, is nominally under Commonwealth control. While officially Puritan, the Jerusalem folk are shunned by their neighbors, for it is said that not only do they trade and traffic with the witches, but that some 'Salemers practice witchcraft themselves. Many fiery sermons emanate from Boston pulpits about the Sodom in the midst of the new Puritan Eden, but the 'Salemers are so feared that no one dares raise a hand against them — not even the famed witch-finder Cotton Mather. Besides, it is common knowledge that many a proper Bostonian has gone to Jerusalem for a healing spell or love potion as the need arises.

Opposition to the Puritan Church is especially strong in Jerusalem since the brutal witch hunts in 1652, which resulted in the hangings of innocent townspeople (and no doubt, a few genuine Witchlings). The tragedy cast a pall over the town that remains to the present day; some say the land itself is cursed. Surrounding villages and farmsteads have shrunk to a ghost of their former selves; travelers through the area come across abandoned farms, fields gone to seed, and half-empty settlements. The few Commonwealthers who remain outside of the town proper face raids from the Pawtucket to the northwest, and harassing visitations from the Witchlings to the east — unless, of course, they are Witchling sympathizers themselves.

In the gabled, crooked lanes of Jerusalem itself, PCs can expect encounters with Witchling spies, Commonwealther witch-hunters, and the unquiet dead. The town is a gateway between the Witchling world and the Commonwealth — people, goods, and information are smuggled, sold, and stolen by agents of either side.

To the east of Jerusalem, guarding its treacherous harbor, is the reef of Northman's Woe, said to take its name from a Vinlander shipwreck centuries ago. It is a gathering place for sea devils at low tide, under the moonlight. Some say that certain townsfolk traffick with the sea devils, exchanging their own sons and daughters for sunken treasure. There may even be sea devil blood in some Jerusalem families.

The many crags and crevices in this land hold deposits of unusual minerals, including smoky quartz, tourmaline, and silver. Both the Pawtuckets and the Witchlings mine them, and do not appreciate claim jumpers. The greatest of the crevices is called the Devil's Den, and may indeed be the haunt of outsiders awaiting the arrival of greedy mortals.

K'TAHDIN

Environment: Mountain

Description: You are standing before a broad, plateau-like mountain set amid a vast wilderness of lower peaks, remote lakes, and lonely swamps. Threatening clouds swirl about the lower slopes of the mountain like an ethereal moat, barring passage to travelers. To the south is a large lake; a river flows from the mountain toward the south and east, while a barely discernable trail seems to run northwards towards a distant area of bogs.

Background: K'Tahdin is considered holy ground by neighboring First Ones peoples. It has never been scaled, and is the abode of a powerful pomola who dominates the local weather. It is a sanctuary for wildlife, especially moose, who are frequently seen along the shores of the lake to the south of the mountain.

KANAWA VALE

Environment: Hardwood Forest

Description: Cutting a deep, precipitous vale through an ancient mountain range is a winding, north-running river. Thick fogs hang over the river's surface; the vale is quiet, except for the occasional call of a duck upon the water or near the several falls and rapids that interrupt the river's journey.

Background: The Kanawa Vale is the cradle of an ancient river that runs from Stone Pass, high in the mountains, to meet the Ohio several hundred miles downstream. The Vale has only recently been charted by Carolingian surveyors, and remains a wilderness occupied by small groups of First Ones who are related to the more populous Cherokee to the west. It promises to be a major avenue of migration for Uropans seeking to settle west of the mountains; already, small groups of pathfinders, trappers, and hunters have been spotted in the region.

A reclusive Carolingian natural philosopher of noble birth has built a secret laboratory on an island in the river, having resigned from the Royal Society in order to pursue his work without interruption. He maintains good relations with the local First Ones by selling them practical tools and trade items.

KATS KILLS

Environment: Mountain

Description: You see a mass of steep mountains rising several thousand feet above the surrounding terrain. They are traversed by a single trail that threads its way from southeast to northwest between the misty summits, skirting jumbled rock formations, sheer cliffs, and mountain streams. A hostile presence seems to reside here, sending out an aura of menace that echoes from peak to peak.

Background: The Kats Kills are ruled by an enclave of powerful hags who brew storms, generate landslides, and awaken the very trees of the forest to guard their domain against intrusion. The hags hate all human life, and will attack and waylay any travelers foolish enough to enter their mountain fastness.

KEWEENAW

Environment: Boreal Forest

Description: You see a narrow peninsula jutting northeastward into an inland sea like a flint arrowhead. Its shores are marked by high, stony cliffs, and ringed by pine-covered rocky islets. The weather is cold and wet, covering the land and surrounding waters in dense fog.

Background: Keweenaw is visited by First Ones miners for both flint and copper, although not on the same scale as during the Makers' ascendancy on the continent. The many islets and bays are ideal lairs for gougou, who may have underwater caves here. Thrusting out into Lac Superieur, the peninsula is a hazard to ships; already several Français vessels have come to grief here, giving rise to

plans for a lighthouse at the northeast tip. Only recently, Français prospectors have found signs of major silver deposits here; if true, the region could suddenly gain strategic importance, and attract a mad dash to establish mining claims.

KIKAPO

Environment: Temperate Woodland

Description: You are in a sparsely forested river valley that yields to open grasslands downstream, to the west. The woods seem much denser to the south, but are traversed by footpaths. Along the valley are several modestly sized First Ones settlements.

Background: The upper reaches of the Illinois River are the homeland of the Kikapo nation, which is said to have migrated there from the Wisconsin Vale to the west. The Kikapo owe no allegiance to the Five Nations or to the Français, and participate little in the fur trade. Having long been on good terms with the Shawnee, they have formally allied with the Woodland Confederacy but have not yet committed their warriors to battle against encroaching enemies from the north or east. They are uneasy about sharing membership in the confederacy with their neighbors, the Piankeshaw, with whom they have had territorial disputes in the past.

A detachment of Français natural philosophers is operating out of a hidden base in the area. They have created an engine that can generate and control cyclones, and hope to use it as a secret weapon against the Commonwealth and the Nederlanders. The Français base is re-supplied by aerostatic ship, and protected by a detachment of royal guards.

LAC CHAMPLAIN

Environment: Great Lake

Description: You are looking upon a long, narrow lake running north to south a hundred miles or more, and rimmed by forested hills and mountains. The north end of the lake contains several large islands.

Background: Lac Champlain is a strategically important water route between the heart of Nouvelle France and her southern fortress of Carillon. Its northern end is dotted with islands, the two largest of which are called North Twin and South Twin. The southern end terminates in a long, narrow fjord with mountainous shores. Though landlocked, the lake hosts two naval fleets: the Champlain fleet of Nouvelle France, charged with keeping the supply routes open to Carillon, and the Vermont fleet, made of small, fast ships built to harass Français shipping without engaging in general battle with the numerically superior Français. Opposed to both is a third force: an enormous okanagan, responsible for several sinkings in the deepest parts of the lake. Both the Français and the Vermonters have attempted to slay the creature without success.

LAC DES ILLINOIS

Environment: Great Lake

Description: You see a vast inland sea, stretching hundreds of miles from north to south, and connected to another sea through a strait at the northeastern corner. Its southern shores are sandy and gentle, hosting many First Ones settlements, while stony cliffs and more-rugged terrain predominates in the north.

Background: Lac des Illinois forms a natural highway both for the native peoples living on its shores and Coureur traders coming from Nouvelle France in search of furs.

LAC DES KILISTINONS

Environment: Great Lake

Description: Surrounded by boreal forest, you see a wide, round lake, its surface ruffled by cold breezes. Waterways lead north and south from the lake, while foot trails lead eastward into the forest.

Background: This secluded forest lake is used as a waterway for travel between the lands of the Northern Ojibwa and Lac Superieur.

LAC DU CHAT

Environment: Great Lake

Description: You look upon an inland sea, perhaps fifty miles across and a hundred miles wide, stretching east to west amid a forested land. There are few if any islands upon the lake; it is fed by one river at its western terminus, and drained by another in the east. A well-traveled portageway can be seen leading away from the southern shore.

Background: The Lake of the Cat is named both for its capricious and sometimes cruel character, and because it is said to be the lair of Mishi-bizeu, the great lynx who dwells beneath the waters and keeps the ghosts of those who drown. Somewhere along the shoreline is a cave that leads into Mishi-bizeu's lair beneath the waters. That realm, located in the spirit world, holds many secrets from the Uncounted Time; all things claimed by the waters of Northern Crown pass into the great lynx's keeping.

The winds can whip the surface of the lake into a frenzy, making passage dangerous for small craft. Sometimes the winds pile up the water at the eastern end of the lake to such a degree that the western shoreline may retreat several feet. In winter, fierce storms howl along the lake, dumping heavy snow to the east.

The lake separates bitter enemies: the Five Nations on the south shore, and the Huron on the north. Besides serving as a war road for raids between these foes, it also provides access to the western lakes for Français traders.

LAC ONTARIO

Environment: Great Lake

Description: You come to an inland sea of fresh water surrounded by woodlands. In places the shore is sandy, with high dunes carved into fantastic shapes by the incessant wind that blows most often from the west. The lake is fed by a powerful river entering at its western end, while the eastern outlet is hidden within a labyrinth of small islands.

Background: Lac Ontario is the lowest of the Great Lakes in elevation. It is fed by the Niagara River, and drains into the Riviere du Canada. Politically important as a route to the interior, the Français maintain a small fleet here and have built fortress-like trade stations at the east and western ends of the lake. The Five Nations stare across the lake at their hated enemies the Hurons and their allies. Like Lac du Chat to the west, the lake is used as a warpath between these two native powers.

LAC ST-JEAN

Environment: Great Lake

Description: In the boreal forest a large lake glitters, shining pale blue under the weak northern sun. It has a single outlet to the east, while a path strikes inland from the western shore.

Background: Remote Lac St-Jean is connected to the sea by the Saguenay River. It provides a water route to the interior of the northern forest for traders, trappers, and hunters. The lake is home to a particularly ornery okanagan partial to attacking and sinking small boats.

LAC SUPERIEUR

Environment: Great Lake

Description: You see a vast inland sea, its rocky shores hemmed in by pine forests, studded by many islands, and pierced by several narrow peninsulas. Running westward for hundreds of miles, the lake's far reaches are unseen. Fed by rivers and streams pouring out of the forests from the north, it is drained by a narrow, rushing waterway at its southeastern end.

Background: Mighty Lac Superieur is a highway for trade between Nouvelle France and their sources of fur in the far west. As such it is strategically important, and access is restricted by the Français to all but the voyageur traders, who ply the waters in enormous trading canoes. Isle Minong (see separate entry) marks the limits of Uropan knowledge of the lake. Further progress westward has so far been hampered by strong winds, high waves, and fearsome gououg. Such journeys will have to wait until large, well-armed vessels can be constructed or portaged here. Interest in such a venture runs high, for the local First Ones speak of a great river at the end of the lake that may be the fabled River of the West, an inland water-route to the Pacific Sea.

LACS DU MAIN

Environment: Hardwood forest

Description: You are in a region dominated by a series of narrow, steep-sided lakes running roughly north to south, with hills to the south, and flatter, wetter land to the north. The area is densely settled by First Ones farmers.

Background: The Lacs du Main, or Lakes of the Hand, are the heartland of the Five Nations. The First Ones say that they were formed by the Great Mystery's hand as it reached down to bless the earth. They are heavily populated by First Ones settlers who farm the rich lands around the lakes. Protected by the military might and political unity of the Great Tree of Peace, this region is a tranquil place that seems little touched by the turbulent events of the outside world.

LAKE NIPISSING

Environment: Great Lake

Description: You see a long, narrow lake, stretching perhaps thirty miles east to west, with waterways and portages continuing in both directions and foot trails heading southeast and southwest. The terrain surrounding the lake is flat and heavily forested.

Background: A long, narrow waterway providing access between the Ottawa River and Mer Douce, Lake Nipissing is an alternate route for traders between Mont Real and the interior, and is used during times of war between the Huron and the Five Nations.

LAURENTIDES, LES

Environment: Mountain

Description: You see a range of low, forested mountains rising above the surrounding pine forest and pressing close to a long, thin arm of the sea to the east. A mantle of pure-white clouds hangs over the peaks, as if waiting for some signal to cover the region in snow. The foot trail that parallels the northern shore of the estuary only skirts the outermost slopes; there are no discernable trails into the mountains themselves.

Background: Les Laurentides are renowned for heavy snowfalls and rugged terrain. As a consequence, they remain an unsettled, little-visited region despite their proximity to the settlements of Nouvelle France. A band of Coureur bandits has taken up residence here, issuing forth to waylay travelers between Québec and Ste-Croix. Their roost is concealed behind a waterfall in a remote mountain valley.

LENI-LENAPI

Environment: Hardwood Forest

Description: You are in a fertile land of First Ones villages nestled in gentle ranges of hills and open hardwood forests. Trails lead east towards a large bay, and south into an area of sandy-floored pine forest and swamps.

Background: This region is eyed covetously by Nederlander patroon landowners, for division into great rural estates. Skirmishes are common, as the Nederlanders encroach upon Leni-Lenapi fields and settlements. It is also the location of a powerful pukwudjee sachemdom, the Nan-a-Push; they enjoy a good relationship with the Leni-Lenapi, ensuring good harvests and hunting, and doing their best to keep Uropan away.

LOGSTOWN

Environment: Riverine

Description: On a tongue of land where two rivers meet, you see a frontier settlement protected by a large fort made of logs and earth. The far banks rise above the water in high bluffs, terminating in thick hardwood forest. Flotillas of rafts made of logs bound together with rope are moored at the settlement; many of them have wooden cabins.

Background: Logstown is a fortified frontier settlement at the confluence of the Monongehela and Alleganie rivers, once controlled by the Français but now occupied precariously by Sophian settlers. The recent seizing of the fort is controversial within Sophia, not having been approved in advance by the Court General. It is seen by some in Sophia as a provocation against France; others consider it a necessary check to Français ambitions in the Alleghanies, and to counter the aims of the renegade state of Vandalia.

The settlement boasts about 200 skirmisher militia, and eight captured Français cannon at the fort. Plans to replace the wooden walls with a stone fortress have so far not been approved by Sophia. It has become a gathering point for river rafters, who float their cargo of timber, furs, and grain alcohol from the surrounding settlements down the Ohio and Espiritu Santo rivers, eventually reaching Natchez-sur-Terre where the goods are transferred to barges going to the seaport of Nouvelle Orleans. After spending or gambling away much of their pay, the rafters return on foot through the interior, along the Natchez Trace. Each round trip takes a full year to complete. It's a harsh life, and the rafters have developed a reputation as hard-drinking, violent rogues, exemplified by their most famous member, the legendary wild brawler Mike Fink.

MANASSAS

Environment: Farmland

Description: You see a well-tended coastal plain covered with tobacco plantations, horse farms, and large

estates. A wagon road crosses the region from south to north.

Background: A fertile farming state of Sophia, Manassas is a relatively tranquil region far from the Carolingian frontier, although occasionally plagued by the Kelt renegades to the west. It retains much of the old English character it possessed as part of the English colony of Virginia, with large estates, a well-off gentry, and a culture of horses and hunting. Many of Sophia's elite cavalry troops are raised in this area.

MARKLAND

Environment: Boreal Forest

Description: You see a rocky coast, fenced by a narrow belt of tall pines that soon thin and disappear as you venture inland. There are many sheltered coves between headlands of bare rock pounded mercilessly by the freezing surf, which are peopled only by orange-beaked puffins and gray seals.

Background: Markland, meaning simply the Wooded Land, is a forested shore much-visited by the Norsk for timber harvesting. Formerly a populous area, the native peoples of Markland have moved away from the coast to escape capture by the Vinlanders. After centuries of Uropan contact, the monstrous fauna of Markland now includes some of the creatures of northern Uropa, especially trolls. PCs exploring Markland will find many trolls prowling the shore, looking for parties of woodcutters and seal hunters to slay and eat. Selkies are also residents of these shores, and they do not take kindly to seal hunters.

MELUNGEON PASS

Environment: Hardwood forest

Description: You are within a forested valley providing a passage through a range of imposing mountains. The pass has three openings, to the east, west, and north. On the valley floor small clearings have been made for farming and cattle raising, and are tended by a folk who seem to display a mix of Uropan and First Ones technologies, language, and customs.

Background: The Melungeon Pass provides one of the few valley routes through the mountains of the east to the interior. It is the home of a people known as the melungeons, who are said to be descended from shipwrecked English and Espaniard mariners and explorers dating from the earliest years of Uropan presence on the continent. They live as farmers and hunters in peace with their First Ones neighbors, with whom they often intermarry. They speak a tongue that is a mix of Spanish, English, and the local native language.

MENOMINI

Environment: Boreal Forest

Description: You are in a coniferous forest watered by a fast-running, sandy river that flows from a range of low mountains in the northwest to a wedge-shaped bay of the large inland sea to the southeast. A foot trail crosses the river from southwest to northeast. Along the lower stretches of the river are great, flooded meadows of wild rice, home to moose, waterfowl, and other fauna.

Background: The First Ones of the Menomini Vale are skilled river-farers. They live in settlements along the Menomini River between the Monts du Fer and Lac des Illinois. Their chief industry is the gathering of wild rice along the riverbanks and lakeshore.

MER DOUCE

Environment: Great Lake

Description: You see a wide inland sea, its shoreline indented with many bays. Its northern end is broken by islands; some of these are quite large, while others are mere rocky islets. A strait leads westward, while a river enters the sea from the north and another drains to the south. Along its sandy shores are wind-carved dunes, gently waving reedbeds, and stands of pine.

Background: The Mer Douce, or Freshwater Sea, is the crossroads of the Great Lakes, with direct connections to all its sister lakes except for Ontario. Its importance is reflected in the growing Français naval presence on the lake, consisting of a single sloop based at Michilimackinac. There are plans for a second and a third, though, to ensure that the lake remains firmly in Français hands.

MERRYMOUNT

Description: You enter a pastoral land of gentle green hills crowned with ancient oaks, bordering a bright blue sea. Deer graze on the hillsides, and the trees are thick with songbirds.

Background: Merrymount is a thorn in the side of the Commonwealth — a stronghold of the Old Ways just a few short miles from Puritan Boston. It is the tiny realm of Tobias Merton (Drd 16), self-styled Lord of Merrymount and priest of the Albian god of the hunt, Herne. Merton has been here nearly as long as the Puritans — he was sent by Herne to export the Greening of Albion to the New World. So far, the results have been mixed. Merton has a small band of human followers, mostly living in temporary camps. They include former Puritans, Albians, and First Ones. Marriage between First Ones and Uropan is encouraged, and the general mood is one of harmonious cooperation between humans and beasts. It remains to be seen whether Merrymount will ever be more than a small outpost surrounded by hostile neighbors.

MIAMI

Environment: Hardwood Forest

Description: You see a broad expanse of virgin hardwood forest, filled with mighty oaks, maples, and chestnuts, sheltering an open understory where great herds of deer browse for food. Myriad songbirds sing in the trees, and a shining river winds through the land towards the southwest. In forest clearings you see prosperous First Ones settlements, some protected by recently constructed palisades.

Background: The Miami live along the banks of the river bearing their name. Like the Kikapo, they are said to have moved into the area from the west. Their territory is in the heart of the hardwood forest, where the medawaywin is very strong and the abundance of game animals and fish is truly staggering. Their Miami leader, known as Small Turtle (Ari 12), is determined to present a strong front against any encroachment into his lands, and has been in negotiations with the Woodland Confederacy to form an alliance against the Français, the Five Nations, and renegade Uropan settlers.

MICHILIMACKINAC

Environment: Boreal Forest

Description: On the forested southern shore of a narrow strait separating two inland seas stands a fortified settlement flying the fleur-de-lis banner of France. The settlement includes a wooden blockhouse and palisade, with a cluster of storehouses and a landing for canoes and small sailing craft. A foot trail leads south into the woods from the gate. A tall lookout tower on stilts is perched on a nearby promontory overlooking the strait. Barely visible on the far side is another small settlement.

Background: The Français fort and trading post of Michilimackinac guards the straits between Lac des Illinois and Mer Douce. It stands upon a promontory on the south side of the strait, providing shelter and supplies for voyageur traders and a base for overland trade with the Ottawa to the south, who trade furs and flint for trade goods. The fort is garrisoned by 20 musketeers and 12 gunners, with two small cannon.

MICMAC

Environment: Boreal Forest

Description: You are in a wide land of tall pines, bordered by a rocky, fogbound coast to the north, east, and south. Great herds of caribou roam the cold woods, while the many lakes, streams, and bogs are the domain of lone moose. There are few trails in this region, but it seems that a narrow isthmus to the east might lead to another land mass.

Background: The Micmac are a hunting and fishing culture of the northern woods. They are relatively small in number, but cover a large area. They have long been at war with the Vinlanders to the east, who seek to expand their territory by pushing westward across the isthmus that joins Vinland to the mainland.

This country is one of the last strongholds of the mishi-nawba (hill giants) and maushop (stone giants) who once ruled much of northern Northern Crown during the age of ice. They too, make war upon the Micmac, although a few giants are actually of good alignment and have become heroes to their First Ones admirers.

MILLE ISLES, LES

Environment: Great Lake

Description: You are in a narrow waterway running north and east between wooded shores, and choked with hundreds of small islands.

Background: Les Mille Isles fill a narrow, eastward-thrusting arm of Lac Ontario. These small islands make a natural maze for water traffic — and a haunt for smugglers, unsanctioned traders, and First Ones raiders.

MINGO

Environment: Hardwood Forest

Description: Along the banks of a major river, cutting westward through several ranges of folded hills, you see populous First Ones settlements protected by impressive wooden and earthwork defenses. Nearby, you see intensively farmed plots of corn, beans, and squash, where farmers work unceasingly and are protected by musket-equipped warriors who scan the woods and the river for potential enemies.

Background: The Mingo are an independent First Ones group. They are not a member of the League of Five Nations, but rather a powerful force in their own right. Their villages are large, with stout wooden palisades, and often use the river for added defensive strength. They are loosely allied with the Français, who have supplied them with arms to harass Sophian squatters attempting to settle in the Vale of the Ohio, especially in the vicinity of the former Français-held fort now named Logstown.

MISSISSAUGA

Environment: Boreal Forest

Description: You are in the heart of a northern forest of conifers standing in sandy soil, broken by innumerable small lakes and wetlands that make travel slow and difficult. Winding trails lead north, east, and west.

Background: This conifer forest is the home of a First Ones people of the same name, who are loosely allied with the Huron to the west. The rough terrain has provided the Missisauga with a natural barrier to Français settlement and a rich supply of beaver for the fur trade, now somewhat depleted. The Huron give military aid to the numerically inferior Missisauga in exchange for the right to travel through the area on their trading missions to Nouvelle France. Français travelers are less welcome because of their perceived bias towards the Five Nations, who are economic and military rivals of the Huron.

MOHAWK

Environment: Boreal Forest

Description: You enter a valley carved by an arrow-straight, rushing river, falling west to east towards a larger river valley running north to south. At some points the river cuts through reedy marshlands and green meadows; elsewhere, it runs beneath high stone bluffs crowned with white pine and other conifers. First Ones settlements line the riverbank at intervals, and a well-worn footpath parallels the river on the northern side.

Background: This is the valley of the Mohawk River, which flows from Oneida Lake to the mighty Hudson River at Fort Oranj. It is a strategically valuable highway between the heartland of the League of Five Nations and the great north-south Champlain-Hudson corridor. It has served both as a route for commerce and as a path of war. The valley is controlled by the Mohawk nation, which is the most easterly of the Five Nations. Mohawk villages are often built on a natural feature that provides some defensive value, such as a bend in the river. Houses are long, with rounded roofs. Palisade walls provide communal defense.

The Mohawk are on generally friendly terms with the Nederlanders, for whom they act as middlemen between the fur-supplying areas of the west and the trade post of Fort Oranj. The Nederlanders give them guns in exchange, which upsets their neighbors to the north and east as the Mohawks are prone to staging deeply penetrating raids. The Mahicans, Nipmucs, and Vermonters are the most-frequent targets of these raids, which the Nederlanders privately condone to compromise these powers' ability to get a share of the fur trade.

MONTAGNAIS

Environment: Boreal Forest

Description: You are in a vast, empty land of eroded, stony ridges overlooking south-running streams and forested valleys. A cold sea laps the rocky shores to the east and south.

Background: The Montagnais are a nomadic hunting culture of the boreal forests, much like their Cree neighbors to the west. They depend on moose and caribou for food, clothing, and raw materials. Few Uropans have ever seen them, although Vinlanders once tried to conquer the region, centuries ago.

MONT REAL

Environment: Urban

Description: Perched atop a steep-sided tor in the middle of a great east-running river is a sturdy stone fortress flying the Français flag. At the base of the tor is a small city of whitewashed houses and small churches, with a busy port full of ocean-going ships that are barred from upstream travel by a series of rapids above the city.

Background: The Français city of Mont Real is built upon a cluster of steep islands in the Riviere du Canada, at the furthest point above Québec navigable to ocean-going ships. As a defensive position it is nearly impregnable, with its rocky heights augmented by modern stone fortifi-

cations. Detachments from its garrison are sent to defend Français possessions from attack by First Ones, Vermonters, and other foes. The city is the center of Ignatian missionary activity in Nouvelle France; the Order maintains its regional headquarters there, sending missions to the interior of the continent. It is also a jumping-off point for Français mappers and natural philosophers eager to study the interior.

MONTS DU FER

Environment: Mountain

Description: You see a range of low mountains rising in rough-faced ledges from the surrounding coniferous forests. Two rivers emanate from the region — one flowing south, the other east — while a footpath meanders north towards a narrow peninsula jutting out into an inland sea.

Background: The Monts du Fer, or Mountains of Iron, harbor the sources of both the Menomini and Wisconsin rivers, and also hold great veins of iron and copper. The latter has long been mined by local peoples, but of late Français surveyors have been turning their attention to both metals. There are no permanent settlements here, but parties of Winnebago, Menomini, and Chippewa miners do visit the area to collect copper and flint.

MOOSONI

Environment: Bog

Description: You are in a boggy, nearly treeless land, with hundreds of streams draining northeast towards a distant bay. The region supports many moose, caribou, and geese, despite the cold and soggy environment. A network of muddy trails leads south and west, where the land seems drier and more heavily forested.

Background: The sub-arctic Moosoni people are a part of the great Cree culture that rings the cold, flat, many-watered lands south of Hudson's Bay. They live as nomadic hunters, having little contact with Uropans.

MOUNDS

Environment: Hardwood Forest

Description: You see the floodplain of a winding river, covered by dozens of green-clad earthwork mounds — some are round, some pyramidal, and some take the form of animals or geometric designs. Although the area seems fertile, there are few game animals here, and no human settlements.

Background: The mounds were raised by a Moundraiser people thought to be related to the builders of Great Cahokia to the west. It is said that they cover hidden tombs and temples full of the treasure and secret lore of the ancient empire that constructed them.

MOUNTAINS OF SMOKE

Environment: Mountain

Description: You see a mighty range of mountains, rising thousands of feet above the surrounding foothills, terminating in treeless, domed peaks that are often wreathed in smoky, bluish mist.

Background: The Mountains of Smoke provide a daunting barrier to east-west travel, but can be traversed by experienced mountaineers. As places of strong natural power the peaks attract pomola guardians, and the mountains beneath are riddled with the caves of gray people (grimlocks).

MT. TREMBLANT

Environment: Mountain

Description: Brooding over a river valley to the southwest is a jumble of low mountains. They are forested with pine and spruce, which are interspersed with occasional rocky knobs and outcrops. A single path leads through the range, from flatter woodlands to the northwest to a river valley in the southeast.

Background: The highlands of Mt. Tremblant rise north from the heights of Mont Real. Like their sister hills Les Laurentides to the east, they have a reputation for heavy snows and rough terrain, and are seldom traveled. They are a teaching center for powwow druids of the Algonkins and Missisauga to the west, who come to commune with the spirits of wind, snow, and stone.

NARAGANSET

Environment: Hardwood Forest

Description: You stand at the western shore of a great bay of the ocean, filled with large islands; some of these are wooded, while others are rocky. The shores are dotted with native settlements of unusually large size. Some seem to be permanent villages, and nearly all are fortified with wooden palisades.

Background: This is the land of the Naragansets — a powerful nation ruled jointly by the great sachem Canonicus (Ari 9/Sor 5) and his nephew Miantonomo (Ari 4/Rai 8). Canonicus, who is said to be over 100 years old, takes the role of advisor and mentor to his younger partner, who leads the people in war and conducts the day-to-day affairs of government. Canonicus is a conciliator and diplomat, preferring to stay on good terms with Uropans, while Miantonomo seeks to make an alliance with the neighboring First Ones nations to sweep the Commonwealthers into the sea. Neither the Wampanoags to the east nor the Pequots to the west quite trust the mercurial young sachem, however. Should he ever succeed in forming a native alliance against the Puritans, he would present a genuine threat to Boston. It is said that he has sent emissaries even further afield, to the Mohawks and Mahicans, to secure their support.

The Court of the Two Sachems, as it is known, is situated at Naraganset Castle, on the western shore of the bay. This hilltop palisade settlement has a population of several hundred people, which can swell to a thousand or more when the sachems hold a tribal council. The total military force of the Naragansets is perhaps 500 raiders and 50 pniese paladins. They are well equipped for sea-borne invasions, as they have large war canoes about 25 feet in length that hold a dozen or more warriors.

Although not widely known by Uropans, the bay contains several mysterious ruins said to be Vinlander in origin. Indeed, they are the only visible remains of a once-thriving Vinlander settlement, dating from 500 years ago. The settlement was eventually overrun by the ancestors of the Naragansets. Some relics of the Vinlanders are still kept in the treasury of the sachems. Most interesting is a small carved runic stone that tells of the fabled northwest passage to the Pacific, carved by one Bjorni Sigurdsson.

NASKAPI

Environment: Tundra

Description: You are in a seemingly endless expanse of frozen tundra, composed of flooded bogs, winding streams, and slabs of glacier-scoured rock. Large herds of caribou nibble at the lichen-crusting earth, and arctic hares huddle in the low shrubs.

Background: The Naskapi dwell on the very fringes of the earth's polar regions, north even of the Cree lands. They are relatively unknown to Uropans, but are said to run an extensive sub-polar trade route stretching from shore to shore of Hudson's Bay.

NATCHEZ

Environment: Southern Pine Forest

Description: You are in a broad, flat region of the southern pine forest, drained by a muddy river towards the south. Much of the natural tree cover has been replaced with First Ones croplands, surrounding impressive public buildings atop earthen pyramids.

Background: The Natchez are a powerful First Ones nation inhabiting a large territory from the Pearl River to the banks of the Espiritu Santo. They have at times been allied with the Espaniards, but now maintain an uneasy neutrality between the Espaniards and the Français. They have a well-organized state, with castes of priests and professional warriors. Their towns, numbering at least nine, have dedicated religious districts with temples, tombs, and observatories built atop and within earthen pyramids of impressive size. The capital, called Emerald Mound by Uropans, contains an enormous plaza where ritual games are played. In the Moundraiser manner, their spiritual beliefs are oriented towards the veneration of several gods, chief among them a solar deity who is incarnated in the person of their high priest, called the Great Sun. The Weeping Eye is popular here; the cult's adherents travel south into Français territory and east into the Chickasaw and Choctaw lands to gather heads.

NATCHEZ-SUR-TERRE

Environment: Urban

Description: You see a haphazardly planned town, sited along a high bluff of the eastern bank of the river Espiritu Santo. Its harbor is nestled along the narrow shore at the base of the bluff, and connected to the houses atop the bluff by several steep roads. The face of the bluff itself has been delved into by a warren of caves, which are used as store-houses, taverns, and residences.

Background: The Français river town of Natchez-sur-Terre is a notorious den of river pirates, who prey upon shipping as far south as Nouvelle Orleans. It is also the southern terminus of the river raft trade, where the rafters who have floated down the Ohio and Espiritu Santo rivers dismantle their log rafts, sell their cargo to Français merchants, and begin the long and dangerous trek along the Natchez Trace back to Logstown. The lucky ones ride mules, but many of them walk back with empty pockets, having spent their profit in the taverns, stores, and bawdy-houses of the town.

With so much money changing hands, Natchez-sur-Terre attracts more than its share of swindlers, gamblers, and ne'er-do-wells. When tempers flare, disputes are often settled at sword point by characters of courtly rank, or with knives and fists by commoners. The town is known for its "free-fights," in which drunken rafters slug it out in melees of up to thirty combatants simply for the bragging right of being the last one standing. Spectators often place bets on the proceedings.

This is a virtually lawless town — no vice-gouverneur sent from Nouvelle Orleans has ever lasted (or survived) more than six months. The place is run by a handful of criminal bosses who control the labor force in the port and own most of the stores and taverns. They don't particularly care what happens in the town, as long as it doesn't cut into their profit. Currently, the top boss is a former river pirate named Sam Meason (Rak 5/Wbr 5), whose gang includes 40 1st-level commoners and ten lieutenants of 2nd level or higher.

NATOKET

Environment: Ocean

Description: You see a sandy, windswept island in whose soil a few hardy trees manage to hang on, set amid a reef-strewn area of the ocean.

Background: Natoket is an inhospitable island 30 miles from the New England coast, with a small population of First Ones whalers. The waters around the island are known as a ships' graveyard, and were the site of the Battle of Natoket, which ended Oliver Cromwell's claims to Northern Crown.

NAUMKEAG

Description: This is a land of mists, granite crags, and fly-infested marshes. There are no proper roads, and paths through the blackthorn and rowan woods are poorly maintained and hard to follow. The woods are empty of animal life by day, save for great flocks of noisy crows. By night, the howls of wolves fill the air.

The seas around the peninsula are plagued by storm and fog, even on days when the surrounding waters are fair. The coast features many tiny coves with gravel beaches, hidden among tall cliffs where seabirds scream and whirl.

Background: The outer third of the peninsula is cut off from the mainland by the tidal, steep-sided Annisquam River, which is spanned by a single bridge of stone. In a harbor at the east end of Naumkeag is the Witches' City, from which few outsiders have ever returned.

The city lies within mighty demon-raised walls of native stone, built in the shape of a five-pointed star. At the center of the star is the citadel of the Coven, from whose high towers the witches take flight upon their dark and secret errands. The city boasts a port with a protective stone jetty and fortifications; it plays host to Vinlander and Buccaneer ships who come to purchase Witchling potions and other magic items and to receive divination services. Many ships have been lost after straying too close, their crews never seen again; or else those sailors return years later, strangely altered by the witches' enchantments.

NEMASKA

Environment: Bog

Description: You are in an area of bogs, with few if any trees to break the monotony of the landscape. A lattice of cold streams drain northwestward through the region into the southernmost reach of a vast bay. The streams are navigable by canoe, and might provide a water route deep into the southeastern interior. The dominant creatures in this land are the clouds of black flies, and the large herds of caribou they feed upon.

Background: The Nemaska are a group of Cree hunters ranging across the many-rivered northlands that drain into Hudson's Bay. Like their neighbors, the Moosoni, they have little contact with Uropans, and rely on the caribou herds and moose to sustain them.

NETICUT STREAM

Environment: Boreal Forest

Description: You are looking upon an isolated valley of pine and hemlock trees that is virtually cut off from the outside world by forested mountains, except for narrow passes to the north and south. The cold, rushing headwaters of a river drain southward from a narrow lake nestled in the valley. Around the lake clearings have been cut, revealing small farms tended by the inhabitants of log houses.

Background: The uppermost reaches of the Neticut Vale are claimed both by Nouvelle France and by the Republic of Vermont. In actual fact they are occupied by a

group of several hundred squatters who consider themselves an independent nation, with its own charter, laws, and currency. Calling themselves the Neticut Stream Republic, these former Commonwealthers and Sophians retain their independence thanks to the remoteness of the territory, which is surrounded by mountains on all sides.

NEUTRALS

Environment: Boreal Forest

Description: You are in an area of pine forest and sandy glacial soil.

Background: The Neutrals are an independent Iroquoian nation at odds with the League of Five Nations over control of the fur trade. Like the Huron, they are competitors in the fur trade who the Five Nations would like to eliminate.

NEW SWEDEN

Environment: Farmland

Description: You look upon a peninsula of low-lying land between two marine estuaries, connected to the mainland in the north. A good wagon road runs the length of the peninsula, connecting dozens of small palisade farmsteads with houses made of cunningly joined logs sealed with mud and plaster. A belt of burned or abandoned farms stretches along the eastern shore, beyond which you hear the distant, dull roar of guns.

Background: The peninsula of New Sweden is occupied by Swedish farmsteads that maintain a foothold in the New World despite threats from the Nederlander forward base of Zwaanendael. Most of the farmsteads are palisaded, and maintain a high state of readiness against Nederlander raids. In times of real threat, New Sweden is reinforced with troops from the capital of Cristina to the north.

NIAGARA

Environment: Boreal Forest

Description: You are upon a narrow, wooded isthmus, which is bisected by a short but powerful river that flows between two inland seas. At the river's midpoint there is a thunderous waterfall, where the river plunges into a deep gorge that then leads northward to the lower of the two seas. At the falls, great clouds of spray rise hundreds of feet into the air, casting shimmering rainbows. The falls are separated by a wooded island.

Background: The great cataract of Niagara, the Thunder Waters, lies along the fierce and mighty river between Lac du Chat and Lac Ontario. It is not merely a portage point for water travelers, but a sacred spot for spiritual seekers from many First Ones nations. It is said that the island that lies between the two halves of the cataract is a burial ground for Five Nations warriors. Three smaller islands lead toward the edge of the cataract, where offerings are made to the waters.

NIANTIC

Environment: Riverine

Description: You see the lower reaches of a south-flowing river as it passes through an area of open floodplains and coastal marsh before emptying into the sea. Trails lead both east and west, away from the river valley.

Background: The Niantic nation dwells at the mouth of the Neticut River. It occupies a precarious position between the Pequot to the west and the Naraganset to the east. The eastern Niantic are allies of the Naraganset, while the western Niantic are more closely aligned with the Pequot. The group has a whole has had many skirmishes with encroaching Commonwealther settlers and raiders, who would like to seize the river mouth to build a port there.

NIEU AMSTERDAM

Environment: Urban

Description: You see a small city of red brick houses in the Nederlander fashion, with stepped fronts and tiled roofs. The city occupies the southern tip of an island several miles in length, running away northward within a huge estuary. Several other islands fill the bay, and are occupied by farmsteads. The city has a busy seaport guarded by a stone fort at the very tip of the island. The landward approach to the city is protected by a defensive wall that cuts across the island, but it is clear that the city has already outgrown its original limits. Neither the fort nor the wall are in good repair.

The inhabitants of this city are dressed in black with white ruff collars, in the Espaniard fashion now popular in the Netherlands. Some of the younger folk wear brighter colors in the Français fashion. You see signs of economic vitality everywhere, with a profusion of banks, storehouses, customs houses, and newly minted townhouses.

Background: This is Nieu Amsterdam, capital of the Nieu Nederlands. It is the most vital port on the east coast, transforming the furs and timber of the interior into new wealth for the Nederlander traders who run the city. The city is governed by the director-general, who is appointed by the board of the Nederlander Northern Crown Company. His priority is maintaining a healthy and profitable trade for his corporate superiors; the defense of the city and keeping the peace are not as important, as evidenced by the rough-and-tumble streetscape and the neglected wall and fort.

The current director-general is the one-legged soldier Pieter Stuyvesant (Ftr 5/Off 6). His critics call him Director-General of Babel, referring to the proverbial unruly, grasping nature of Nieu Amsterdam's citizens. He does not particularly enjoy his position, feeling that his authority is quite limited and that his requests for funds to repair the city's defenses are unwisely ignored. As a result he is a somewhat irascible man, and does not look kindly on troublemakers when he can get his hands on them.

The legitimate trade in the harbor masks a thriving smuggling and pirate trade. Not only do officials take bribes to look the other way when pirates drop anchor to unload their goods, but many of the city's most prosperous merchants actively invest in pirate ventures in exchange for a share of the booty. Money and the anonymity of city streets have attracted a large and well-organized criminal contingent to Nieu Amsterdam. Street gangs have particular turf, and are distinguished by their clothing and their particular cant.

NIPMUC

Environment: Hardwood Forest

Description: You enter an expanse of mixed pine, oak, and maple forest, which is full of small lakes and ponds but has no sizeable rivers. The terrain features several parallel ranges of steep hills, running north to south, with flat-bottomed valleys between them. Small First Ones settlements occupy some of the valley floors, but they are few in number.

Background: The people of Nipmuc are on friendly terms with the Pocumtuk to the west, who help protect them against the Mohawk and other potential enemies. Lacking access to the coast and major river systems, they have fewer natural resources than many of their neighbors but have become skilled traders and go-betweens, transporting furs and flints to Boston in exchange for metal blades, cloth, and beads.

NORTHERN OJIBWA

Environment: Boreal Forest

Description: You are in a region of the northern forest with no major rivers, but many small streams, lakes, ponds, and bogs — an angler's paradise, but a traveler's nightmare. Only to the south is there a clear route of waterways and short portages. The terrain seems to stretch without end in all directions.

Background: The Northern Ojibwa occupy a wide area of the northern forest beyond Lac des Kilistinons. They are migratory hunters and wild rice harvesters, rather than farmers, the climate being too cold for maize production. Increasingly, they are being drawn into the fur trade as suppliers of beaver pelts to the voyageurs who paddle up the waterways from the south to engage in trade.

This is prime wendigo country. The prevalence of these evil cannibal giants as one pushes north and west from Northern Ojibwa lands makes for dangerous travel in all but the warmest months of summer. The celestial skirts of the Sky Mother are often seen at night in the north, as if trying to shield the land from the advancing wendigo. According to legend, their capital of Wendigo'an lies beyond, in the far north.

NORTHERN PEAKS

Environment: Mountain

Description: You are in a wild land of sharp peaks, dense conifer forests, and steep ravines filled with rushing rivers. Steep and dangerous trails cross the land from east to west and north to south, but they are poorly marked and often obliterated by landslides and washouts.

Background: The northern peaks of the White Hills are extremely remote and poorly known by either Uropans or First Ones. A font of natural power, the peaks attract pomola guardians, sanauk, and giant eagles in high numbers.

NOUVELLE ORLEANS

Environment: Urban

Description: Amid the channels, swamps, and islands of a vast river delta, there stands a bustling port town surrounded by earthen dams to protect against flood waters. The only landward approach to this low-lying settlement is a causeway across a lake that flanks the city to the north and east. The city seems to be a cargo transfer point between river barges and oceangoing craft.

Background: Independent of the northern province of Nouvelle France, and administered by an appointed governor named La Salle, the rollicking town of Nouvelle Orleans controls access to the mouth of the Espiritu Santo River. It stands as a bulwark against Espaniard ambitions in the region, preventing the Viceroy of Nueva España from linking his possessions in La Florida with those on the coast of Mexico. The city itself is protected by an encircling arm of the river, as well as by fortified levees that guard against attackers and high water.

Nouvelle Orleans thrives on the growing river trade, as the end point for rafters who float their cargoes of lumber, hogs, and grain all the way down the Ohio to trade for Français gold, before returning home via the Natchez Trace. Many unsavory establishments have arisen to deprive rafters of their pay; the town has a carnival atmosphere and a permissive governor, who does little to interfere with the lawlessness of his city's revelers, even allowing duels within the city limits. It is a haven for Français fugitives, who enjoy living in near-immunity from prosecution without giving up the pleasures of their mother culture. The city also has a large Cimarron population, consisting of Nyambans who have migrated to the city from surrounding *palenque* settlements.

OGEECHIE MARCHES

Environment: Southern Pine Forest

Description: You are entering a low-lying coastal plain dotted with red pines and areas of scrub grass, rustled by a warm wind. The land drains to the south, and becomes pro-

gressively more boggy in that direction. Trails cross the plain from east to west, between two muddy rivers that mark the eastern and western borders of this land.

Background: The Ogeechie Marches are a theater of war between the Kingdom of Carolingia and Nueva España, as these two great powers wrestle for control of the south. The conflict takes the form of skirmishes between the two sides and their native allies, seldom resulting in large-scale pitched battles. The conflict has left much of the area depopulated, with burned-out or abandoned villages and overgrown fields littering the landscape.

OJIBWA

Environment: Boreal Forest

Description: You are traversing a relatively flat and unbroken stretch of the northern forest, served by foot trails that cross the area from east to west and north to south. At intervals along the trails are modest First Ones settlements.

Background: The center of the great broken range of the Ojibwa culture lies along the northern shore of Mer Douce. These dense woods are the realm of hunters and rice gatherers known as some of the greatest storytellers among the First Ones nations. They are said to possess the greatest store of lore dating from the age of ice of any First Ones people, especially concerning the war against the wendigo and the subsequent great flood that inundated the continent. It is said that they expanded north, south, and west from this core area relatively recently, and continue to expand their range in their attempt to reap greater profits from the fur trade. This has placed them in direct conflict with the Five Nations, who also seek to dominate the fur trade — there are hints that a regional conflict is imminent between the Ojibwa and their Great Lakes allies on one side, and the Five Nations on the other, for control of the northern interior of the continent.

ONANDAGA CASTLE

Environment: Hardwood Forest

Description: At the western shore of a long, narrow lake surrounded by woodlands is a broad-shouldered hill protected by an extensive wooden palisade that encloses a large First Ones village. Atop the hill is a huge longhouse with at least five smoke holes. The portageway that runs west from the settlement is choked with traders, couriers, and officials from many First Ones cultures, and there are also parties of Français officials, Nederlander traders, and Coureurs about.

Background: Onandaga Castle is the political and spiritual center of the League of Five Nations. It is the largest First Ones fortification in the northeast and the site of the Great Tree of Peace — the council of leaders from the Mohawk, the Oneida, the Onandaga, the Cayuga, and the Seneca. Their leader is Garacontie, and he is aided by his spiritual advisor, Daganawida (Drd 13).

OTTAWA

Environment: Boreal Forest

Description: You are standing upon a broad peninsula surrounded by inland seas to the west, north, and south. The land is covered with stands of pine and birch, which grow from stony glacial soil. Foot trails cross the land from east to west and north to south, connecting numerous small First Ones settlements.

Background: The forests of the northern Michigan peninsula are occupied by the Ottawa — a populous nation on relatively good terms with the Français but wary of the Five Nations, who they feel are kept at bay for the moment only by their focus on the Huron. The Ottawa worry that once the Huron fall the Five Nations will set their sights on them, and they have been augmenting their military strength in anticipation. They have recently reached out to the more powerful Ojibwa for protection, forming the core of a possible alliance against the Five Nations.

PAMLICO SOUND

Environment: Ocean

Description: You see an inland waterway separated from the open sea by a narrow barrier beach, creating a sheltered sound. The barrier is breached at several points by the sea, creating dangerous inlets for ships to enter and exit the sound.

Background: The calm waters of Pamlico Sound form a sheltered waterway for inland travel along the Carolingian coast, but also provide many lairs for pirates and smugglers. The region was the target of very early English settlement — most notably the so-called "lost" colony of Roanoke was located here. Roanoke was found deserted by a relief ship after an absence of a year, with no a trace of its inhabitants to be found. Among these missing colonists was Virginia Dare, the first English child to be born in Northern Crown. A herd of white deer on a nearby island are said to be the *polymorphed* forms of the colonists, transformed into animals by the grace of the Great Mystery to save them from starvation. The local First Ones refuse to hunt them, and say that they retain the power of human speech.

PAWTUCKET

Environment: Hardwood Forest

Description: You see an area of rounded, rolling hills covered with open stands of mature pine and oak and crossed by foot trails. Signs of First Ones settlement are common — campsites, cultivated fields, and distant curls of smoke from campfires are apparent. A wide tidal river bisects the area from west to east, emptying into the sea amid a landscape of flat, puzzle-channeled marshes and slender, sandy islets running parallel to the shore.

Background: The strong Pawtucket nation is ruled by a greater sachem-maunetu named Passaconawaw, the Son of the Bear (Ari 8/Sor 13). He has made a treaty with the Witchlings to the southeast to cooperate in keeping the

Commonwealthers from expanding north of Boston along the coast. His political sphere includes settlements on either bank of the Merimacke river, both in Pawtucket and upriver, among the Penacook of Amoskeag. To the north, his influence extends into Piscataqua, which is under threat by the Ab'naki to the north as well as by Commonwealther settlement attempts. Much of his political acumen is credited to his spiritual advisor, Aspinaquid (Drd 15), who dwells in Piscataqua. They share the strategic goal of uniting all the nations of northern New England against the Commonwealth.

Passaconawaw's summer court is held upon a green lawn on the south side of the Merimacke River, about four miles upriver from its treacherous mouth. His winter court is at the falls of Amoskeag, in the area of the same name. The court includes a council of eight sagamores, 20 priese paladins, 100 skirmishers, and 200 retainers and family members. The tone at his court is cordial and dignified. He is personally affable and generous, even to visitors from the Commonwealth.

Although Passaconawaw's fighting prowess cannot be discounted, much of his political power lies in his impressive sorcerous abilities. He often demonstrates his magic to audiences of followers, guests, or foreign diplomats as a means of impressing and entertaining them. He especially enjoys displays of shapeshifting and *prestidigitation*. Commonwealthers are often alarmed by these tricks, because they assume all sorcery has a demonic origin.

Several isolated Commonwealther farmsteads exist in Pawtucket, mostly near the coast. They pay monetary tribute to the Pawtuckets in exchange for the right to dwell there. Most significant is the settlement of Newberry, which is located upon an island in the marshes near the sea. This settlement is populated by a group of about 200 Diggers — radical communitarians from Albion, who believe in the abolition of personal property, ranks, and social privileges. Noble visitors to Newberry will not receive a warm welcome.

PENN'S WOOD

Environment: Farmland

Description: You see a flat-bottomed valley covered with an eye-pleasing patchwork of hardwood forest and small farms, which produce maize, tobacco, and hogs. Side-by-side with these Uropan homesteads are First Ones settlements, seemingly in harmony with their neighbors. At the center of the region is a town with streets arranged in a regular grid, with a town common and a large meeting house of red brick.

Background: Penn's Wood was originally an independent English colony founded by Elder Penn (Ari 5/Clr 10), a spiritual leader seeking to create a utopian community in the wilderness of Northern Crown. It has since become a state of the Republic of Sophia, with Penn as governor. This change was one of necessity, to protect the colony against the encroaching forces of the Swedes and the Five Nations; the Peaceable Kingdom, as Penn's followers call themselves, are not particularly sympathetic to Jefferson's vision. The Peaceables practice a simple faith related to more-popular Dissenter movements, with no organized clergy and no ritual. They preach tolerance of all people, and try to live in harmony with their neighbors, the Delaware, from whom they have purchased much of the land where they now tend

their farms. Although usually a tranquil place, Penn's Wood is always under threat from the mercurial Princess Cristina of New Sweden, or by the Five Nations if the Delaware should fall and leave Penn's Wood vulnerable.

PETUN

Environment: Boreal Forest

Description: You are on a narrow peninsula surrounded on three sides by an inland sea and connected to the mainland by a narrow neck to the south. The land is forested, with some areas near the shore cleared for maize agriculture.

Background: The Petun are an Iroquoian people not aligned with the League of Five Nations, and are therefore in a precarious position with few friends. They are helped by the geography of their home territory, which also includes several islands that they use as refuges in times of war.

PIANKESHAW

Environment: Hardwood Forest

Description: You enter a southward-running river valley surrounded by mature hardwoods. The narrow floodplain on either bank is occupied by First Ones farms that are tended by small settlements. An overland trail leads into the forest to the northwest.

Background: The lower reaches of the Miami Vale are occupied by the Piankeshaw, a sub-group of the Miami themselves. Like their neighbors, they are being drawn toward full membership in the Woodland Confederacy, driven by a fear of Français expansion. A significant minority, however, have thrown in their lot with the Français, and have removed to Potawatomi country at the shore of Lac des Illinois.

PIED-A-MONT MARCHES

Environment: Hardwood Forest

Description: You see an area of forested highlands spread beneath the eastern slopes of a high mountain range. The highlands are difficult to traverse, but footpaths do connect several frontier farmsteads in the region.

Background: The Pied-a-Mont Marches mark the westward limit of Carolingian control towards the great mountains of the interior. The Marches are ruled by the Marquis of Pied-a-Mont (Ari 6/Rak 4), an absentee lord who spends most of his time at the court of the king in Charles Town. The defense of the Marches are left to scouts employed by the king — hardy mountaineers who keep the peace among the rough-and-tumble frontier settlements, rescue lost travelers, guard against spies seeking to enter the kingdom from the west, and arrest unauthorized settlers trying to claim lands west of the mountains.

PINE BARRENS

Environment: Southern Pine Forest

Description: You see a wilderness of bogs and sandy-floored pine groves spanning the broad lands between the mouth of the river to the south and west and the open ocean to the east.

Background: The Pine Barrens are inhabited by widely scattered groups of Nederlander and Swedish settlers, derisively called Pineys by their neighbors. They brave the treacherous bogs and dread rattlers to dig and smelt bog iron, found copiously here in layers within the soil of the Barrens. The iron is destined for the hungry smithies and foundries of Cristina, Sophia, and Nieu Amsterdam, providing a livelihood for the settlers.

The Barrens are rich sources of legends concerning strange creatures, or "devils," inhabiting the more remote regions. These winged creatures have been sought by both natural philosophers and sorcerers, the former looking for some heretofore unidentified creature, the latter for an evil outsider perhaps unintentionally freed from its subterranean home by overzealous iron miners.

PISCATAQUA

Environment: Boreal Forest

Description: You enter a flat, sandy-soiled plain, covered with stands of slender pines, whose dead needles carpet the forest floor. To the east is a shoreline of sandy beaches between rocky headlands. The shoreline is broken by a narrow tidal river leading to a great bay extending miles inland. Northeast of the bay stands a lone hill, rising about 500 feet above the plain. Its summit is bare, like the shaven crown of a monk's head. The entire land has a lonely, quiet spirit, with few signs of permanent settlement.

Background: Piscataqua is a satellite sachedom of the great sachem of the Pawtucket, Passaconawaw (see Pawtucket). He seldom holds court here; in fact, the area is sparsely populated, having poor soil for cultivation and being vulnerable to raids by the Abenaki to the north. What few First Ones there are can be found near the coast, living from the bounty of the sea. Some use great canoes to hunt small whales off shore; the skill of Piscataqua boat-builders is legendary. The lone hill dominating the skyline is Agamenticus, called by sailors the Turk's Head — a location sacred to the Pawtucket, and traditionally the dwelling place of its most powerful powwow druids. The powwaws operate a spiritual school there, for the training of members of their order. The current elder powwow is Aspinquid, mentor and spiritual advisor of Passaconawaw, with whom he shares a vision of a united front against Commonwealther expansion from the south. He receives many visitors seeking spiritual enlightenment, even the occasional Uropan. By tradition, each visitor brings with him a white stone from the foot of the hill, and adds it to the great cairn at the summit before leaving. When an elder powwow dies, his bones are placed beneath the cairn.

The school at Agamenticus includes a small palisade area near the summit protecting the powwow druids and their families. About ten pnieese paladins, ten powwow, and 30 commoners dwell there, in addition to Aspinquid's personal followers. The hill itself commands views of the sea, and of the snow-capped peaks of the White Hills far to the northwest, said to be the abode of powerful spirits.

PLIMOTH

Environment: Farmland

Description: You see a small, weathered-looking Uropan settlement surrounded by a palisade wall, with its back to the sea to the east. A narrow belt of hardscrabble farms surrounds the settlement, and is tended by farmers in simple garb.

Background: Plimoth was established as a colony of religious separatists from England by way of the Netherlands some 45 years in the past, before the founding of Boston and the Puritan Commonwealth. Its existence has always been precarious, as it has suffered everything from early struggles to feed itself to more-recent warfare with the Wampanoags to the south. It remains a palisaded town at the edge of the sea, with a small ring of farmsteads outside the walls, its inhabitants eking out a living from the relatively poor soil and the cold waters of the sea. The fathers of Plimoth have seen their isolated spiritual refuge encroached by the much larger and more prosperous Puritans to the north, and have resignedly become part of the Commonwealth despite their significant differences over matters of religion and politics.

POCUMTUK

Environment: Hardwood Forest

Description: You see a narrow but fertile land of a river vale rising to the north, surrounded by low, forested hills of maple and birch trees. Several First Ones camps are evident along the shore of the river.

Background: The Pocumtuk make their living as seasonal farmers and hunters, like most of their First Ones neighbors. They are not a populous group, and are in danger of being pushed out as Commonwealthers expand upriver from their settlements at Holy Yoke and Hart's Ford.

POPHAM

Environment: Boreal Forest

Description: At the mouth of a cold river, on a narrow peninsula spanned by a wooden palisade, is an ancient-looking, tiny settlement. Its buildings and little stone fortress seem like survivors of another time, as do its citizens, who speak and dress in the manner of a generation ago.

Background: Almost forgotten, the 60-year-old Albion colony of Popham survives as a small but stable fishing town, protected by a fort from occasional Ab'naki raids and seaborne Vinlander attacks. The populace still professes allegiance to Albion, revering both Elizabeth and her half-fairy daughter Gloriana. An Albion ship stops at the settlement once a year or so, but that is the extent of trade.

POTAWATOMI

Environment: Hardwood Forest

Description: You are at the sandy southern shore of a great inland sea. Only a few miles from the lakeshore, at the end of a short and busy portage, are the headwaters of a south-flowing river. The land around the portageway is occupied by a First Ones people living in permanent villages, with fragrant gardens of herbs and expertly tended fields.

Background: The politically neutral Potawatomi are known for their gardens of medicinal herbs and for their reputation as guardians of lore and tradition, which has earned them the appellation "The Fire Keepers" of the nations of the Great Lakes. They hold a key portage at the southern end of Lac des Illinois, which connects the inland lake system to the drainage of the great Espiritu Santo River system via the Illinois River. The portage is used by Français traders, explorers, and missionaries, as well as by First Ones traders. The Français have showered the Potawatomi with gifts and guns to secure passage of the portage, and their largesse has attracted groups of First Ones from further south, including elements of the Piankeshaw.

POTTOMACKE VALE

Environment: Farmland

Description: You see a very long, narrow vale between two ranges of wooded, timeworn mountains, drained by a stony, north-running river. The lower reaches of the vale have been cleared of timber and replaced by small farmsteads, all of which seem to be protected by stone or wooden walls. Some are abandoned — the buildings burned, the fields gone fallow.

Background: The vale of the southern branch of the Pottomacke is a frontier of settlement for both illicit Sophian pioneers and Kelt renegadoes. Tension between the two groups has led to bloody feuds, with the possibility of all-out battle between the clansmen of the high laird's renegadoes and the illegal Sophian homesteaders.

POWHATTAN LEAGUE

Environment: Hardwood Forest

Description: You enter a coastal plain split by the estuary of a river that originates in higher country to the west. The region is covered with majestic oaks between stretches of rich, green grass that provides fodder for herds of lithe, tawny deer. Near the water are several First Ones villages, including a sizeable town with a great longhouse and a large dancing court. Ships and small watercraft fill the sheltered estuary, calling at the town to trade or pick up passengers.

Background: The Vale of the Rapahanoc River is the heartland of a First Ones nation composed of many small groups owing allegiance to a great chieftain, traditionally called the Powhattan. Having survived bloody conflicts against early Albian settlers, the League has now become a state of the Republic of Sophia, but not without a feeling of resignation after having lost much of its former territory to Uropan. It sends representatives to Parliament, enjoys full citizenship, and contributes companies of raiders to the Sophian militia.

QUAPAW

Environment: Prairie

Description: West of a massive south-running river, the hardwood forest begins to thin as the terrain slowly rises, becoming open grassland cropped by bison herds. Occupying this land of open sky is a First Ones people living in small seasonal settlements.

Background: The Quapaw occupy the western shores of the Espiritu Santo River south of its confluence with the Ohio. They are both maize farmers and hunters, and come to the river to trade bison skins for Uropan trade goods. Little is known about the lands to the west of the river, but rumors have surfaced of vast plains and high mountains. The people of the plains, called the Osages, are said to be horse-riders who follow the bison herds across hundreds of miles. They have had almost no contact with Uropan.

QUÉBEC

Environment: Urban

Description: Where a cold, northern river flows into the narrow end of a great sea estuary, a well-ordered and prosperous city stands. Built on high bluffs on the north side of the river's mouth, the city is surrounded by fortified walls the equal to those of any Uropan fortress. A tall, elegant, many-turreted citadel lords over the city, flying the flag of France. Beneath the bluffs, a working port provides warehouses, taverns, and docks for seagoing ships and river craft alike.

Background: The fortified city of Québec is the capital of Nouvelle France and seat of Frontenac, the royal gouverneur (Ari 13). Sited at the mouth of the Riviere du Canada where it meets the cold, salty waters of the Golfe de St-Laurence, Québec is an unrivalled strategic prize, controlling access to the northern interior of the continent. As a defensive position it is nearly impregnable, perched upon high bluffs overlooking the water on the north side of the St-Laurence. The city is surrounded by state-of-the-art stonework defenses, and within the outer walls stands the citadel called le Chateau Frontenac, a combination castle, palace, and administrative center.

Québec is the end point of the Coureur trade route, funneling precious furs collected from thousands of square miles of interior wilderness to a single point for transport to the Uropan markets, where they will be transformed into

hats for the gentry. The lower city, at the foot of the bluff, is a rough seaport at the best of times, but becomes a lawless hellion town after the annual arrival of the Coureur trading canoes. The Coureurs tend to spend their hard-earned money on good food, drink, and luxuries, attracting both honest victualers and swindlers eager to separate the Coureurs from their coins.

RENEGADOES

Environment: Hardwood Forest

Description: In the upper reaches of a narrow vale you see a number of fortified tower-houses made of native stone, brooding over fields of maize and close-cropped pastureland occupied by shaggy, long-horned cattle.

Background: The upper valley of the Renegado River is the home of the wildest of the Kelt renegado clans, who are notorious for kidnapping, cattle raiding, and inter-clan warfare. Although they owe allegiance to the high laird down-river at Massanutten Castle, in practice they seldom obey his commands. In the manner of their native Scotia, each clan is ruled by the elder of the family, who maintains power by intimidating rivals and maintaining a circle of well-fed allies.

RICHELIEU

Environment: Farmland

Description: You see a broad, gently sloping river valley occupied by small, isolated farms, ever more sparsely settled as one travels west.

Background: The province of Richelieu is a farming region of Nouvelle France, consisting of farmsteads spreading out from either bank of the Riviere du Canada. The far-flung settlements are vulnerable to attack by First Ones raiders, and in response, the Français are slowly building a chain of blockhouses at intervals along the river.

RICHMOND

Environment: Farmland

Description: You are in a settled region of efficiently worked farms and vineyards, served by a wagon road running north to south. Two rivers cross the land from west to east, emptying into shallow marine estuaries.

Background: The Sophian state of Richmond was formerly the Earldom of Shadwell, home of the Republic's founder, Philathelias Jeferson. As a frontier state, it saw its share of battles in the early years of the Republic, and is still defended by a small permanent force. The land itself is intensely farmed, and is particularly known for its vineyards.

SACO VALE

Environment: Boreal Forest

Description: This land is a coastal plain, heavily wooded with pine, birch, and maple. The land is swampy and broken by many small, irregularly shaped lakes and ponds. A shallow, gravelly river slowly threads through a fertile floodplain from northwest to southeast, ending at the coast, where the sandy beaches of the south give way to the pebbled strands and rocky coves of the northern coast, thick with seals and sea birds.

Background: Saco, named for the river that traverses it, is a sparsely populated no-man's land between the maize-growing Pawtucket to the south and the Ab'naki hunters to the north. Although the river valley is rich and fertile, the short growing season makes maize cultivation difficult, limiting settlement. Any native peoples found here will likely be just passing through, either following the seasonal movements of game animals or patrolling their borders, each seeking to find the other side's raiding or hunting parties. Clashes are rare, but bloody, affairs.

The Saco river drains from the Crystal Hills, and ultimately, the White Hills, distantly glimpsed to the northwest. The river has at times been prospected for gold and silver, with some success, making it a possible target for future conquest by the gold-crazed Uropans. Prospectors run the risk of capture or attack by the Ab'naki.

SAN AGOSTINO

Environment: Subtropical Swamp

Description: On a stretch of coral beach backed by grassy swamps, a natural harbor is guarded by the white walls of a large fortress, bristling with cannon and flying the flag of España. Several royal warships are in port, either on patrol or being refitted.

Background: The fortress-city of San Agostino was built by the Espaniards to subdue the First Ones of La Florida, to block Français and Carolingian expansion, and to provide a safe harbor for treasure galleons *en route* from the southern continent. The city itself is built from blocks of dazzling white native coral, with mighty battlements overlooking the sea. Its commandant is appointed by the viceroy at Havana. He commands a force of 300 musketeers, 50 pikes, and 200 gunners.

SAN FELIPE

Environment: Subtropical Swamp

Description: At the mouth of a lazy, cypress-bordered river creeping through a coastal swamp, you see a small, fortified settlement hosting a crowded army encampment. No roads lead from the settlement, although the river provides a water route to the interior.

Background: San Felipe is an Espaniard fortified settlement at the mouth of the Savannah River. It is considered a bulwark against Carolingian expansion, and a base for military campaigns in the area. The settlement is administered by a military commandant appointed by the viceroy of Nueva España in distant Havana. The black friars also maintain a mission there, with the aim of converting the Espaniards' First Ones allies to the Roman Church.

SAUK

Environment: Prairie

Description: You see a land covered in a patchwork of open prairie, pine woods, and thousands of small lakes, set amid rolling hills. Bison roam in small groups over the open areas.

Background: Like the Winnebago to the north, the Sauk — and a closely related group in the same region called the Fox — are builders of earthen effigy mounds upon points of natural power in the landscape. They are also masterful workers of flint and native copper. It is said that they are related to the builders of Great Cahokia to the south.

SHAWNEE

Environment: Hardwood Forest

Description: You see a heavily forested river vale, draining in great, snaking arcs to the west. Much of the riverbank has been turned over to intensive agriculture, and supports large First Ones settlements that sit in the shadows of smooth-sided, grass-covered mounds.

Background: The Shawnee nation is the most powerful and populous in the Ohio Vale. They are an independent political force, committed to blocking the expansion of any foreign powers into the interior woodlands, whether they be First Ones, Français, or Sophian. Their charismatic leader, Tecumpease, has a vision of a Woodland Confederacy with other woodland nations to forever protect their lands from incursion. She has already sent warriors against the frontier settlement of Logstown, and has sent envoys to all the neighboring nations to join her cause. Conspicuously absent from the cause have been the Cherokee, the Shawnee's traditional southern rivals.

One mystery persisting in this region is the prominence of silver jewelry among the Shawnee. It is said that they maintain several secret silver mines in the region, whose location they guard jealously from outsiders.

SHICK-SHOCK MTS.

Environment: Mountain

Description: You see a weatherworn range of low, jumbled mountains running southwest to northeast along the southern shore of a long estuary. Fogs roll in off the sea to swirl about the pine-covered slopes, beneath bare, fractured summits of granite.

Background: The Shick-Shock Mountains run many miles from the Northern Peaks region of the White Hills to the storm-tossed Gaspé Peninsula. They are said to be the homeland of fierce and savage giants, as well as the haunt of powerful spirits of the wild.

SOPHIA

Environment: Urban

Description: Rising from a swampy plain at the confluence of two arms of a marine estuary is a city of white stone and cool, classical architecture bounded by mighty walls with six great bastions. Outside the walls are a cluster of less-impressive docklands, houses, and farms. Looming at the city center is a pyramid of white stone, topped with a crystal-lensed eye that slowly revolves, as if looking far over the surrounding land.

Background: The capital of the Republic of Sophia, ambitiously planned but not yet completed, is sited on the swampy east bank of the Pottomacke River. The city's construction is overseen directly by the First Lord of Sophia, Philathelias Jeferson. It is laid out in the shape of a six-pointed star, its edges marked out by defensive walls and its streets radiating outward from the Pyramidium, center of Sophian government and sanctum of the Solomonian Order. The great Godseye that graces the peak of the Pyramidium is said to house a panopticon that allows the first lord to observe the goings-on of distant lands. The city is a showcase of the inventions of natural philosophy, with galvanic lighting powered by windmills, an aerostatic port for the famed Sophian Winged Dragons, and the Hall of Curiosities that displays many wondrous artifacts.

Outside the city walls is the port of George's Town, predating the city. It houses much of the city's labor force, and serves as the capital's trade port. Above George's Town is King's Heights, a stronghold of wealthy merchants with Carolingian sympathies. The Sophian navy is based on the south side of the city at the mouth of the East Branch of the Pottomacke, just outside the Français sector of the city, which is called le Sixte.

STE-CROIX

Environment: Boreal Forest

Description: On the northern shore of a long, narrow gulf of the sea you observe a string of isolated fishing settlements and small farming towns. A cold, misty river flows into the gulf from the northwest.

Background: The province of Ste-Croix, along the Golfe de St-Laurence, is a departure point for inland trade and exploration via the Saguenay River and Lac St-Jean. Life in this frontier province is hard; it is subject to ferocious winter weather and Vinlander raids in summer.

STE-DOMINIQUE

Environment: Tropical Island

Description: You see the western half of a mountainous tropical island. It is densely forested inland, but cleared for large sugar plantations near the coast around a busy fortified harbor city.

Background: The western half of the island — called Hispaniola by the Espaniards — is controlled by the Français from their capital of Petit Guaves. Like the Espaniards, the Français have established plantations on the

island that are sustained by miserable convicts and captives. The city is a haven for Français privateers, who are sanctioned by the government to hunt Espaniard ships. Currently, the island is on the verge of revolution, as a charismatic Cimarron leader known as the Opener gathers his forces in the hills and prepares to overthrow the Français.

STORM KING

Description: You see a long, fjord-like arm of the sea as it enters a dramatic, winding gorge whose tall cliffs terminate in rocky ledges and summits, clad in oak and pine. The tallest and sheerest of these summits, on the west bank of the gorge, has an almost sentient presence and is crowned in brooding clouds.

Background: This is the area known as the Highlands of the Hudson Vale, which is ruled by the mysterious peak called Storm King. Even in fair weather, deep rumblings emanate from the mountain as if the lightning itself were trapped within, awaiting sudden release.

Speculation as to the cause of this phenomenon varies. The local First Ones attribute it to mountain spirits; the Nederlanders blame the arrival of fey from the Old World, who have taken up residence within the mountain and are forging the weapons for an invasion of the native fey, aping the actions of their human Uropan counterparts.

STRAITS OF LA FLORIDA

Environment: Ocean

Description: You are sailing upon a crystal-blue sea beneath a hot, relentless sun.

Background: The Straits of La Florida form a sea passage between Cuba and La Florida proper. They are considered the most perilous point along the route of the treasure galleons from Havana on their way back to the Azores and Seville in España, due to the packs of hungry Buccaneer ships that lie in wait for them within the narrows. If that were not dangerous enough, ships passing through the Straits during the stormy season risk being blown eastward into the hazardous shores and reefs of Bahamia.

SUSKEHANA

Environment: Hardwood Forest

Description: An ancient river twists and cuts its way southward through the parallel ridges of a range of hogback mountains, providing a fertile vale for First Ones settlements.

Background: The agrarian Suskehana are under threat from the Five Nations to the north, and New Sweden to the south. They are considering turning to the Woodland Confederacy for help, but to admit the Suskehana to the

confederacy would certainly lead to war with the Five Nations. The pressure upon them is unlikely to abate, as long as the river remains an important corridor between Five Nations territory and the south.

TENNESSEE

Environment: Hardwood Forest

Description: You are in a deep, flat-bottomed river valley running in a great arc from west to north, surrounded by tall bluffs and wooded hills. The bottomlands are host to several permanent First Ones farming settlements, connected by an ancient trail that crosses the region from west to east.

Background: The long, deep Tennessee Vale runs from the Appalachian Mountains to the Ohio River. Along its banks are a number of Yuchi and Cherokee villages, connected by water and joined by the ancient trail known as the Natchez Trace, a route that sees an increasing amount of Uropan foot and mounted traffic. This region was once an important center of the Makers; it is known to be a rich trove of artifacts, especially tools, pipes, and ceremonial objects carved in stone, which often turn up along the riverbank or in the course of plowing. The many small burial mounds in the area attest to its long settlement, but also attract Uropan tomb robbers.

TIMAGAMI

Environment: Northern Forest

Description: You see around you a region of pine forests covering a terrain of gently rolling hills, which is split by a south-running river.

Background: The upper stretches of the Ottawa River are occupied by small bands of First Ones, among whom are the Timagami, Timiskaming, and Maniwaki. They are closely involved in the Français fur trade. Evidence from the riverbeds suggests that major deposits of gold could lie in the rocky outcrops of this land — especially the part of the region inhabited by the Timiskaming.

TROIS RIVIERES

Environment: Farmland

Description: You see a river vale lined with Français farming settlements running in long strips away from the river. A smaller river joins the larger one from the south. The farms are isolated; they are connected only by river, with a trail exiting the area to the southeast.

Background: The province of Trois Rivières links the cities of Mont Real and Québec, supplying both with produce and labor. The settlers themselves are protected by a chain of blockhouses along the river, ostensibly to protect against raiders from the Republic of Vermont, but also to shore up the flagging power of the seigneurs against their disgruntled tenants.

TUSKEGEE

Environment: Mountain

Description: You have entered a land where three rivers spring from the most southerly slopes of a fading chain of tall, stony mountains. The land is folded, with many hidden vales, but grows flatter to the south, where it meets a coastal plain of southern pine forest.

Background: The Tuskegee branch of the Creek nation dwells among the sources of several south-running rivers issuing from the Appalachian Mountains. They are aligned with neither the Carolingians nor the Espaniards, and determined to retain their independence and remain outside the region's conflicts. The relatively remote location of their homeland, and the secret mountain refuges nearby in case of external threats, have allowed them to stay above the fray so far, even though war rages not far from their own borders.

VANDALIA

Environment: Farmland

Description: You see a fertile mountain vale stretching south for many miles. Its lower end is spanned by earthwork fortifications and a trench, while halfway up the vale stands a newly-raised city with stone walls, cannon emplacements, and a grand parade ground before its iron gates.

Background: The renegade state of Vandalia is the domain of a cadre of rebel captains and ministers from the Republic of Sophia, led by Lord Asaph Burr, Jeferson's former secretary of the exchequer. Spurning the freethinking philosophy of Jeferson and Franklyn, Burr has established an autocracy with the aim of claiming an inland empire at the expense of his First Ones neighbors — notably the Shawnee, the Mingo, and the Cherokee. The Vandalian are aided by several morally compromised natural philosophers led by the nefarious Annalisa X, who are in the pay of Burr to develop new weapons of war.

The capital of Vandalia is a new-forged fortified settlement midway up the vale, which is surrounded by miles of farmland and pasture that have been hacked out of the hardwood forest that once covered the area. Besides the parade ground and fortifications, the town features a House of State, where Burr and his renegades plot and scheme, and a walled College of War for the use of the natural philosophers.

Currently, Vandalia is planning an assault on Logstown — another renegade settlement formerly belonging to France and recently captured by Jeferson's troops. Considered the key to the Ohio Vale, the settlement is a flash point between the first lord and his former confidant. In the long term, Burr plans to seize the Tennessee Vale, and thus control the crucial land route of the Natchez Trace, giving him a military highway as far as the Espiritu Santo.

VINLAND

Environment: Boreal Forest

Description: You are looking upon a rockbound coast, surrounding a cold, foggy peninsula. The land is set within the waters of a cold sea that ebbs and flows many fathoms on a single tide, revealing and hiding vast, weed-strewn pools, rocks, and shingle beaches. The interior of this land is mountainous and thickly covered in tall, slender pines.

Background: Vinland is the home of the jarldom of the Vinlanders — descendants of Norse settlers who arrived here six hundred years ago. They eke out a living as woodcutters, herders, and anglers, and during good sailing weather take to the sea as pirates, raiding as far south as the Commonwealth of New England. The isthmus that joins Vinland to Micmac territory has been a frontier of war between the two peoples for many years — a war fought by small bands of scouts and barbarians in a most inhospitable terrain. The few Vinlander settlements on the isthmus are in constant danger of attack both from Micmac and from giants, who have largely been driven from most of Vinland.

WAMPANOAG

Land Type: Ocean

Description: You enter the eastern half of a saltwater bay, opening to the south. Many islands fill the bay. The shores are wooded, and heavily settled by First Ones farmers and fishers. One island, with steep, rocky sides, seems to be particularly thickly inhabited.

Background: The Wampanoag have suffered greatly at the hands of the Commonwealth, and especially the Plimoth colony, which continues to press their northern borders. The current sachem, Metacom — called Philip by the Commonwealthers — has seen his own brother poisoned by the Plimoth settlers (although they claim his death was by disease, not poison). Metacom has sworn revenge against them. For now, he bides his time, slowly building his forces and vying with Miantonomo across the bay (see Naraganset) to become the uniting force in the region.

Metacom's court — Mount Hope as the Puritans call it — is on a steep, rocky island on the east side of the bay, and is well-provided as a naturally defensible stronghold. Atop the island is a circular, 50-foot-diameter lodge built over a natural throne-like seat in the rock. The seat gives whoever sits in it the ability to scry as if she were the possessor of a crystal ball.

Metacom, by virtue of his birth, is nearly invulnerable to ordinary gunfire. This supernatural ability gives him a Damage Resistance of 10/+1 against all gunpowder weapons. His invulnerability is well known to both his own subjects and his enemies, and has saved him from both murder attempts and death in battle.

WESTERN CREE

Environment: Tundra

Description: You gaze upon a flat wilderness of arctic tundra, bordered by the polar sea to the east and north. Great scab-like fields of glacier-worn rock alternate with scrub vegetation, bog, and stony streambeds.

Background: The tundra west of Hudson's Bay is occupied by the western branch of the great Cree culture of foragers/hunters. They are relentless foes of the wendigo, using bands of scouts and their animal companions to hunt down the creatures as they move south to hunt during the dark winter months.

WHITE HILLS

Environment: Mountain

Description: You enter a mountainous landscape of deep, U-shaped valleys, which are heavily forested and drained by bitterly cold streams and foaming white cascades. The valleys run between irregular ridges of peaks whose slopes are clad in pine and hemlock, with bare, weatherworn summits often shrouded in mist and cloud. One peak with broad shoulders stands high above the rest. Its heights are frosted with blinding white snow in all seasons. The mountains seem immeasurably old, lonely, and untamed. There is little sign of human presence here, aside from a few partly overgrown trails running along the valley floors.

Background: The White Hills are the dominant mountain range of northeastern Northern Crown — only the High Adirondacs even approach their forbidding, stony majesty. They are the abode of wild beasts and mountain spirits, but few permanent human residents. Food resources are scarce, and the climate and soil are poor for agriculture. The weather in the mountains is severe, with snow possible in all months of the year, combined with the dangers of flash floods, avalanches, and deadly rock slides. For this reason, and due to fears of the spirits that live there, the summits are virtually *terra incognita*, although rumors persist of deposits of precious gems, gold, and silver.

The mountains are traversed occasionally by spies and smugglers passing between Nouvelle France and the Commonwealth, by First Ones raiding parties, and even by curious natural philosophers and surveyors. Otherwise, only catamounts, wolves, and other beasts are encountered, and for the unwary or irreverent, the mountain spirits themselves. Any PCs climbing above treeline in the White Hills risk the wrath of the spirits who dwell among the cloud-masked summits. Their attacks will take the form of sudden rain or snow squalls, rock slides, avalanches, and well-placed bolts of lightning.

WINNEBAGO

Environment: Boreal Forest

Description: You are in a land of gentle, rolling hills drained by a river flowing south and west. The hills are covered by pine forests, with many open, swampy meadows and small ponds. To the east is the shore of an inland sea.

Background: The Winnebago people occupy the upper stretches of the Wisconsin River, which is thought to drain into the upper vales of the Espiritu Santo. They are the masters of effigy-craft, using earth and turf to create small raised earthworks that sustain and channel natural power. They are also master workers of flint and other useful stones, creating pipes, jewelry, and tools for general trade. The Winnebago are politically neutral; they trade with the Français but do not allow Uropans to travel in their lands. They are on good terms with the Sauk, their southern neighbors.

WINOOSKI

Environment: Farmland

Description: You see a small city of white wooden houses at the top of a slope above the eastern shore of a large mountain lake. It is defended to the west, south, and east by a curving wooden palisade, and on the north by a river flowing out of a range of wooded hills into the lake. At the river's mouth is a small port, which is home to a number of barges and small merchant craft, and protected by several patrolling naval sloops and a moored gunboat.

Background: Winooski is the capital and chief settled region of the Republic of Vermont. The city itself is well ordered, with neatly laid streets around a large town green and meeting house. The town green also serves as a training field for the Green Hill Rangers, the Republic's volunteer army. The First Citizen of the Republic, Ira Cole, lives in a modest house off the green. He is the spiritual leader of many of his countrymen as well as their elected leader, and believes that he has received divine inspiration from the mind of God, as revealed in the natural world.

WYANDOT

Environment: Boreal Forest

Description: You are upon an isthmus between two forested landmasses to the east and west. A fast, south-flowing river and broad lake connect two large inland seas to the north and south.

Background: The waterway of Wyandot connects Mer Douce and Mer du Chat. It is occupied by the Huron, who allow passage to Français traders in exchange for payment in trade goods. The Five Nations covet control of the passage, but have so far been unsuccessful in driving the Huron out.

YUCHI

Environment: Hardwood Forest

Description: You have entered a particularly deep and majestic stretch of the interior woodland, with soaring oaks and elms towering over a dim forest floor. Under an eternal green dusk, the land seems uncannily quiet but pulsing with natural force, which is expressed in the verdant trees, wildflower-strewn glades, and mountain river that charges across the land from west to east.

Background: The deep woodlands between the Ohio and the Kaintuck are the realm of the reclusive Yuchi, also called the Faraways — a widely distributed people who have dwelled in the hardwood forest far longer than any of their neighbors. Scouts entering the forests of the Yuchi report an almost tangible force about the area, as if the place were the very heart of the eastern woodlands. The local powwow druids are said to be particularly powerful and influential, forming a virtual caste of druidic elders committed to strengthening the medawaywin and keeping strangers away from their lands.

The Yuchi are among the oldest of the peoples of the east. In addition to the Yuchi heartland, there are several isolated Yuchi settlements wholly within other First Ones nations; the town of Chisca in Cherokee country is an old Yuchi site. It is likely that these settlements predated the arrival of their neighbors, but have survived due to the reverence shown the Yuchi by the younger nations for their spiritual wisdom, lore, and deep connection to the forest.

ZWAANENDAEL

Environment: Farmland

Description: You see an area of low-lying fields and wetlands along the southern shore of a wide estuary. A small fort has been built on the coast, where several royal warships prowl. Campfires and tents dot the open fields.

Background: Zwaanendael is a Nederlander foothold on the peninsula of New Sweden. The area includes a small fort on the coast and a semicircular line of earthwork defenses running at a distance of some miles from the fort, which are manned by Albian, Nederlander, and Vinlander mercenaries. These mercenaries are hired to make harassing raids against the Swedish settlements on the peninsula. The Swedes would love to erase Zwaanendael from the map, but the powerful Nederlander navy protects it from attack by sea, and the defensive lines established by the mercenaries have held firm in the face of bombardment.

CHAPTER SIX

MONSTERS

This chapter contains a list of existing d20 System monsters appropriate to the campaign, in addition to many new monsters unique to the continent.

EXISTING CREATURES

Northern Crown is an appropriate setting for many standard d20 System creatures, although some of them are known by different names, or have different origins. The following list offers some suggestions for adapting existing monsters to the campaign. Both native creatures and introduced creatures from Uropa and the southern continent are included.

MONSTERS

Achaierai: These evil outsiders are known to Uropan as Stygian birds.

Allip: Allips are known simply as lost souls, who have taken their own lives and been denied admission to the celestial realm, yet are not evil enough to dwell in the infernal realm. They are particularly common at the sites of abandoned or failed Uropan settlements dating from the Dark Years.

Angel: All standard d20 System celestials are found in *Northern Crown*, with different names for each type — except for hound archons, bralani eladrin, leonal guardinal, and lillend, which are not found in the campaign. Solars are called seraphs and are ranked 1st in the angelic hierarchy, planetars are called cherubs and are 2nd, and astral devas are called thrones and are 3rd. Celestials very rarely appear on the Material Plane, being forbidden to intervene directly in the affairs of humankind. All individual celestials have unique names, but only a few have been recorded. The following table gives the standard d20 System names for the various celestials and the Uropan equivalents, as well as their angelic rank. See also Archon, Eladrin, and Guardinal.

d20 System	Uropan	Angelic Rank
Lantern Archon	Angel	7th
Avoral	Archangel	6th
Chaele	Power	5th
Trumpet Archon	Principality	4th
Astral Deva	Throne	3rd
Planetar	Cherub	2nd
Solar	Seraph	1st

Animated Objects: These objects are common in the palaces and wizards' dens of Uropan cities.

Aranea: Unknown in Uropan lands, araneas are called spider-women by the First Ones. They are thought to be the survivors of an ancient cult of arcane weavers among the now-vanished Maker ancestors of the First Ones. They are usually neutral good in alignment, but some have turned evil or succumbed to madness over centuries of seclusion. They live in remote mountainside caves and Maker ruins, where they teach secrets of craft and ancient lore to lucky humans who are brave enough to search them out.

Archon: Archons are considered to be among the lesser orders of angels. Lantern archons are known as angels, and are ranked 7th in the angelic hierarchy, while trumpet archons are called principalities and are ranked 4th. Hound archons are not found in the campaign. See also Angel.

Arrowhawk: Arrowhawks are considered offshoots of thunderbirds who have abandoned their mission of law in favor of neutrality.

Assassin Vine: These plants are found only in subtropical swamps.

Azer: Known as fire gnomes, azers are never encountered except as summoned creatures.

Barghest: In *Northern Crown*, barghests are called hellwolves. They are sent from the infernal regions to harass settlements of good-aligned beings.

Basilisk: These monsters are not native to *Northern Crown*, but are sometimes kept as exotic guard animals or curiosities by wealthy Uropan.

Belker: These creatures can be summoned by spellcasters, but are not normally found at large.

Bugbear: Like all goblinoids in the *Northern Crown* campaign world, bugbears are said have sworn allegiance to the infernal realm.

Centaur: These creatures of myth may still hide in the hills of Uropa, but are not found in *Northern Crown*.

Chaos Beast: Known as horrors, chaos beasts are sometimes summoned by evil spellcasters.

Chimera: These monsters are occasionally captured in the Near East and exported to *Northern Crown* as exotic pets.

Chuul: Some of the more-remote subtropical swamps harbor these creatures.

Cockatrice: Seen only rarely as a Uropan import.

Coatl: Known in the rainforests of the southern continent, coatls are not seen in *Northern Crown*.

Demon: Unlike devils, demons are not corrupted celestials, but rather outsiders of the dark, primordial abyss that preceded and still surrounds creation. Many, but not all of them, have sworn allegiance to the infernal realm. They are known by their standard d20 System names.

- Devil:** Devils are the ruined, hideous forms of the rebellious celestials who were cast into the Abyss in defeat, where they soon constructed the lawful evil plane called the Infernal Realm, both as a fortress against celestial power and a prison for evil souls. All types of devil in the standard d20 System are simply called devils by Uropan, regardless of type; those with a challenge rating of 7 or higher have individual names, which are known only to the holder of a sorcerous black book.
- Dire Animal:** Dire animals are survivors of the icy age of the wendigo, adapted to cold, harsh conditions. They are found only on the frozen tundra or in the boreal forest. The following dire animals are appropriate for the campaign: weasel, badger, wolverine, wolf, lion, bear.
- Doppelganger:** These creatures are thought to be the escaped creations of powerful alchemists who were attempting to create life from inert material. They have infiltrated several of the royal courts of Uropa, and may soon appear in Northern Crown.
- Dragon, True:** Dragons are not native to Northern Crown, but dragon eggs or wyrmlings may be imported on occasion from Cathay or the Near East. They were once common scourges in Uropa, but have been nearly extirpated from most Uropan lands.
- Dragon Turtle:** These creatures have been sighted in the warm waters of the Carib Sea. The native inhabitants of nearby islands revere them as servants of the god of the waters.
- Dryad:** Wood-nymphs, or dryads, are native to eastern Uropa, but not normally found in Northern Crown.
- Dwarf:** Dwarves, once a common Uropan race of beings, have retreated in the face of human expansion, and are only seen in extremely remote mountain areas. The duergar subspecies of dwarf is found only in Kelt lands.
- Eagle, Giant:** These birds are common denizens of mountain and forest. They sometimes serve as aerial mounts for First Ones paladins.
- Eladrin:** Chaeles are considered to be a class of angels called powers, and are ranked 5th in the angelic hierarchy. Bralani eladrin are not found in the campaign. See also Angel.
- Elemental:** With few exceptions, these creatures almost never appear in Northern Crown unless summoned by a spell from their native plane. Large air elementals, called tornada, are said to roam the prairies of the continent's interior, even straying at times over the Great Lakes to form impressive waterspouts. These tornada are averse to human presence in their territory, and often attack settlements on the prairie.
- Elf:** The elf of the standard d20 System rules represents an ancient race of humans called the tuatha de danaan (TOOTH-a day da-NAN), who lived in close harmony with the fey of Uropa but were driven out by the ancestors of the Kelts. Most were given refuge in Faerie, but they are occasionally still glimpsed in deep, ancient forests within Kelt lands.
- Ettin:** Ettins are among the native giants of Northern Crown mentioned in First Ones legend. They are called two-heads, and have been driven into remote wilderness areas.
- Gargoyle:** Gargoyles have recently been seen infesting the growing cities of Northern Crown.
- Genie:** Genies are among the outsiders summoned and commanded by the ancient king Solomon to construct his palace and serve him for lawful ends. Those who refused to serve were imprisoned in brass flasks, which are still occasionally unearthed in the Near East and might find their way to Northern Crown.
- Ghoul:** Ghouls are a common plague in Uropan cities.
- Giant:** Hill giants, called mishinawba, and stone giants, called maushop, figure prominently in First Ones legends from the Uncounted Time. They still lurk in areas of rough terrain, and issue forth to attack First Ones and Uropan settlements alike. Frost giants come originally from Norsk lands across the Atlantic Sea, but they have crossed over the northern ice to Northern Crown, and are encountered in Vinland and points north. They live much like the Vinlanders themselves, plundering and raiding their neighbors.
- Gibbering Moulder:** These aberrations, like doppelgangers, are escaped alchemical experiments gone horribly wrong. They are found most commonly in the sewers of large cities, or in abandoned laboratories.
- Gnoll:** Called dogmen, gnolls occupy several small tropical islands in the Carib Sea. They are a menace to Buccaneers who come ashore in search of fresh water and food.
- Gnome:** These small humanoids are called mannekin (MAN-eh-kin). Once common in Uropa, they have been driven into the hills by humans and are seldom seen. Sightings have been reported in Nieu Nederlands, suggesting that mannekin may have secretly crossed the Atlantic Sea to establish secluded settlements in the Hudson Vale.
- Goblin:** Goblins are Uropan creatures of darkness who have become allied with the infernal realm. They appear in ruins and caverns, where they prey on human passersby.
- Golem:** Golems of all kinds are created by powerful Uropan and First Ones spellcasters.
- Griffon:** These monsters are rumored to dwell in the deserts and mountains of the Far East, but none have yet been seen in Northern Crown.
- Grimlock:** Among the First Ones, grimlocks are called gray people. One legend places them as ancient humans who adapted to life underground during the age of ice. They are a threat to all settlements within range of the exits to their subterranean lairs.
- Guardinal:** Avorals are known as Archangels, and are 6th in the angelic hierarchy. Leonal are not found in the campaign. See also Angel.
- Hag:** Native hags are called skwannits, after the women's manito of the First Ones. They occur in all three varieties described in standard d20 System rules.
- Halfling:** Called simply little people, halflings are another dwindling Uropan humanoid race. They live in very remote settlements hidden in the few remaining dense forests of Uropa. Averse to travel, none have yet been seen in Northern Crown.
- Harpy:** Harpies are native to southeastern Uropa.
- Hell Hound:** These creatures plague Uropan cultures; they are also known as gabble ratchets or black shucks.
- Hippogriff:** These are hybrids created by the legendary Uropan wizard Ruggiero as aerial mounts. They are quite

NORTHERN CROWN

rare in Northern Crown — Charles II has a single cavalry squadron of the creatures among his elite royal guards.

Hobgoblin: See Goblin.

Homunculus: Uropan wizards often create homunculi to serve them.

Howler: Native to Northern Crown, howlers are outsiders originally said to have been summoned by evil Moundraiser sorcerers.

Hydra: Hydras are yet another monster of the Near East, unseen to date in Northern Crown.

Invisible Stalker: These creatures are identical to those described under standard d20 System rules. They are known worldwide. Most in Northern Crown are thought to have been summoned by Moundraiser sorcerers in the distant past, and have long outlived their masters.

Kobold: These creatures infest subtropical swamps. Carolingians call them gatorlings.

Kraken: The cold waters of the Atlantic Sea are prowled by these creatures. Norsk legends speak of their attacks on seagoing ships.

Lamia: Thought to originally have dwelled in the Near East, these evil beasts have preyed upon Uropan since ancient times. It is unknown whether any have spread to Northern Crown.

Lizardfolk: Like their smaller relatives, the kobolds, lizardfolk inhabit the subtropical swamps of Northern Crown, as well as some tropical islands.

Magmin: Magmin can be summoned by spellcasters, but are not naturally encountered.

Manticore: These monsters are natives of the Near East.

Medusa: The legendary medusas of Greek legend are thought to be extinct, but some may yet survive in sparsely populated regions of Uropa.

Mephit: All mephits are thought to be formed from stray bits of matter floating in the Abyss. They are more often evil than good.

Merfolk: Merfolk are rare, but enjoy worldwide distribution. When encountered in fresh water, they are called lorelei by Uropan. The First Ones term is nebaunaubae; it is said the merfolk of the Great Lakes have the power to transform humans into their own race, to introduce new blood into their population.

Minotaur: Called horn-heads by the First Ones, these creatures are bison-headed rather than bull-headed. They travel with the bison, protecting the herds from wolves and hunters. They are carnivores, eating wolves and humans but never harming the bison. They carry longspears rather than axes.

Mummy: Mummies are feared to inhabit the ruined cities of the Moundraisers.

Naga: Nagas are unknown in Uropan lands. Among the Shawnee, they are called Great Serpent Witches, and are said to be the chief servants of evil.

Night Hag: Night hags are known to haunt the wilds of Northern Crown.

Nightmare: These steeds are the escaped mounts of devils from the infernal regions.

Nymph: Nymphs are known in Uropan fey lore, but not in Northern Crown.

Ogre: A staple of Uropan folklore, ogres are becoming rare in Uropa and have not yet been seen in Northern Crown.

Orc: See Goblin.

Owl, Giant: Giant owls occur in two varieties: the giant forest owl, which is brown above and tawny beneath, and the giant boreal owl, which is snow white in color.

Pegasus: Pegasi are prized mounts, sometimes captured in Uropa and brought to Northern Crown.

Rakshasa: In Northern Crown, the First Ones speak of humanoid panthers with shapeshifting powers. They are called pushough (PUSH-owe).

Sahuagin: These aquatic monsters infest the Carib Sea, where they are called sea devils.

Salamander: Salamanders are seldom encountered, unless summoned by magic.

Satyr: Another creature of Uropan legend, satyrs as yet have not appeared in Northern Crown.

Sea Cat: Sea cats are thought to have been created by Mishi-bizeu, the lynx of the underworld. They inhabit the Great Lakes.

Shadow: The First Ones call these creatures auchaugotch (OWTCH-ow-gotch), which is a rough translation of their Uropan name.

Skeleton: Animated skeletons are commonly created by spells of necromancy.

Spectre: Spectres conform to their description under standard d20 System rules.

Sphinx: These monsters of the Near East are unknown in Northern Crown.

Sprite: Common in Kelt lands, sprites of all kinds have followed their human neighbors to Northern Crown. First Ones legends speak of small beings that seem to be related to grigs, nixies, and pixies.

Swarm: Swarms of bats, centipedes, or spiders can be encountered in natural subterranean settings, while swarms of rats are common in urban sewers. On the prairie, grasshopper swarms (equivalent to locusts) may plague travelers, while hellwasp swarms are sometimes found in hardwood forest areas.

Titan: Titans have long vanished from Uropa, but similar outsiders, considered to be the reincarnation of legendary heroes of First Ones peoples, may appear to aid their descendants in moments of extreme danger.

Treant: Known to First Ones as gawaunduk (gah-WAWN-duck), or the guardians, treants appear in the woodlands of Northern Crown, especially in areas remote from human settlement. They most commonly resemble spruce, white pine, elm, and other large native trees.

Troll: Trolls are native to Norsk lands. They have followed their human prey to Vinland, where they have established a firm foothold and are said to be quickly spreading to adjacent areas. Some natural philosophers have posited a connection between trolls and wendigo, suggesting that they are variants of the same species.

NORTHERN CROWN

Unicorn: These most rare of Uropan magical beasts have not been seen in many years.

Vampire Spawn: Vampirism is known both to Uropan and First Ones. The latter call vampire spawn mishka (MISH-ka), which means blood folk.

Vargouille: These universally distributed monsters are the spawn of neutral evil outsiders.

Wight: Wights haunt places of death and carnage worldwide.

Will-O'-Wisp: These creatures are encountered in all wetland areas.

Winter Wolf: Winter wolves have been seen in the tundra of northern Northern Crown. They are allies of the wendigo.

Worg: Known as blackwolves or moatoqus (MOTE-o-kuss), worgs are feared woodland and mountain predators.

Wraith: Like wights, wraiths are distributed worldwide, but are attracted to places of evil and darkness.

Wyvern: These monsters are Uropan natives, and so far unobserved in Northern Crown.

Zombie: Zombies are common creations of necromantic magic.

ANIMALS

Badger: Badgers live in burrows beneath the prairies of Northern Crown.

Bat: Bats of all sizes are common nocturnal predators.

Bear, Black: Black bears have a nearly universal distribution over the continent.

Bear, Brown: Brown bears are found only west of the great river Espiritu Santo.

Bear, Polar: Large populations of polar bears occur in and around Hudson's Bay and points north. They are called nanook by the natives of that region.

Bison: Great herds of these hoofed mammals roam the central plains of Northern Crown.

Cat: Common housecats are found in areas settled by Uropan. They are a welcome presence on ships, in storehouses, and at inns, where they control rodent populations. The standard d20 System statistics for cats can also be used for bobcats, with the following modifications: HD 1d8, claw damage 1d3, bite damage 1d4.

Crocodile: Crocodiles and alligators of all sizes are common in subtropical swamps.

Dog: The dog is a favorite pet of both the First Ones and Uropan.

Donkey: Donkeys are the favored mounts of Uropan priests, and a common pack animal on the frontier.

Eagle: Both golden and bald eagles are seen in areas where fish are plentiful.

Hawk: Hawks of many species soar over the woods and fields of the continent.

Horse: Horses have been brought to Northern Crown from Uropa across the Atlantic Sea. They serve as common

transport, a power source, and in mounted combat. Heavy warhorses are extremely rare, because of the decline in the use of heavy armor by Uropan troops.

Lizard: Lizards of all sizes live on tropical islands in the Carib Sea.

Manta Ray: Manta rays are found in the Carib Sea and adjacent waters.

Monkey: Monkeys live in the forests of the southern continent. They are a popular pet among Buccaneers and with the noble classes of Uropan lands.

Mule: The favorite of explorers, mules are used as cheap, sturdy transport and pack animals on the frontier.

Octopus: Warm ocean waters are the home of these invertebrates.

Octopus, Giant: Some octopus can grow to enormous size, rivaling even the legendary kraken of the northern seas.

Owl: Owls are common in all lands, from the southern pine forest to the northern tundra.

Pony: Ponies are common riding animals in rural areas.

Porpoise: Porpoises and dolphins are found in all coastal waters.

Rat: Rats infest Uropan ships and cities.

Raven: Ravens live in cool mountain areas.

Shark: Sharks are common in all saltwater environments.

Snake: The rattlesnake is a venomous reptile common to all areas of Northern Crown. It includes a number of regional species. Other poisonous snakes include the copperhead, cottonmouth, and coral snake. See the Poisons section of the Adventures chapter for details. Large constrictor species are confined to southern regions.

Squid: Squid of all sizes are common ocean dwellers.

Squid, Giant: Giant squid are rare, but found in all the world's seas.

Toad: These woodland amphibians are quite common, and are represented by many species.

Weasel: Weasels are found throughout the continent.

Whale: The Atlantic Sea is home to nearly all the world's species of whales. Smaller whales are hunted for oil, bone, and meat by both First Ones and Uropan seafarers.

Wolf: The common wolf is found throughout the continent. A red subspecies dwells in the pine forests and swamps of the southeast.

Wolverine: This fierce predator stalks the boreal forests of Northern Crown.

VERMIN

Giant Ant: Giant ant colonies are found in southern pine forests and prairies.

Giant Bee: Giant bees are found in all temperate and warm regions of the continent.

Giant Beetle: All variants of giant beetle are present in Northern Crown, but are limited to the southern part of the continent.

Giant Praying Mantis: The giant praying mantis is rare, but widely distributed.

Giant Wasp: Giant wasps live in underground hives wherever the soil is soft enough to permit excavation.

Monstrous Centipede: Monstrous centipedes are a threat to travelers in all forested lands. They are especially active in the south.

Monstrous Scorpion: These giant arthropods are said to inhabit the deserts of the southwest, but are unknown in the eastern half of the continent.

Monstrous Spider: Spiders of all sizes occur as predators in all areas of Northern Crown except the tundra. On the prairie, burrowing species are more common than web-builders.

MONSTER TEMPLATES

Celestial Creature: When taking physical form, personal manito of the First Ones have the same abilities as celestial creatures of their type. They do not appear in Uropan culture.

Fiendish Creature: Fiendish creatures are often summoned by evil Uropan witches and sorcerers, but are unknown among the First Ones.

Ghost: These earthbound souls of the dead are common in Northern Crown. They are sometimes called cheebi by the First Ones.

Half-Fiend: Half-fiendish humans are the offspring of a human parent and an evil outsider. They occur only in Uropan lands.

Lich: First Ones liches are said to haunt the ruins of Maker and Moundraiser cities in the inland regions of the continent. They are extremely rare in Uropan lands, and few if any have crossed the sea to Northern Crown.

Lycanthrope: Called skinwalkers by the First Ones, the most common forms seen in Northern Crown are werewolves and werbears. The Français and Coureurs are particularly plagued by werewolves, or lous-garou (LOO-gah-ROO), as they are called. In Uropan cities, wererats are a common threat.

Vampire: Vampirism is rare but present in both First Ones and Uropan cultures. Because of their long lives, Uropan vampires often rise to positions of power and high rank; they have been secretly moving among Uropan courtly circles for centuries, and are said to have set their sights on Northern Crown as a new hunting ground.

PENUMBRA BESTIARY MONSTERS

The following monsters from the *Penumbra Fantasy Bestiary*, also published by Atlas Games, are appropriate for inclusion in a Northern Crown campaign: cernan, chupacabra, crystal serpent, dark advocate, dark voyeur, fright owl, frostmite swarm, hyperborean, and puka.

The following templates from the *Bestiary* are also appropriate: fey-blooded, plagueling, skinwalker, soulless.

NEW CREATURES

BY TYPE AND SUBTYPE

Animal: Giant beaver, giant porcupine, giant pike, giant snapping turtle, lynx, moose, panther

(Aquatic): Giant pike, gougou

(Chaotic): Haint, headless rider, trickster, wendigo

Elemental: Sanauk

(Evil): Bone dancer, dread rattler, haint, haunted scarecrow, headless rider, lanternjack, pauguk, plague server, sanauk, strife server, u'tlun'ta, wendigo

Fey: Nunne'hi, pukwudgee, trickster

Giant: Gougou, u'tlun'ta, wendigo

(Lawful): Thunderbird

Magical Beast: Catamount, dread rattler, hy-dry tortoise, kawkontwawk, misig'nwa, nyah-gwaheh, okanagan, razorback hogge, thunderbird

Monstrous Humanoid: Haint

Outsider: Moos-soogit, pomola, plague server, strife server

(Reptilian): Dread rattler

(Shapechanger): Trickster

Undead: Bone dancer, haunted scarecrow, headless rider, lanternjack, pauguk

BY CHALLENGE RATING

CR 1: Haint, pukwudgee, trickster

CR 2: Giant pike, giant porcupine, kawkontwawk, lynx, pauguk, sanauk

CR 3: Haunted scarecrow, giant beaver, panther

CR 4: Catamount, razorback hogge, giant snapping turtle

CR 5: Bone dancer, dread rattler, moose

CR 6: Lanternjack, u'tlun'ta

CR 7: Nunne'hi, thunderbird

CR 8: Hy-dry tortoise, misig'nwa, strife server, wendigo

CR 9: Headless rider, plague server

CR 10: Okanagan

CR 14: Moos-soogit, pomola

CR 20: Gougou, nyah-gwaheh

MONSTERS

The following monsters are new to the *Northern Crown* campaign setting. Most are native, but some are imports from Uropa, which have crossed the Atlantic Sea to establish populations on the continent.

BONE DANCER

Medium Undead (Evil)

Hit Dice: 5d12 (32 hp)

Initiative: +8 (+4 Dex, +4 Improved Initiative)

Speed: 30 ft. (6 squares)

AC: 17 (+2 Dex, +5 natural), touch 12, flat-footed 15

Base Attack/Grapple: +2/+5

Attack: Claw +5 melee (1d4+3)

Full Attack: 2 claws +5 melee (1d4+3), bite +0 melee (1d6+2)

Space/Reach: 5 ft./5 ft.

Special Attacks: Bone Dance, Create Skeleton

Special Qualities: Spells, Darkvision 60 ft., Immunities

Saves: Fort +4, Ref +3, Will +5

Abilities: Str 16, Dex 15, Con —, Int 17, Wis 12, Cha 16

Skills: Concentration +10, Hide +4, Knowledge (arcana) +11, Listen +5, Spellcraft +11, Spot +5

Feats: Multiattack, Spell Penetration

Environment: Any

Organization: Solitary

Challenge Rating: 5

Treasure: None

Alignment: Always neutral evil

Advancement: 6–12 HD (Medium)

Level Adjustment: —



Bone dancers are the undead corpses of neutral evil sorcerers who have gained eternal existence through the gruesome practice of eating their own flesh down to the very marrow within their bones, which they then fill with pebbles that rattle and shake with each movement. They appear as skeletons still wearing the clothes they wore in life, without flesh or other living tissues except for their lidless, staring eyes. Still hungry, they seek out other living humanoids to feast upon and add to their evil, capering train.

COMBAT

Bone dancers seek only more flesh to devour, and to gather more skeletons into their unholy dance. They can seldom resist an opportunity to feed, even at some risk to themselves. They use their dance to paralyze victims, then move in to slay and feed.

Bone Dance (Su): As a move action, a bone dancer can rhythmically rattle its bones to bring living creatures under its spell. All humanoids within 30 feet must make a Will save at DC 15 or be paralyzed for 1d6 rounds. Once a successful save has been made, or the duration of the paralysis has expired, a victim is immune to the Bone Dance of that particular bone dancer. Note that while dancing, the bone dancer suffers a penalty of –8 to Hide and Move Silently skill checks.

Create Skeleton (Su): All humanoid creatures slain and eaten by a bone dancer become animated skeletons under the control of their creator. A bone dancer may be accompanied by 1d6 medium skeletons, plus one additional skeleton for each HD above 5.

Spells: (6/6/4) Bone dancers cast arcane spells as if they were 5th-level sorcerers. The DC to resist is 13 + the spell level. They typically have the following spells: 0 level — *daze, detect magic, ghost sound, mage hand, touch of fatigue*; 1st level — *cause fear, mage armor, obscuring mist, ray of enfeeblement*; 2nd level — *ghoul touch, spectral hand*.

Undead: Undead are immune to poison, sleep effects, paralysis, stunning, disease, death effects, and mind-influencing effects. Undead are not subject to critical hits, nonlethal damage, ability damage or drain, energy drain, fatigue, and exhaustion. They have no Constitution scores and are therefore immune to any effect requiring a Fortitude save (unless it affects objects). Undead have Darkvision with a range of 60 feet. Undead do not breathe, eat, or sleep. An undead creature is not at risk of death from massive damage, but when reduced to 0 hit points or less it is immediately destroyed. Undead cannot be *raised* or *reincarnated*, but negative energy can heal them. *Resurrection* returns them back into living creatures. Undead are proficient with their natural weapons, all simple weapons, and any weapons and armor mentioned in their entry.

CATAMOUNT

Large Magical Beast

Hit Dice: 4d10+8 (30 hp)

Initiative: +8 (+4 Dex, +4 Improved Initiative)

Speed: 40 ft. (8 squares)

AC: 17 (-1 size, +4 Dex, +4 natural), touch 13, flat-footed 13

Base Attack/Grapple: +4/+13

Attack: Claw + 8 melee (1d4+5)

Full Attack: 2 claws +8 melee (1d4+5), bite +4 melee (1d8+2)

Space/Reach: 10 ft./5 ft.

Special Attacks: Stunning Leap

Special Qualities: Scent, Jump, Darkvision 60 ft., Low-light Vision

Saves: Fort +6, Ref +8, Will +1

Abilities: Str 20, Dex 18, Con 15, Int 4, Wis 11, Cha 7

Skills: Hide +5, Jump +30, Listen +5, Spot +4, Survival +5

Feats: Improved Initiative, Track

Environment: Temperate woodlands and mountains

Organization: Solitary or female with litter of 1–4 kittens with 1d4 HD each

Challenge Rating: 4

Treasure: None

Alignment: Always neutral

Advancement: 5–7 HD (Large), 8 HD (Huge)

Level Adjustment: +3 (cohort)

Catamounts are feline predators resembling large mountain lions. They dwell in forested upland areas of Northern Crown, preying on deer and smaller game. Solitary animals, they stake out a large and exclusive hunting range that typically includes several terrain types: forest verge, maple swamp, and mountain slopes.

COMBAT

Catamounts hunt by stalking and ambushing. They can leap incredible distances at unsuspecting prey, terminating this in a savage blow to the victim's neck or skull. They usually do not attack groups of well-armed humans, preferring solitary targets.

Jump (Sp): Catamounts can *jump* at will, as per the spell of the same name.

Magical Beast: Magical beasts have Darkvision with a range of 60 feet and Low-light Vision, and are proficient with their natural weapons. Magical beasts eat, sleep, and breathe.

Scent (Ex): A catamount can detect opponents within 30 feet by sense of smell, and can pinpoint the source of a scent if it is within 5 feet. If it has the Track feat, it can follow tracks by smell, making a Survival check DC 10 + 2 per hour that the trail is cold.

Stunning Leap (Ex): Each time a catamount makes a successful attack following a jump of 10 feet or more, the victim must make a Fortitude save at DC 14 or be stunned for one round.



DREAD RATTLER

Large Magical Beast (Evil, Reptilian)

Hit Dice: 5d10+15 (40 hp)

Initiative: +1 (Dex)

Speed: 20 ft. (4 squares), swim 20 ft.

AC: 17 (-1 size, +1 Dex, +7 natural), touch 10, flat-footed 16

Base Attack/Grapple: +5/+13

Attack: Bite +8 melee (1d8+6 plus poison)

Full Attack: Bite +8 melee (1d8+6 plus poison)

Space/Reach: 10 ft. (coiled)/10 ft.

Special Attacks: Improved Grab, Poison, Swallow Whole

Special Qualities: Scent, Spell-like Abilities, Darkvision 60 ft., Low-light Vision

Saves: Fort +7, Ref +5, Will +1

Abilities: Str 19, Dex 13, Con 17, Int 6, Wis 11, Cha 10

Skills: Hide +4, Move Silently +5, Spot +4

Feats: None

Environment: Temperate and warm forest, plains, and swamp

Organization: Solitary

Challenge Rating: 5

Treasure: Standard coins, standard goods (gems only), standard items (no scrolls)

Alignment: Always neutral evil

Advancement: 6–8 HD (Large), 9–12 HD (Huge)

Level Adjustment: +3 (cohort)

NORTHERN CROWN

Known as uktena (ook-TAY-nah) by the Cherokee, dread rattlers are dangerous reptiles inhabiting the forests, prairies, swamps, and mountains of Northern Crown. Although found as far north as the Commonwealth of New England, they are most common in the warm pine forests, mountain ledges, and swamps of the south.

A dread rattler resembles a large rattlesnake up to 30 feet long with a body diameter of two feet or more, and with small horn-like projections above each eye. Its scales are arranged in concentric diamond patterns of dull brown, yellow, and red. It is often found sunning itself on open rock ledges or in forest clearings; cold weather drives it into its den, which is usually either a natural cave or the abandoned burrow of a razorback hogge.

Because it swallows its prey whole and regurgitates inedible remains, a dread rattler accumulates the coins, gems, and durable items of human victims near its den.

COMBAT

Dread rattlers can use the Spell-like Abilities generated by their tail rattles either to scare their enemies away or to hypnotize their prey before striking. They inject poison into their prey, hold them in their jaws until paralyzed, then swallow them. Only Medium or smaller creatures can be swallowed. Larger creatures, if not scared off, will receive a quick bite, but will not be grabbed.

Magical Beast: Magical beasts have Darkvision with a range of 60 feet and Low-light Vision, and are proficient with their natural weapons. Magical beasts eat, sleep, and breathe.

Improved Grab (Ex): To use this ability, the creature must hit a Medium or smaller opponent with a bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can Swallow Whole.



Poison (Ex): Any Medium or smaller creature hit by a dread rattler's bite attack must make a Fortitude save at DC 18 or become paralyzed for 1d6 hours. One minute after being bitten, the victim must make a second save or take 1d6 points of damage from the venom.

Scent (Ex): This creature can detect opponents within 30 feet by sense of smell, and can pinpoint the source of a scent if it is within 5 feet. If it has the Track feat, it can follow tracks by smell, making a Survival check DC 10 + 2 per hour that the trail is cold.

Spell-like Abilities (Sp): By shaking its rattle as a free action, a dread rattler can cast either *scare* or *hypnotic pattern* at will. These abilities function as if cast by a 5th-level sorcerer (spell save DC 12), plus one level for every additional hit die possessed by the rattler.

Swallow Whole (Ex): If the creature makes a second successful grapple check after a grab, it swallows its prey, which can be up to Medium size. Damage is 1d8+6 bludgeoning plus 1d6 acid damage per round. A swallowed creature can cut its way out by using claws or a Small or Tiny slashing weapon to deal 18 points of damage to the stomach (AC 13); once the creature exits, muscular action closes the hole, so that another swallowed opponent must again cut its own way out. Or it can try to escape the grapple to move back into the attacker's mouth, where it may be bitten or swallowed again. This creature's stomach can hold 2 Medium-size, 4 Small, 8 Tiny, 16 Diminutive, or 32 Fine or smaller opponents.

GOUGOU

Gargantuan Giant (Aquatic)

Hit Dice: 24d8+144 (240 hp)

Initiative: -1 (Dex)

Speed: 30 ft. (6 squares), swim 20 ft.

AC: 17 (-4 size, -1 Dex, +12 natural), touch 5, flat-footed 17

Base Attack/Grapple: +18/+39

Attack: Claw +24 melee (2d6+9 + pouch)

Full Attack: 2 claws +24 melee (2d6+9 + pouch) and bite +19 melee (2d6+4)

Space/Reach: 20 ft./20 ft.

Special Attacks: Improved Grab, Pouch, Trample 2d8+9

Special Qualities: Amphibious, Low-light Vision

Saves: Fort +20, Ref +7, Will +7

Abilities: Str 28, Dex 9, Con 22, Int 6, Wis 8, Cha 7

Skills: Listen +1, Spot +1, Swim +13 (includes +4 racial bonus)

Feats: None

Environment: Aquatic

Organization: Solitary

Challenge Rating: 20

Treasure: Standard

Alignment: Always neutral

Advancement: 25-28 HD (Gargantuan)

Level Adjustment: —



Gougou (GOO-goo) are enormous amphibian giants of the Great Lakes region of Northern Crown. Highly primitive, they cannot wield weapons or make tools. They rely on their sharp claws to snatch anything within reach of their great arms, and eat deer, moose, and bear, in addition to humans. Few creatures of the northern wilderness are more feared — they have proved a major barrier to Uropan settlement in the region.

A gougou is an enormous biped, standing over 30 feet tall. Except for its head of long, lank hair, it is covered in broad scales resembling those of an armadillo. And, like a marsupial, it possesses a natural pouch on its ventral surface, which it uses to store food. The pouch is 8 feet deep, with an opening 5 feet wide. It can hold one Large creature or three Medium creatures. Gougou pouches often contain the castoff gear, weapons, and armor of their former occupants. Whatever treasure a gougou possesses will be found in its pouch.

Little is known about the life cycle of the gougou. It is presumed that the pouch is also used to hold their young, but no immature gougou have ever been spotted. Rumors persist that the gougou occasionally gather on one of the many islands dotting the northern portions of Mer Douce, where they rear their young. Because of their enormous size, even a large lake can only support one or two of the creatures. The total population of gougou in Northern Crown may be no higher than 10 to 20 individuals.

COMBAT

Gougou often lie in wait with only their heads above water, watching for canoes or other watercraft to stray within reach. Another favored tactic is to stake out a narrow stretch of fast-flowing river and simply wait for boats to drift by. A hungry gougou can easily step over the palisade walls of a typical First Ones village or Uropan outpost, stuff several victims into its pouch, and steal off into the night before the alarm is raised.

Aquatic Subtype: Aquatic creatures always have swim speeds and thus can move in water without making Swim checks. An aquatic creature can breathe underwater, but can't breathe air unless it has the Amphibious special quality.

Amphibious (Ex): Although this creature is aquatic, it can survive indefinitely on land.

Giant: Unlike most giants, gougou are not proficient with simple and martial weapons, or with armor or shields. They are proficient with their own natural weapons. Unless noted otherwise, giants have Low-light Vision. Giants eat, sleep, and breathe.

Improved Grab (Ex): To use this ability, the creature must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and places its victim in its pouch, to be eaten at leisure.

Pouch (Ex): If the creature makes a second successful grapple check after a grab, it places its prey — which can be up to Large size — in its pouch. The prey can hold its breath for 2 rounds per point of Constitution, then must make DC 10 Constitution checks each round with the DC increasing by +1 for each success. On a failure, the prey falls unconscious (0 hit points), then in the next round drops to -1 hit points and is dying. In the third round, it suffocates. The prey can cut its way out by using claws or a Small or Tiny slashing weapon to deal 25 points of damage to the pouch (AC 16); once the creature exits, muscular action closes the hole, so that another opponent must again cut its own way out. Or it can try to escape the grapple to leave the pouch. This creature's pouch can hold 1 Large, 3 Medium, 6 Small, 12 Tiny, 24 Diminutive, or 48 Fine or smaller opponents.

Trample (Ex): A gougou can trample Huge or smaller opponents for 2d8+9 points of bludgeoning damage as a full-round action. Opponents who do not make attacks of opportunity against the creature during the Trample, which are at a -4 penalty, can attempt a Reflex save at DC 31 for half damage.

HAINT

Medium Monstrous Humanoid (Chaotic, Evil)

Hit Dice: 1d8+4 (8 hp)

Initiative: +1 (Dex)

Speed: 30 ft. (6 squares)

AC: 14 (+1 Dex, +2 leather armor, +1 natural armor), touch 11, flat-footed 13

Base Attack/Grapple: +1/+4

Attack: Knife +3 melee (1d4+3) or handaxe +3 melee (1d6+3)

Full Attack: Knife +3 melee (1d4+3) or handaxe +3 melee (1d6+3)

Space/Reach: 5 ft./5 ft.

Special Attacks: Sneak Attack +1d6

Special Qualities: Darkvision 60 ft., Spell-like Abilities

Saves: Fort +3, Ref +1, Will +2

Abilities: Str 17, Dex 13, Con 11, Int 10, Wis 10, Cha 5

Skills: Hide +4, Intimidate +1, Listen +2, Move Silently +5, Sleight of Hand +4, Spot +4

Feats: Toughness

NORTHERN CROWN

Environment: Any settled

Organization: Solitary or group (2d4)

Challenge Rating: 1

Treasure: No coins, 50% goods, 50% items

Alignment: Always chaotic evil

Advancement: 2–8 HD (Medium)

Level Adjustment: —

Haints are the ruins of people who have given themselves completely to evil and depravity, gaining certain special abilities at the cost of a monstrous ruination of their physical form. They are shunned by most of humankind, and lurk in forlorn environments, including swamps, bogs, and tangled forests, emerging under the cover of darkness to rob, terrorize, and kill. They are sometimes called bogeymen or goons by Uropan commoners; the First Ones refer to them simply as bad ones.

A haint looks like a bloody corpse dressed in shabby clothes, with lank hair and sunken eyes; it is often mistaken for a zombie or ghoul, but is not undead. It moves with a fearsome, loping stride, fast but ungainly. By day, haints hunt for vermin or small animals, and huddle in their lair — usually a cave, abandoned shack, or thicket. Although they do not have any practical use for valuables, they do often collect trinkets from their victims as souvenirs and display them in their lairs.

Although most often solitary, haints do occur in small groups, which are usually composed of evil humans who participated in the same string of grisly crimes before becoming monstrous. They speak the language they knew as humans, but do not retain any of their former skills or class abilities.



COMBAT

Haints are cold-blooded killers, preying upon innocent victims. They like to enter an empty house using their *knock* ability, and then lie in wait behind a door, in a closet, or even under a bed for the occupant to return. Then, they make Sneak Attacks with their knife or handaxe, before slinking back to their lair. Occasionally, a haint will leave one member of a household alive, simply to leave a witness to their foul crimes.

Monstrous Humanoid: Monstrous humanoids have Darkvision with a range of 60 feet, and are proficient with all simple weapons and with any weapons and armor mentioned in their entries, as well as with lighter armor types and shields (if they are proficient with any form of armor). They eat, sleep, and breathe.

Sneak Attack (Ex): Any time the haint's target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the haint flanks the target, the haint's attack deals extra damage. The extra damage is +1d6 at 1st level and an additional 1d6 every two levels thereafter. Should the haint score a critical hit with a sneak attack, this extra damage is not multiplied.

Spell-like Abilities (Sp): A haint can cast *knock* three times per day. This ability functions as if cast by a 3rd-level sorcerer.

HAUNTED SCARECROW

Medium Undead (Evil)

Hit Dice: 3d12 (19 hp)

Initiative: +5 (+1 Dex, +4 Improved Initiative)

Speed: 30 ft. (6 squares)

AC: 15 (+1 Dex, +4 natural), touch 11, flat-footed 14

Base Attack/Grapple: +1/+3

Attack: Claw +3 melee (1d4+1)

Full Attack: 2 claws +3 melee (1d4+1)

Space/Reach: 5 ft./5 ft.

Special Attacks: None

Special Qualities: Darkvision 60 ft., Frightful Presence, Immunities, Vulnerability to Fire

Saves: Fort +0, Ref +1, Will +3

Abilities: Str 13, Dex 12, Con —, Int 7, Wis 10, Cha 11

Skills: Hide +6, Listen +4, Move Silently +7, Spot +5

Feats: Improved Initiative

Environment: Any settled

Organization: Solitary or group (2d4)

Challenge Rating: 3

Treasure: Standard

Alignment: Usually neutral evil

Advancement: 4–8 HD (Medium)

Level Adjustment: —

Haunted scarecrows are the undead spirits of evil humans, which possess an ordinary scarecrow planted by chance near their burial spot. They invest their bodies of sticks, cloth, and straw with negative energy, allowing them to wander nearby roads and fields in search of innocent vic-



tims, which they bury nearby to increase their own power. For every victim buried within 30 feet of its own burial location, a haunted scarecrow gains one hit die, to a maximum of 8 HD. Haunted scarecrows cannot travel more than one mile from their burial site without losing possession of their scarecrow bodies.

In Northern Crown, haunted scarecrows are common near the sites of early Uropan settlements and outposts, many of which failed due to famine, disease, or strife. Rarely, a spirit of neutral or good alignment may inhabit a scarecrow in order to avenge its own murder or complete a task left unfinished at the time of its death.

Although they have no use for valuables, haunted scarecrows usually bury their victims along with any coins, goods, or items they carry with them.

COMBAT

Haunted scarecrows often pose as ordinary scarecrows, remaining motionless until their prey comes within reach, then attacking from behind. They are wary of humans who carry torches or other sources of open flame, for fire can quickly destroy them.

Frightful Presence (Ex): When the creature attacks, opponents with 2 HD or less, and who are within 30 feet, become frightened for 5d6 rounds. Opponents can resist with a Will save DC of 11. An opponent who succeeds at the saving throw is immune to that creature's Frightful Presence for one day. This is a mind-affecting fear affect.

Immunities: Haunted scarecrows suffer only half damage from piercing and slashing weapons. They take no damage from attacks that inflict cold damage.

Undead: Undead are immune to poison, sleep effects, paralysis, stunning, disease, death effects, and mind-influ-

encing effects. Undead are not subject to critical hits, non-lethal damage, ability drain, damage to its physical ability scores, energy drain, fatigue, and exhaustion. They have no Constitution scores and are therefore immune to any effect requiring a Fortitude save (unless it affects objects). Undead have Darkvision with a range of 60 feet. Undead do not breathe, eat, or sleep. An undead creature is not at risk of death from massive damage, but when reduced to 0 hit points or less it is immediately destroyed. Undead cannot be *raised* or *reincarnated*, but negative energy can heal them. *Resurrection* and *true resurrection* returns them back into living creatures. Undead are proficient with their natural weapons, all simple weapons, and any weapons and armor mentioned in their entry, as well as all lighter types of armor and shields (if they are proficient with any form of armor).

Vulnerability to Fire: Fire inflicts half again as much damage as normal, regardless of whether a saving throw is allowed or if the save is a success or failure.

HEADLESS RIDER

Medium Undead (Evil)

Hit Dice: 9d12 (57 hp)

Initiative: +1 (Dex)

Speed: 30 ft. (6 squares)

AC: 19 (+1 Dex, +5 breastplate, +3 natural), touch 11, flat-footed 18

Base Attack/Grapple: +4/+8

Attack: Keen saber +8 (1d6+1, 17–20/x2)

Full Attack: Keen saber + 8/+4 melee (1d6+1, 17–20/x2)

Space/Reach: 5 ft./5 ft.

Special Attacks: Head Hurling

Special Qualities: Frightful Presence, Darkvision 60 ft., Immunities

Saves: Fort +3, Ref +5, Will +8

Abilities: Str 18, Dex 15, Con —, Int 15, Wis 15, Cha 16

Skills: Hide +6, Listen +14, Move Silently +6, Ride +13, Spot +14

Feats: Power Attack, Mounted Combat, Ride-by Attack

Environment: Any

Organization: Solitary

Challenge Rating: 9

Treasure: None

Alignment: Always chaotic evil

Advancement: 10–12 HD (Medium)

Level Adjustment: —

Headless riders are the undead remains of evil Uropan soldiers and bandits who have murdered innocent captives. Finally brought to justice and beheaded by lawful authorities, in death they have made a pact with the infernal regions to allow them continue their wanton slaughter as undead creatures. They are capable of terrorizing a wide area, as they ride through the night in pursuit of prey, mounted on a fiendish heavy warhorse.

A headless rider appears as an armored soldier on horseback, with riding boots, a metal breastplate, and a long, trailing cloak. The heads of its victims are strung from the horse's saddle as grisly trophies. Despite its missing head, it can still see and hear acutely, making it hard for prey to hide from it.

COMBAT

Headless riders seek to inflict the same treatment upon the living that they themselves have suffered. Once a humanoid foe is slain, the rider can behead it as a free action, and add it to its collection. The heads are not merely trophies, but weapons, which the rider can hurl at its foes. A typical rider will have 1d6 heads at its disposal.

Frightful Presence (Ex): When the creature attacks, opponents with 8 HD or less, and who are within 30 feet, become shaken for 5d6 rounds. Opponents can resist with a Will save DC of 17. An opponent who succeeds at the saving throw is immune to that creature's Frightful Presence for one day. This is a mind-affecting fear affect.

Head Hurling (Su): Any severed human head can be used as a ranged weapon by a headless rider. The head has a range increment of 10 feet. When thrown, the head becomes empowered with one of the following spell-like effects, chosen by the GM. A hurled head is destroyed upon impact.

Fireball: The head bursts into flame when thrown, and creates an effect equivalent to a *fireball* spell at the point of impact, as if cast by a 5th-level sorcerer (spell save DC 15).

Scare: The head creates an effect equivalent to a *scare* spell at the point of impact, as if cast by a 5th level sorcerer (spell save DC 15).

Undead: Undead are immune to poison, sleep effects, paralysis, stunning, disease, death effects, and mind-influencing effects. Undead are not subject to critical hits, non-lethal damage, ability drain, damage to its physical ability scores, energy drain, fatigue, and exhaustion. They have no Constitution scores and are therefore immune to any effect



requiring a Fortitude save (unless it affects objects). Undead have Darkvision with a range of 60 feet. Undead do not breathe, eat, or sleep. An undead creature is not at risk of death from massive damage, but when reduced to 0 hit points or less it is immediately destroyed. Undead cannot be *raised* or *reincarnated*, but negative energy can heal them. *Resurrection* and *true resurrection* returns them back into living creatures. Undead are proficient with their natural weapons, all simple weapons, and any weapons and armor mentioned in their entry, as well as all lighter types of armor and shields (if they are proficient with any form of armor).

HY-DRY TORTOISE

Huge Magical Beast

Hit Dice: 8d10+32 (76 hp)

Initiative: -1 (Dex)

Speed: 15 feet (3 squares), swim 10 ft., burrow 5 ft.

AC: 19 (-2 size, -1 Dex, +12 natural), touch 7, flat-footed 19

Base Attack/Grapple: +6/+20

Attack: Bite +12 (2d6+12)

Full Attack: 2 bites +12/+7 melee (2d6+12)

Space/Reach: 15 ft./10 ft.

Special Attacks: Trample 3d4

Special Qualities: Darkvision 60 ft., Low-light Vision

Saves: Fort +10, Ref +1, Will +2

Abilities: Str 26, Dex 8, Con 18, Int 1, Wis 10, Cha 9

Skills: Hide +4, Listen +1, Move Silently +1, Spot +3

Environment: Warm temperate forest

Organization: Solitary

Challenge Rating: 8

Treasure: None

Alignment: Always neutral

Advancement: 9-12 HD (Huge); 13-16 HD (Gargantuan)

Level Adjustment: —

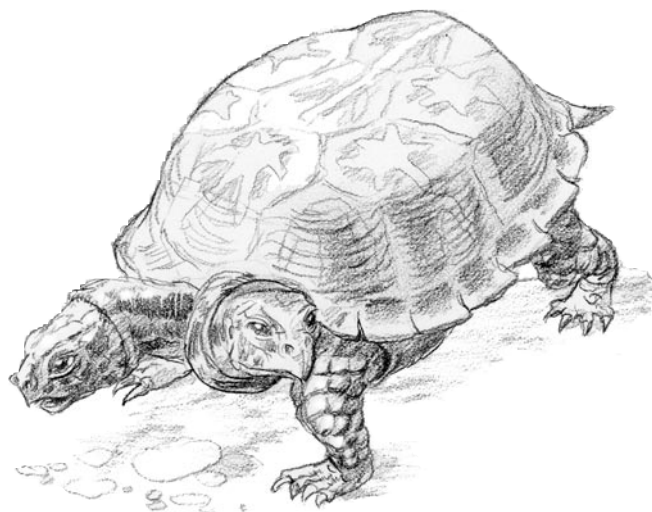
The hy-dry tortoise is a predator of the southern pine forests of Northern Crown. Although it will eat vegetation, it prefers fresh meat and will lie in wait along paths, game trails, and watering holes.

This monster resembles a huge box tortoise, with a smooth carapace of mottled yellow and black, and wrinkled greenish-black skin. It has two heads, which are arranged side by side in the anterior opening of the carapace. Although each head has a functioning brain, one head is dominant and has control over the body's movements. Its shell is valued by First Ones armorers as a material for shields and armor. Reports of three-headed hy-dry tortoises have not been verified, although rumors persist.

COMBAT

A hy-dry tortoise is an ambusher; if prey is not killed on the first attack, it will likely escape the tortoise. Its natural food is deer, but it will gladly attack human prey. If threatened, it will either draw its head and legs into its shell, or back into its nearby earthen burrow, presenting only its snapping heads to anything foolish enough to follow.

Magical Beast: Magical beasts have Darkvision with a range of 60 feet and Low-light Vision, and are proficient with their natural weapons. Magical beasts eat, sleep, and breathe.



Trample (Ex): The creature can Trample Large or smaller creatures for 3d4 points of bludgeoning damage as a full-round action. Opponents who do not make attacks of opportunity against the creature during the Trample, which are at a -4 penalty, can attempt a Reflex save (DC 22) to halve the damage.

KAWKONTWAWK

Small Magical Beast

Hit Dice: 1d10 (5 hp)

Initiative: +3 (Dex)

Speed: 10 ft. (2 squares), fly 40 ft. (good)

AC: 14 (+1 size, +3 Dex), touch 14, flat-footed 11

Base Attack/Grapple: +1/-7

Attack: Bite +4 melee (1d4)

Full Attack: Bite +4 melee (1d4)

Space/Reach: 5 ft./5 ft.

Special Attacks: None

Special Qualities: Spell-like Abilities, Darkvision 60 ft., Low-light Vision

Saves: Fort +2, Ref +5, Will +0

Abilities: Str 7, Dex 17, Con 11, Int 10, Wis 11, Cha 15

Skills: Appraise +4, Balance +5, Hide +4, Listen +4, Spot +6

Feats: Flyby Attack, Weapon Finesse (bite)

Environment: Cold forest and mountains

Organization: Solitary or flock (1d20+1)

Challenge Rating: 2

Treasure: Standard coins; standard goods (gems only); standard items (rings only)

Alignment: Often neutral

Advancement: 2–3 HD (Small)

Level Adjustment: +1

Kawkontwawk (caw-KONN-too-awk) are intelligent birds resembling very large ravens, with shiny black feathers and dull, slate-gray eyes. The First Ones believe that they are a holdover from the Uncounted Time — either

survivors of the age when beasts had the power of human speech, or else the spirits of powerful Maker sorcerers in animal form. Whatever their origin, kawkontwawk do speak a language related to First Ones tongues, and possess a burning desire for material wealth.

These magical beasts live in colonies built atop inaccessible crags in cold, mountainous areas, but are often found away from their nests, scouring riverbanks and mountainsides for gold nuggets and semiprecious stones, or swooping down upon human travelers to snatch their jewelry and purses — even plucking off brass buttons and shoe buckles. All valuables are brought back to their nests, and lovingly sorted and traded or gambled away to other kawkontwawk. In fact, these creatures are dedicated gamblers, and have been known to join in human gambling games. They speak all First Ones languages.

COMBAT

Not formidable fighters, kawkontwawk rely on snatch-and-grab raids to deprive victims of their wealth. When defending their nests, they use Flyby Attack *en masse*, or cast spells from a distance.

Magical Beast: Magical beasts have Darkvision with a range of 60 feet and Low-light Vision, and are proficient with their natural weapons. Magical beasts eat, sleep, and breathe.

Spell-like Abilities (Sp): Once each per day, a kawkontwawk can cast *mage armor* and *ventriloquism*. These abilities function as if cast by a 1st-level sorcerer (spell save DC 13).

LANTERNJACK

Medium Undead (Evil)

Hit Dice: 6d10 (33 hp)

Initiative: +2 (Dex)

Speed: 30 ft. (6 squares)

AC: 14 (+2 Dex, +2 leather armor), touch 12, flat-footed 12

Base Attack/Grapple: +3/+7

Attack: Broadsword +7 melee (1d8+1 plus Energy Drain)

Full Attack: Broadsword +7 melee (1d8+1 plus Energy Drain)

Space/Reach: 5 ft./10 ft.

Special Attacks: Energy Drain

Special Qualities: DR 5/—, Frightful Presence, SR 14, Darkvision 60 ft., Immunities

Saves: Fort +2, Ref +4, Will +7

Abilities: Str 18, Dex 14, Con —, Int 12, Wis 15, Cha 12

Skills: Hide +11, Listen +11, Move Silently +11, Spot +11

Feats: Fencing, Power Attack

Environment: Any

Organization: Solitary or group (1d3+1)

Challenge Rating: 6

Treasure: None

Alignment: Always lawful evil

Advancement: 7–9 HD (Medium)

Level Adjustment: —

NORTHERN CROWN

Lanternjacks are wandering undead who roam the roads and darkened streets of Uropan lands looking for human souls, armed with a broadsword and a baleful lantern. They only appear at night, usually under a cloudy or moonless sky.

A lanternjack resembles a disheveled vagrant clad in a filthy leather coat. Its leering face is horrible to behold. It will surprise travelers on a lonely stretch of road, often causing horses to throw their rider before closing in on the victim. According to legend, lanternjacks are evil humans who sold their souls to the infernal realm in exchange for eternal life, but neglected to ask for eternal youth. Doomed to wander the earth forever, they seek in vain to steal a soul to replace the one they sold.

COMBAT

Lanternjacks use their broadswords to hold off attackers, but their primary weapon is their lantern — an ordinary item that they use to project their Energy Draining ability. The lantern casts a 10-foot ray that requires a ranged touch attack to score a hit. A lanternjack whose lantern is destroyed or taken can still use its Energy Drain ability as a touch attack.

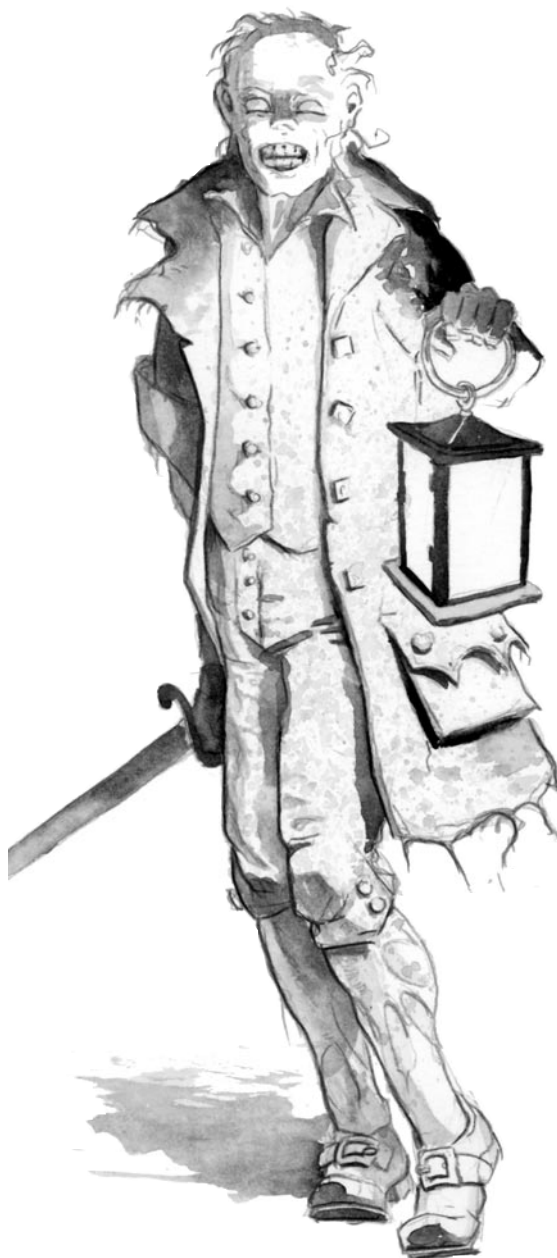
Undead: Undead are immune to poison, sleep effects, paralysis, stunning, disease, death effects, and mind-influencing effects. Undead are not subject to critical hits, nonlethal damage, ability drain, damage to its physical ability scores, energy drain, fatigue, and exhaustion. They have no Constitution scores and are therefore immune to any effect requiring a Fortitude save (unless it affects objects). Undead have Darkvision with a range of 60 feet. Undead do not breathe, eat, or sleep. An undead creature is not at risk of death from massive damage, but when reduced to 0 hit points or less it is immediately destroyed. Undead cannot be *raised* or *reincarnated*, but negative energy can heal them. *Resurrection* and *true resurrection* returns them back into living creatures. Undead are proficient with their natural weapons, all simple weapons, and any weapons and armor mentioned in their entry, as well as all lighter types of armor and shields) if they are proficient with any form of armor).

Energy Drain (Su): Each successful energy-draining lantern or touch attack bestows 1 negative level on the character. An affected opponent suffers -1 to all skill and ability checks, attack rolls, and saving throws, and loses one effective level or Hit Die (whenever level is used in a die roll or calculation) for each negative level. A spellcaster loses one spell slot of the highest level of spells he can cast, and one prepared spell of that level until the negative level is removed. Negative levels remain for 24 hours or until removed with a spell, such as *restoration*. After 24 hours, the afflicted character must attempt a Fortitude save (DC 15). On a success, the negative level goes away causing no harm. If it fails, the negative level goes away, but the character's level is also reduced by 1. A separate saving throw is required for each negative level. A character with negative levels at least equal to her current level, or drained below 1st level, is instantly slain. She will rise the next night as a lanternjack with 5 HD. A creature gains 5 temporary hit points for each negative level it inflicts.

Damage Reduction (Su): The creature ignores 5 hit points from all weapons and natural attacks.

Frightful Presence (Ex): When the creature attacks, opponents with 5 HD or less, and who are within 30 feet, become shaken for 5d6 rounds. Opponents can resist with a Will save DC of 14. An opponent who succeeds at the saving throw is immune to that creature's Frightful Presence for one day. This is a mind-affecting fear affect.

Spell Resistance (Ex): To determine if a spell or spell-like ability works against the creature, the spellcaster makes a level check (1d20 + caster level). If the result equals or exceeds 14, the spell works normally, though the creature still gets a saving throw if the spell allows such.



MISIG'NWA

Huge Magical Beast

Hit Dice: 8d10+40 (84 hp)

Initiative: +1 (Dex)

Speed: 30 ft. (6 squares), Swim 20 ft.

AC: 14 (-2 size, +1 Dex, +5 natural armor), touch 9, flat-footed 13

Base Attack/Grapple: +6/+22

Attack: Claw +14 melee (1d8+2)

Full Attack: 2 claws +14 melee (1d8+2)

Space/Reach: 10 ft./15 ft.

Special Attacks: *Polymorphing Breath*

Special Qualities: Darkvision 60 ft., Low-light Vision, Scent, Speak with Animals, Spell-like Abilities

Saves: Fort +11, Ref +7, Will +6

Abilities: Str 26, Dex 12, Con 21, Int 10, Wis 18, Cha 10

Skills: Hide +1, Jump +7, Knowledge (nature) +5, Listen +6, Move Silently +4, Spot +6, Swim +7, Survival +8

Feats: Track, Alertness

Environment: Temperate forest

Organization: Solitary

Challenge Rating: 8

Treasure: None

Alignment: Always neutral good

Advancement: 9–15 HD (Huge)

Level Adjustment: —

The misig'nwa (miss-IG-in-wah), or hunting spirit, patrols the forests of Northern Crown, ensuring that humans do not hunt animals purely for sport or for profit. It exacts a terrible justice upon human hunters who kill without showing proper respect for the spirit of the slain creature. Misig'nwa also have been known to lend their support to First Ones druids in defense of the living world, appearing without being asked, giving aid, and leaving without waiting to be thanked.

A misig'nwa resembles a hulking, hairy black bear that walks upright like a human being. Its eyes are said to be its most human aspect — dark, animate, and capable of displaying both great kindness and great wrath. It speaks the languages of all First Ones cultures, with a deep, rumbling voice that rises to a thunderous roar when angry.

COMBAT

Misig'nwa often use their *greater invisibility* to observe humans undetected, quietly stalking them and observing their actions for hours or days before deciding whether to punish them or spare them, based upon their treatment of other living creatures. Once a decision is made to punish a transgression, misig'nwa always reveal themselves and pronounce sentence upon their quarry before attempting to *polymorph* them into deer as an appropriate punishment. Extremely contrite and repentant humans are sometimes spared, while those who resist are subject to attack from the misig'nwa's bear-like claws.

Magical Beast: Magical beasts have Darkvision with a range of 60 feet and Low-light Vision, and are proficient



with their natural weapons. Magical beasts eat, sleep, and breathe.

Polymorphing Breath (Su): Every 1d4 rounds as a standard action, a misig'nwa can emit a 30-foot line of magical breath that acts like the spell *polymorph*. No attack roll is necessary; any character caught in the area must make a Fortitude save (DC 16) to avoid the effects of the spell. Affected creatures are permanently *polymorphed* into deer.

Scent (Ex): This creature can detect opponents within 30 feet by sense of smell, and can pinpoint the source of a scent if it is within 5 feet. If it has the Track feat, it can follow tracks by smell, making a Survival check DC 10 + 2 per hour that the trail is cold.

Speak with Animals: Misig'nwa can communicate with all normal animals.

Spell-Like Abilities: At will, a misig'nwa can cast *greater invisibility* on itself only. This ability is equivalent to a spell cast by a 5th level sorcerer (save DC 14).

MOOS-SOOGIT

Huge Outsider

Hit Dice: 14d8+70 (133 hp)

Initiative: +4 (Improved Initiative)

Speed: 40 ft. (8 squares), Swim 30 ft.

AC: 15 (-2 size, -1 Dex, +8 natural), touch 7, flat-footed 15

NORTHERN CROWN

Base Attack/Grapple: +12/+29

Attack: Antlers +21 melee (2d6+9)

Full Attack: Antlers +21 melee (2d6+9) and 2 hooves +16 melee (1d8+4)

Space/Reach: 15 ft./10 ft.

Special Attacks: Trample 2d8+3, Bellow

Special Qualities: Darkvision 60 ft., DR 10/—, SR 22, Tremorsense 30 ft., Scent, Druid Abilities, Spells

Saves: Fort +14, Ref +8, Will +13

Abilities: Str 28, Dex 9, Con 21, Int 17, Wis 18, Cha 15

Skills: Concentration +11, Handle Animal +15, Heal +13, Intimidate +10, Knowledge (Nature) +15, Survival +15, Swim +14

Feats: Improved Initiative, Endurance, Great Fortitude, Track

Environment: Bog

Organization: Solitary

Challenge Rating: 14

Treasure: None

Alignment: Always neutral

Advancement: 15–24 HD (Huge)

Level Adjustment: —

Moos-soogit, (moose-SOO-git) the manito guardians of the bogs and boreal forests of Northern Crown, appear as an enormous reddish-brown moose with massive antlers. Like the pomola guardians of the mountain peaks, they seek to keep humans away from areas of pristine wilderness, and become exceedingly wrathful when animals or plants within their domain are wantonly destroyed.

COMBAT

Moos-soogit prefer to catch their enemies while they are mired in soft ground, or while crossing open water. They often overturn boats with their antlers, then attack the passengers in the water. On dry ground they charge and trample, while their bodyguard of moose keep prey from escaping. Often, they use their druid powers to entangle enemies before they attack.

Outsider: Outsiders have Darkvision with a range of 60 feet. They are proficient with all simple and martial weapons and the armor and weapons mentioned in their entries, as well as with shields and all lighter types of armor (if they are proficient with any armor). A slain outsider cannot be *raised*, *reincarnated*, or *resurrected*, although a *limited wish*, *wish*, *miracle*, or *true resurrection* spell can restore it to life. Outsiders breathe, but do not need to eat or sleep.

Bellow (Ex): Every 1d4 rounds, a moos-soogit can let out a thunderous bellow that affects all enemies within 30 feet. All those affected must make a Fortitude save at DC 15 or be shaken for the duration of the encounter.

Trample (Ex): The creature can Trample Large or smaller creatures for 2d8+3 points of bludgeoning damage as a full-round action. Opponents who do not make attacks of opportunity against the creature during the Trample, which are at a –4 penalty, can attempt a Reflex save (DC 26) to halve the damage.

Damage Reduction (Su): The creature ignores 10 hit points from all weapons and natural attacks.

Spell Resistance (Ex): To determine if a spell or spell-like ability works against the creature, the spellcaster makes a level check (1d20 + caster level). If the result equals or exceeds 22, the spell works normally, though the creature still gets a saving throw if the spell allows such.

Tremorsense (Ex): By feeling vibrations in the earth, the creature can automatically pinpoint the location of anything that is in contact with the ground and within 30 ft.

Scent (Ex): This creature can detect opponents within 30 feet by sense of smell, and can pinpoint the source of a scent if it is within 5 feet. If it has the Track feat, it can follow tracks by smell, making a Survival check DC 10 + 2 per hour that the trail is cold.

Druid Abilities: Moos-soogit can use the following abilities once per day: *nature sense*, *wild empathy*, *woodland stride*, *trackless step*, *resist nature's lure*. They can also use *wild shape* twice per day. These abilities are equivalent to those of a 6th-level druid.

Spells: (5/4/4/3) Moos-soogit have the spellcasting abilities of a 6th-level druid, with a save DC of 14 + spell level. They usually have the following spells prepared: 0 level — *detect magic*, *flare*, *guidance*, *know direction*, *purify food and drink*; 1st level — *entangle*, *jump*, *longstrider*, *obscuring mist*; 2nd level — *bull's strength*, *resist energy*, *soften earth and stone*, *summon swarm*; 3rd level — *plant growth*, *spike growth*, *water breathing*.



NUNNE'HI

Medium Fey

Hit Dice: 7d6 (24 hp)

Initiative: +6 (+2 Dex, +4 Improved Initiative)

Speed: 30 ft. (6 squares)

AC: 12 (+2 Dex), touch 12, flat-footed 10

Base Attack/Grapple: +3/+3

Attack: Knife +3 melee (1d3) or longbow +5 ranged (1d8)

Full Attack: Knife +3 melee (1d3) or longbow +5 ranged (1d8)

Space/Reach: 5 ft./5 ft.

Special Attacks: None

Special Qualities: Low-light Vision, Spell-like Abilities

Saves: Fort +2, Ref +7, Will +8

Abilities: Str 11, Dex 15, Con 11, Int 15, Wis 17, Cha 19

Skills: Diplomacy +9, Knowledge (History) +4, Sense Motive +9

Feats: Improved Initiative, Force Majeure, Negotiator

Environment: Temperate mountains and underground

Organization: Solitary, group (1–10) or clan (11–100)

Challenge Rating: 7

Treasure: None

Alignment: Usually neutral good

Advancement: By character class

Level Adjustment: +3

Nunne'hi (NUN-eh-hee) are immortal fey creatures of the mountain vales of Northern Crown. Because of their power to remain invisible, they are known as "the ones who live anywhere." Although they usually take the role of teachers, guardians, and archivists of the human cultures with whom they share the land, they are also capable of dispassionate acts of retribution against individuals who fail to accord them proper respect or who attempt to uncover the secrets of their well-hidden subterranean halls.

Famed as musicians and dancers, nunne'hi are often heard before they are seen, their sad, ethereal songs seeming to issue from the earth itself as others approach. They may appear unbidden at important religious festivals to participate in sacred dances; such visits are considered important omens, and are said to presage a great event in the history of the community. At times of crisis, they may participate in First Ones community councils, serving as advisors and arbitrators to the local leadership.

The halls of the nunne'hi are hidden beneath the mountains, with gates concealed behind roaring waterfalls, beneath pools, or in cool, shady glens. Their walls are carved with pictographs that record thousands of years of human and fey history; their chambers are repositories of ancient artifacts, some from long-vanished human cultures like the Makers and the Moundraisers. Their society mirrors that of many First Ones cultures, with matriarchal clans and leaders chosen from families of royal blood. Occasional marriages have occurred between nunne'hi and humans in the past, but they are quite rare.

Occasionally, a nunne'hi will take a promising human bard as a student; candidates must be of good alignment, with a Charisma of 15 or greater. Their teaching involves periodic visits from the nunne'hi over the course of a year, during which they learn some of the secrets of fey music and magic. Nunne'hi-trained human bards receive a +2



bonus to Perform and Spellcraft checks, and gain *ghost sound* and *ventriloquism* as spell-like abilities, which can be cast once per day using their class level to determine spell effects, and using their own save DC as a bard.

A nunne'hi resembles a tall human dressed in clothing reminiscent of a noble man or woman from a neighboring First Ones culture, with a grave, regal bearing and intense gaze. He or she always carries a musical instrument, most often a six-holed wooden flute, but water drums and rattles are also seen.

COMBAT

Nunne'hi prefer to slip away unseen or use their spell-like abilities rather than engage in combat. They do not their weapons unless trapped, or when coming to the aid of a threatened human or animal ally. They prefer to shoot arrows from a safe distance rather than engage in melee, but will employ their stone knives if no other options are available.

Fey: Fey have Low-light Vision, and are proficient with all simple weapons and the weapons and armor mentioned in their entries, as well as all lighter types of armor and shields (if they are proficient with any form of armor). Fey not indicated as wearing armor are not proficient with armor. Fey eat, sleep, and breathe.

NORTHERN CROWN

Spell-Like Abilities: A nunne'hi can cast *greater invisibility* on itself at will, as a spell-like ability. It can also cast *ghost sound* and *ventriloquism* at will. It can cast the following spells once per day: *charm person*, *deep slumber*, *disguise self*, *dispel magic*, *enthrall*, *glibness*, *good hope*, *suggestion*, *tongues*. These abilities are equivalent to spells cast by a 7th-level bard (save DC 14).

NUNNE'HI CHARACTERS

A nunnehi's favored class is bard, but nunne'hi communities include a smattering of druids, scouts, and sorcerers as well.

NYAH-GWAHEH

Gargantuan Magical Beast

Hit Dice: 20d10+140 (250 hp)

Initiative: +4 (Improved Initiative)

Speed: 30 ft. (6 squares), swim 20 ft.

AC: 15 (−4 size, +9 natural), touch 6, flat-footed 15

Base Attack/Grapple: +16/+40

Attack: Bite +28 melee (2d8+12)

Full Attack: Bite +28 melee (2d8+12) and 2 claws +23 melee (2d6+6)

Space/Reach: 20 ft./15 ft.

Special Attacks: Improved Grab

Special Qualities: Darkvision 60 ft., Low-light Vision, Camouflage, Scent

Saves: Fort +18, Ref +11, Will +6

Abilities: Str 35, Dex 10, Con 25, Int 5, Wis 11, Cha 7

Skills: Hide +1 (includes +4 natural camouflage bonus), Move Silently +2, Spot +2

Feats: Improved Initiative

Environment: Temperate forest

Organization: Solitary

Challenge Rating: 20

Treasure: None

Alignment: Always neutral

Advancement: 21–25 HD (Gargantuan)

Level Adjustment: —

The nyah-gwaheh (en-YAH-GWAH-hey), or great bear, is a massive carnivore. It is said to den in remote forest areas unseen by human eyes, spending most of its time in a dormant state. Periodically, a nyah-gwaheh awakens from slumber to begin an intense period of hunting lasting up to one year, gorging itself on whatever game meat it can obtain, from rabbits and squirrels to moose and elk. During its hunting phase, it wanders hundreds of miles in search of prey. Most nyah-gwaheh do not consider people as prey animals, but they systematically destroy any human settlements they happen to find in order to eliminate competition from human hunters. Once sated on game meat, they go back to their den and return to a dormant state for several years before leaving to hunt again.

A nyah-gwaheh resembles an enormous bear; it is either brown, black, or white, with massive limbs, long claws, and powerful jaws. Its back is covered with a thick carpet of moss and lichen — a legacy of its long dormant state — which provides it with effective camouflage.

COMBAT

Nyah-gwaheh prefer to attack from a covered position, using trees, brush, and their own natural camouflage to effect surprise. Once grabbed, prey is bitten to death and the corpse dragged away to be eaten in safety, or buried under leaves or dirt for later retrieval.

Magical Beast: Magical beasts have Darkvision with a range of 60 feet and Low-light Vision, and are proficient with their natural weapons. Magical beasts eat, sleep, and breathe.

Camouflage (Ex): A nyah-gwaheh that takes no actions in a given round gains an additional +8 to Hide checks in forest terrain.

Improved Grab (Ex): If the creature hits an opponent of at least Huge or smaller with its claw attack, it deals normal damage and either attempts to start a grapple as a free action without provoking an attack of opportunity, or it pulls the opponent into its space without provoking an attack of opportunity and holds him with a −20 penalty to grapple checks, using its remaining attacks against other opponents (in this case, it does not lose its Dexterity bonus to AC and still threatens and area). A successful hold does not deal any additional damage. Each successful grapple check it makes during successive rounds automatically deals bite damage.

Scent (Ex): This creature can detect opponents within 30 feet by sense of smell, and can pinpoint the source of a scent if it is within 5 feet. If it has the Track feat, it can follow tracks by smell, making a Survival check DC 10 + 2 per hour that the trail is cold.



OKANANGAN

Huge Magical Beast

Hit Dice: 10d10+60 (115 hp)

Initiative: 0

Speed: Swim 40 ft. (8 squares)

AC: 15 (-2 size, +7 natural), touch 8, flat-footed 15

Base Attack/Grapple: +8/+23

Attack: Bite +15 melee (1d12+7)

Full Attack: Bite +15 melee (1d12+7) and tail +10 melee (1d10+3)

Space/Reach: 20 ft. (coiled)/10 ft.

Special Attacks: Wave Thrash

Special Qualities: Darkvision 60 ft., Low-light Vision

Saves: Fort +15, Ref +7, Will +4

Abilities: Str 25, Dex 11, Con 22, Int 1, Wis 12, Cha 2

Skills: Hide +1, Listen +5, Spot +4

Feats: Great Fortitude

Environment: Rivers and lakes

Organization: Solitary

Challenge Rating: 10

Treasure: None

Alignment: Always neutral

Advancement: 11–14 HD (huge); 15–20 HD (gargantuan)

Level Adjustment: —

Okanangan (oh-kah-NAHN-gan) are a wide-ranging group of serpentine lake monsters, given many local names by both First Ones and Uropans who live near their habitats. They favor deep lakes with steep-sided shores, but have been known to inhabit large rivers as well. It is thought that these huge creatures feed on game fish like salmon, trout, and sturgeon, using their long, coiling bodies to herd a school of fish into a tight mass before feeding.

Natural philosophers disagree over whether the okanangan is reptilian or mammalian, although they have given it the Latin name *Megophias*, or big snake. Its skin is smooth and shiny like the hide of a whale, but it has no flippers. Its head is strangely horse-like, with two knobby horns often mistaken for stalked eyes. It is often spotted as a series of three to five humps or coils just breaking the surface of the water.

COMBAT

Okanangan are not normally aggressive creatures, but will attack if startled or bumped into while feeding. They are strongly attracted to fishing boats, however, and will capsize one to spill its catch into the water; anglers may delay such an attack for 2d6 rounds by throwing 20 pounds or more of fish over the side to distract the creature.

Because of their size, okanangan require a huge amount of territory to sustain them. Even a large lake will have no more than two or three. How they breed is unclear, but it is suspected that they can haul themselves over land for short distances to find mates in neighboring lakes, much as eels do. Their mating season is probably in March and April, because most unprovoked attacks on boats occur then, when male okanangan are thought to be engaged in fights with rival males over breeding rights.



Magical Beast: Magical beasts have Darkvision with a range of 60 feet and Low-light Vision, and are proficient with their natural weapons. Magical beasts eat, sleep, and breathe.

Wave Thrash (Ex): As a standard action, an okanangan can use its coils to send a powerful wave of water at targets within 100 feet. The wave is 5 feet high and 30 feet broad, emanating from the creature's center of mass and rushing outward at a speed of 100 feet per round. It delivers a slam attack to any ship or swimming creature it encounters, inflicting 1d10+4 points of damage per 5 feet of the target's length. (A 10-foot rowboat, for example, takes 2d10+8 points of damage.) A swimming creature hit by the wave can make a Reflex save at DC 16 for half damage.

PAUGUK

Medium Undead (Evil)

Hit Dice: 2d12 (13 hp)

Initiative: +2 (Dex)

Speed: 30 ft. (6 squares), fly 40 ft. (good)

AC: 14 (+2 Dex, +2 deflection), touch 12, flat-footed 12

Base Attack/Grapple: +1/+3

Attack: Claw +3 melee (1d6+2)

Full Attack: 2 claws +3 melee and bite -2 melee (1d4+1 + blood drain)

Space/Reach: 5 ft./5 ft.

Special Attacks: Improved Grab, Blood Drain

Special Qualities: DR 5/—, Darkvision 60 ft., Immunities

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

Abilities: Str 14, Dex 14, Con —, Int 13, Wis 11, Cha 6

Skills: Listen +3, Spot +5

Feats: Skill Focus (Spot)

Environment: Any

Organization: Flock (3–30)

Challenge Rating: 2

Treasure: none

Alignment: Always neutral evil

Advancement: none

Level Adjustment: —

NORTHERN CROWN

Pauguk (PAW-guck) are a form of wandering undead which are attracted to areas where disease, starvation, or war have left a weakened population. Villages suffering from plague, besieged forts, lost explorers, or battlefield casualties are all at risk from these feared scavengers. They appear as elongated human skeletons that hover several feet above the ground, creeping along the terrain like a low-lying fog.

Pauguk live in loose flocks, with no leader or hierarchy. No lairs have ever been found, and it is supposed that they only materialize to feast upon sick or wounded humans. Their place in the ecosystem is not unlike carrion creatures like vultures and canines, since they prefer to attack only weakened individuals. They communicate with each other in harsh whispers, but do not speak with humans. They have no natural enemies besides humankind.

COMBAT

When attacking, pauguk often use fog, mist, or darkness as cover. They descend silently upon an area, often gaining access to houses by slithering down chimneys or through open windows. Only when the entire flock has arrived do they start their attack. Pauguk dispatch their victims using their bony claws, then gain nourishment by drinking the victim's blood.

Improved Grab (Ex): To use this ability, the creature must hit with both claw attacks. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can use Blood Drain.

Blood Drain (Ex): After a successful grapple check, the pauguk can suck blood from its victim, inflicting 1d4 point of temporary Constitution score damage each round. On each such successful drain attack, the pauguk gains 5 temporary hit points.

Damage Reduction (Su): The creature ignores 5 hit points from all weapons and natural attacks.

Undead: Undead are immune to poison, sleep effects, paralysis, stunning, disease, death effects, and mind-influencing effects. Undead are not subject to critical hits, non-lethal damage, ability drain, damage to its physical ability

scores, energy drain, fatigue, and exhaustion. They have no Constitution scores and are therefore immune to any effect requiring a Fortitude save (unless it affects objects). Undead have Darkvision with a range of 60 feet. Undead do not breathe, eat, or sleep. An undead creature is not at risk of death from massive damage, but when reduced to 0 hit points or less it is immediately destroyed. Undead cannot be *raised* or *reincarnated*, but negative energy can heal them. *Resurrection* and *true resurrection* returns them back into living creatures. Undead are proficient with their natural weapons, all simple weapons, and any weapons and armor mentioned in their entry, as well as all lighter types of armor and shields (if they are proficient with any form of armor).

POMOLA

Huge Outsider

Hit Dice: 14d8+70 (133 hp)

Initiative: -1 (Dex)

Speed: 30 ft. (6 squares), fly 50 ft. (good)

AC: 17 (-2 size, -1 Dex, +10 natural), touch 7, flat-footed 17

Base Attack/Grapple: +12/+29

Attack: Antlers +21 melee (2d6+9) or claw +16 melee (1d6+4) or +1 *Huge longbow* +12 ranged (1d12+1)

Full Attack: Antlers +21 melee (2d6+9) or 2 claws +16 melee (1d6+4) or +1 *Huge longbow* +12 ranged (1d12+1)

Space/Reach: 15 ft./10 ft.

Special Attacks: None

Special Qualities: Darkvision 60 ft., DR 10/—, SR 22, Weather Control, Druid Abilities, Spells, Speak with Animals

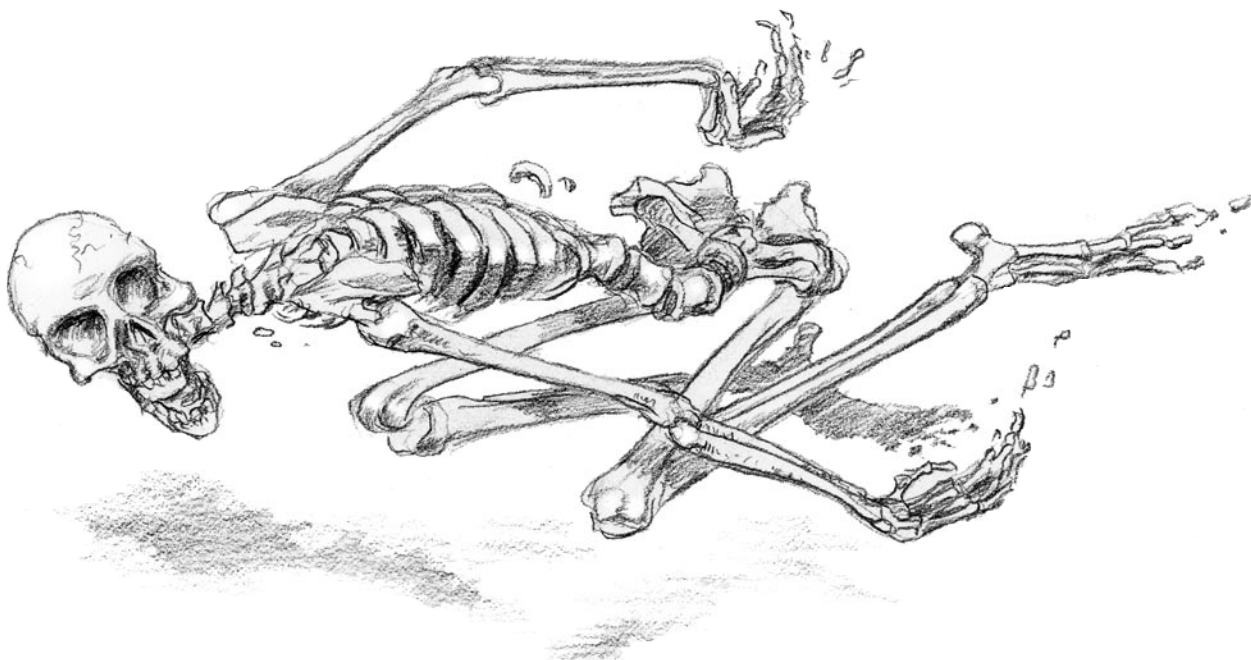
Saves: Fort +14, Ref +8, Will +13

Abilities: Str 28, Dex 9, Con 21, Int 17, Wis 18, Cha 15

Skills: Balance +16, Climb +26, Handle Animal +12, Hide +16, Intimidate +14, Jump +26, Listen +21, Move Silently +11, Sense Motive +9, Spot +21, Survival +21

Feats: Improved Bull Rush, Improved Critical (longbow), Power Attack, Track

Environment: Mountains



Organization: Solitary
Challenge Rating: 14
Treasure: None
Alignment: Always neutral
Advancement: 15–24 HD (Huge)
Level Adjustment: —

Pomola (paw-MOW-la) are mountain spirits of Northern Crown, and are usually found above treeline in the White Hills, the High Adirondacs, and the Mountains of Smoke. They are considered by the First Ones to belong to the class of supernatural beings called manito — divine servants of the Great Mystery. Each pomola is the guardian of a particular sacred mountain peak, and shares its name with that of its mountain. Most summits in Northern Crown higher than 5,000 feet have a pomola guardian, to ensure that humans do not defile the summit with their presence.

A pomola resembles a giant humanoid 14 feet in height, with the head and antlers of a moose, human forelimbs, and the wings and clawed feet of an eagle. It can speak all First Ones tongues, as well as communicate with all normal animals.

COMBAT

Pomola usually rely on their Weather Control ability to drive away visitors to their alpine realm. If this is not effective, they will attack with their +1 longbow, which they can use while flying. Only against serious threats will they engage in melee combat, charging and slashing with their antlers, or using their bull rush ability to sweep an opponent over the edge of a precipice.

Outsider: Outsiders have Darkvision with a range of 60 feet. They are proficient with all simple and martial weapons and the armor and weapons mentioned in their entries, as well as with shields and all lighter types of armor (if they are proficient with any armor). A slain outsider cannot be raised, reincarnated, or resurrected, although a limited wish, wish, miracle, or true resurrection spell can restore it to life. Outsiders breathe, but do not need to eat or sleep.

Damage Reduction (Su): The creature ignores 10 hit points from all weapons and natural attacks.

Spell Resistance (Ex): To determine if a spell or spell-like ability works against the creature, the spellcaster makes a level check (1d20 + caster level). If the result equals or exceeds 22, the spell works normally, though the creature still gets a saving throw if the spell allows such.

Weather Control (Su): A pomola can control the weather at will in a radius of one mile from the summit of its mountain, but can only affect areas above 4,000 feet in elevation. It can produce rain, sleet, or snow at will, can lower the temperature below 40° F, and can accompany any weather condition it creates with windstorm-strength winds.

An unprotected character in cold weather (below 40° F) must make a Fortitude saving throw each hour (DC 15, + 1 per previous check) or sustain 1d6 points of nonlethal damage. A character who has the Survival skill may receive a bonus to this saving throw and may be able to apply this bonus to other characters as well.

Rain reduces visibility ranges by half, resulting in a –4 penalty to Spot and Search checks. Rain causes protected flames (such as those of lanterns) to dance wildly and has a 50% chance of extinguishing these lights. Ranged weapon attacks and Listen checks are at a –4 penalty.

While falling, snow reduces visibility as rain (–4 penalty to ranged weapon attacks, Spot checks, and Search checks). Once on the ground, it reduces movement by half. Snow has a 50% chance to extinguish unprotected flames.

Essentially frozen rain, sleet has the same effect as rain while falling (except that its chance to extinguish protected flames is 75%) and the same effect as snow once on the ground.

Windstorms automatically extinguish unprotected flames and have a 75% chance of blowing out protected flames, such as those of lanterns. Ranged weapon attacks are impossible, and even siege weapons have a –4 penalty to attack. Listen checks are at a –8 penalty due to the howling of the wind.

Speak with Animals (Su): Pomola can communicate with all animals at will.

Druid Abilities: Pomola can use the following abilities once per day: *nature sense, wild empathy, woodland stride, trackless step, resist nature's lure*. They can also use *wild shape* twice per day. These abilities are as for a 6th-level druid.

Spells: (5/4/4/3) Pomola have the spellcasting abilities of a 6th-level druid, with a save DC of 14 + the spell level. They usually have the following spells prepared: 0 level — *detect magic, flare, guidance, know direction, purify food and drink*; 1st level — *jump, longstrider, magic fang, produce flame*; 2nd level — *bull's strength, resist energy, soften earth and stone, spider climb*; 3rd level — *call lightning, meld into stone, spike growth*.

PUKWUDGE

Small Fey

Hit Dice: 1d6+2 (5 hp)

Initiative: +6 (+2 Dex, +4 Improved Initiative)

Speed: 20 ft. (4 squares)

AC: 13 (+1 size, +2 Dex), touch 13, flat-footed 11

Base Attack/Grapple: +0/–3

Attack: Club +1 melee (1d6+1) or shortbow +4 ranged (1d6 + poison)

Full Attack: Club +1 melee (1d6+1) or shortbow +4 ranged (1d6 + poison)

Space/Reach: 5 ft./5 ft.

Special Attacks: Poison Arrows, Spell-like Abilities

Special Qualities: Low-light Vision, SR 17, Concealment

Saves: Fort +2, Ref +6, Will +6

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

Skills: Bluff +7, Climb +5, Craft (First Ones) +6, Escape Artist +8, Heal +8, Hide +12 (includes +4 racial bonus), Knowledge (nature) +6, Listen +8, Move Silently +12, Spot +8, Survival +8

Feats: Improved Initiative

Environment: Temperate woodland

Organization: Solitary, group (2–20) or clan (20–100)

Challenge Rating: 1

Treasure: None

Alignment: Always neutral

Advancement: 2–6 HD (Small)

Level Adjustment: +3

NORTHERN CROWN

Pukwudgee (puck-WUDGE-ee) are a woodland fey race of Northern Crown — a secretive folk who use their woodcraft to remain out of sight of prying mortal eyes. Wide-ranging, they are known by many regional names, including nan-a-push, manitowussuk, and muhkeahweesug. They appear as gnome-like beings with craggy features and large noses. They habitually wear skirts and cloaks woven from leaves and straw, and often paint themselves in natural pigments to add to their camouflage. Some wear shell or tooth necklaces of fine craftsmanship. Their leaders usually wear grotesque carved wooden masks, purportedly to scare away evil outsiders who love to prey on them.

Pukwudgee society is organized along First Ones lines under the rule of a sachem. Occasional mass gatherings occur among two to 12 sachemdoms, numbering in the hundreds of individuals. During these gatherings marriages are arranged, alliances made, disputes settled, and goods exchanged. Occasionally pukwudgee sachemdoms will join to form a loose confederation under a pukwudgee fighter/druid of level 4 to 6.

Occasionally, a pukwudgee does reveal itself to human travelers or settlers, usually by appearing suddenly close by. The lone pukwudgee then points away into the distance, and anyone foolish enough to follow the gesture will be distracted long enough for the pukwudgee's hidden companions to steal some of the victim's possessions. To prevent such theft, local peoples often place offerings in wicker baskets at the edge of the forest to satisfy the pukwudgees' need for human wares.

Pukwudgee speak the First Ones language of their region, and can also communicate silently by signs. They are occasionally helpful to humans in need of directions or medical care, but never assist hunters or woodcutters.

COMBAT

Pukwudgee prefer skirmishes to direct assault, due to their small stature. They fight pitched battles only when trapped or when they enjoy vastly superior numbers. All pukwudgee carry bows and wooden clubs. They often seek covered positions from which to shoot their poisoned arrows.

For each group of pukwudgee encountered, there will be one 3rd-level pukwudgee druid.

Fey: Fey have Low-light Vision, and are proficient with all simple weapons and the weapons and armor mentioned in their entries, as well as all lighter types of armor and shields (if they are proficient with any form of armor). Fey not indicated as wearing armor are not proficient with armor. Fey eat, sleep, and breathe.

Concealment (Ex): In forest terrain, Pukwudgees always are considered to have at least 20% concealment, due to their uncanny ability to blend in with their surroundings.

Poisoned Arrows: Pukwudgee coat their arrows with an injury-delivered poison derived from ordinary crazyweed poison: Injury DC 12; Initial Damage: none; Secondary Damage: as *confusion* spell for 1d4 hours.

Spell Resistance (Ex): To determine if a spell or spell-like ability works against the creature, the spellcaster makes a level check (1d20 + caster level). If the result equals or exceeds 17, the spell works normally, though the creature still gets a saving throw if the spell allows such.

Spell-Like Abilities: Pukwudgee can use the following once per day: *entangle*, *goodberry*, *summon nature's ally I*. These abilities are equivalent to spells cast by a 5th-level druid (save DC 16).



RAZORBACK HOGGE

Large Magical Beast

Hit Dice: 4d10+16 (36 hp)

Initiative: +0

Speed: 40 ft. (8 squares), swim 10 ft.

AC: 17 (-1 size, +8 natural), touch 9, flat-footed 17

Base Attack/Grapple: +3/+11

Attack: Slam +7 melee (1d4+4)

Full Attack: Slam +7 melee (1d4+4) and gore +2 melee (1d8+2)

Space/Reach: 10 ft./5 ft.

Special Attacks: Trip, Trample 2d4+4

Special Qualities: Darkvision 60 ft., Ferocity, Low-light Vision, Scent

Saves: Fort +8, Ref +4, Will +2

Abilities: Str 18, Dex 10, Con 19, Int 2, Wis 12, Cha 3

Skills: Listen +4, Spot +0, Swim +4

Feats: None

Environment: Temperate woodland

Organization: Solitary or female with 1d4 young, each with 1d3 HD

Challenge Rating: 4

Treasure: None

Alignment: Always neutral

Advancement: 5–8 HD (Large), 9–10 HD (Huge)

Level Adjustment: —

Razorback hogges are the descendants of Uropan pigs who escaped into the wilderness of Northern Crown during the early years of the Uropan invasion. Since their introduction to the continent, they have reverted into a particularly ornery and ferocious breed of beast that is the subject of many backwoods tall tales, especially in the Carolingian interior.

A razorback hogge resembles a wild boar, with sharp, curving tusks and a bony ridge that extends along the length of the spine. Its bristled coat is dusky gray or brown in color, with darker hooves. Hogges spend their days roaming the forest floor, rooting for acorns, nuts, and mushrooms. They are opportunistic omnivores; they eat meat, even their own kind, when it is available, but they seldom stalk live prey as they are poor hunters. They dig an earthen burrow near the center of their territory, where they sleep and rear their young. A telltale sign of razorback activity is the presence of a large mud wallow on the shore of a river or pond, where the beasts come to cool off and rid their skin of parasites.

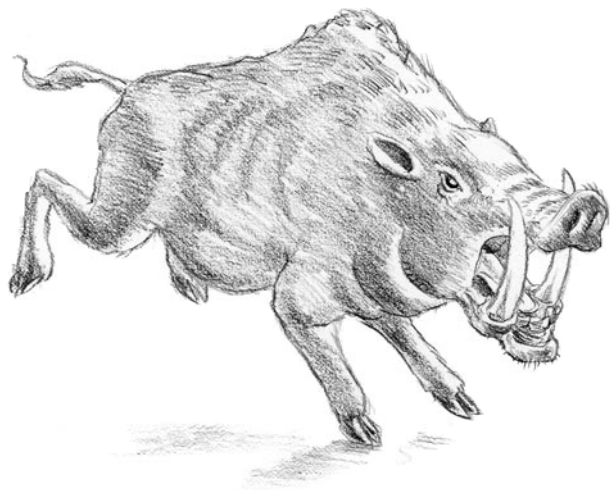
COMBAT

Razorback hogges are extremely territorial, attacking other hogges and human travelers who stray into their territory with equal ferocity. They prefer to knock opponents off their feet using their slam attack, then gore and trample them.

Ferocity (Ex): A razorback hogge continues to fight without penalty even when disabled or dying.

Trip (Ex): A razorback hogge that hits with a bite attack can attempt to trip the opponent (+1 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to Trip the razorback hogge.

Scent (Ex): This creature can detect opponents within 30 feet by sense of smell, and can pinpoint the source of a scent if it is within 5 feet. If it has the Track feat, it can follow tracks by smell, making a Survival check DC 10 + 2 per hour that the trail is cold.



Trample (Ex): The creature can Trample Medium or smaller creatures for 2d4+4 points of bludgeoning damage as a full-round action. Opponents who do not make attacks of opportunity against the creature during the Trample, which are at a -4 penalty, can attempt a Reflex save (DC 16) to halve the damage.

Magical Beast: Magical beasts have Darkvision with a range of 60 feet and Low-light Vision, and are proficient with their natural weapons. Magical beasts eat, sleep, and breathe.

SANAUK

Medium Elemental (Evil)

Hit Dice: 2d8 (9 hp)

Initiative: +3 (Dex)

Speed: 10 ft. (2 squares), fly 40 ft. (good)

AC: 18 (+8 natural), touch 10, flat-footed 18

Base Attack/Grapple: +1/+2

Attack: Slam +2 melee (1d6+1) or flint bolt +1 ranged (1d4)

Full Attack: Slam +2 melee (1d6+1) or flint bolt +1 ranged (1d4)

Space/Reach: 5 ft./5 ft.

Special Attacks: None

Special Qualities: DR 5/—, Darkvision 60 ft., Immunities

Saves: Fort +6, Ref +0, Will +0

Abilities: Str 13, Dex 10, Con 13, Int 10, Wis 11, Cha 7

Skills: Climb +4, Hide +5, Listen +3, Move Silently +3, Spot +2, Survival +4

Feats: Great Fortitude

Environment: Mountains

Organization: Solitary or group (2d10)

Challenge Rating: 2

Treasure: No coins; standard goods (gems only); no items

Alignment: Often neutral evil

Advancement: 3–4 HD (Medium), 5–8 HD (Large)

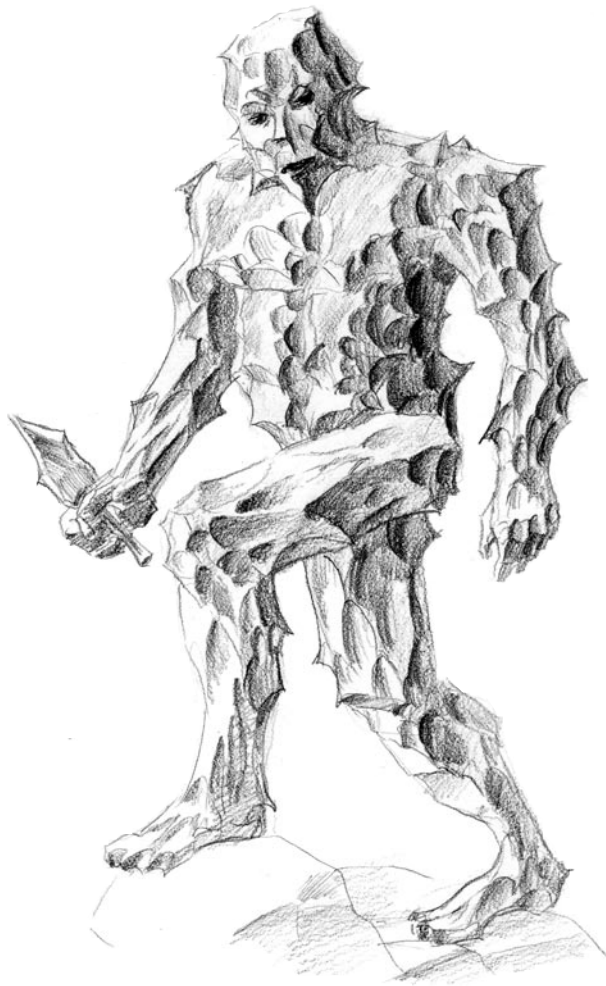
Level Adjustment: —

Sanauk (SAN-awk) are earth elementals inhabiting the mountains of Northern Crown. They appear as stocky humanoids with hard, gray, flinty skin. Silent and dour, they have little regard for living creatures, and attack any humanoids who stray too close to their mountainside lairs. These lairs are often found near natural sources of flint — a valuable resource for First Ones toolmakers and Uropan gunsmiths.

Some of the more benign sanauk have been known to leave offerings of flint blades for human trespassers to find, in hopes that they will be left alone in return. These blades can be made into masterwork arrows, javelins, or shortspears. Sanauk are often subject to the pomola who rules the mountain where their lair is located.

COMBAT

Sanauk have few skills except the shaping of flint and stone. They can create exquisite flint tools and weapons, especially slender flint bolts that they can throw as ranged weapons. These bolts have a range increment of 10 feet.



SERVER, PLAGUE

Large Outsider (Evil)

Hit Dice: 9d8+27 (67 hp)

Initiative: +4 (Improved Initiative)

Speed: 30 ft. (6 squares)

AC: 17 (–1 size +8 natural), touch 9, flat-footed 17

Base Attack/Grapple: +8/+17

Attack: Bite +13 melee (1d8+5 + poison)

Full Attack: Bite +13 melee (1d8+5 + poison) and 2 slams +8 melee (1d8+2) and tail slap +8 (1d6+2)

Space/Reach: 5 ft./5 ft.

Special Attacks: Disease, Improved Grab, Poison

Special Qualities: Darkvision 60 ft., *Greater Invisibility*, SR 14

Saves: Fort +9, Ref +6, Will +8

Abilities: Str 20, Dex 11, Con 17, Int 12, Wis 15, Cha 15

Skills: Hide +2, Move Silently +10, Spot +3

Feats: Combat Reflexes, Improved Initiative, Stealthy

Environment: Any

Organization: Solitary or clutch (2–4)

Challenge Rating: 9

Treasure: None

Alignment: Always chaotic evil

Advancement: None

Level Adjustment: —

Servers are outsiders who do the bidding an evil being named Hah-gweh-da-et-gah (hah-gwey-da-ETT-gah), the creator of evil and misfortune. Exiled to the underworld, he now uses servers as proxies to carry out his mission to bring sickness and strife to good beings. Servers attack human communities, weakening them either through spreading sickness or discord. They are thought to be responsible for many of the misfortunes suffered by humankind, and most are able to work their mischief undetected. Two types of server given here: the wolf-like strife servers and the serpent-like plague servers. All servers can speak any First One language, as well as the languages of other evil outsiders.

Plague servers cause disease among the human populations they prey upon. They appear as scaly humanoid monsters with the fanged heads and long, restless tails of rattlesnakes. Underhanded and duplicitous, they delight in spreading illness among innocent people, and are capable of causing great suffering.

COMBAT

Plague servers spread disease through proximity to human beings. They prefer to occupy a human settlement for several days, remaining invisible while the plague begins to spread, then move on. If exposed, they fight aggressively, making sure that all who have seen them are slain so that none may live to warn others of their existence. They are capable of delivering a bite attack to a grabbed victim.

Outsider: Outsiders have Darkvision with a range of 60 feet. They are proficient with all simple and martial weapons and the armor and weapons mentioned in their entries, as well as with shields and all lighter types of armor (if they are proficient with any armor). A slain outsider cannot be *raised*, *reincarnated*, or *resurrected*, although a *limited wish*, *wish*, *miracle*, or *true resurrection* spell can restore it to life. Outsiders breathe, but do not need to eat or sleep.

Each sanauk typically carries a dozen bolts. Opponents not dissuaded by a shower of bolts are pummeled by slam attacks. Defeated human intruders are occasionally taken as hostages to deter further incursions into the area around their lair. These captives are not mistreated, and in fact may be taught many craft secrets by their captors before being released after a period of several months or years.

Elemental: An elemental is immune to poison, sleep, paralysis, and stunning. Elementals are not subject to critical hits or flanking and have Darkvision with a range of 60 feet. A slain elemental cannot be *raised*, *reincarnated*, or *resurrected*, although a *limited wish*, *wish*, *miracle*, or *true resurrection* spell can restore it to life. They are proficient with natural weapons only, unless humanoid in form, in which case they are proficient with all simple weapon and those mentioned in its entry. Elementals are proficient with the type of armor they're described as wearing and lighter types, as well as with shields (if they are proficient with any armor). Elementals do not eat, sleep, or breathe.

Damage Reduction (Su): Due to its flinty skin, a sanauk ignores 5 hit points from all weapons and natural attacks.

Greater Invisibility (Sp): All servers can cast *greater invisibility* on themselves at will, as a spell-like ability.

Disease (Su): All human beings who come within 30 ft. of a plague server must make a saving throw at DC 18 to avoid contracting the plague (see Diseases in the Adventures chapter). Once a successful save is made, a character is immune to further exposure to disease from that particular plague server. Unlike normal plague, the form of the disease contracted from plague servers does not spread from human to human, only from plague server to human.

Improved Grab (Ex): To use this ability, a plague server must make a successful tail slap attack.

Improved Grab (Ex): If the creature hits an opponent of at least Medium size or smaller with its tail slap attack, it deals normal damage and either attempts to start a grapple as a free action without provoking an attack of opportunity, or it pulls the opponent into its space without provoking an attack of opportunity and holds him with a -20 penalty to grapple checks, using its remaining attacks against other opponents (in this case, it does not lose its Dexterity bonus to AC and still threatens and area). A successful hold does not deal any additional damage, but each successful grapple check it makes during successive rounds automatically deals tail slap damage of 1d6+2.

Poison (Ex): A plague server's bite is venomous, delivering rattlesnake venom on a successful bite attack (see Poisons in the Adventures chapter).

Spell Resistance (Ex): To determine if a spell or spell-like ability works against the creature, the spellcaster makes a level check (1d20 + caster level). If the result equals or exceeds 14, the spell works normally, though the creature still gets a saving throw if the spell allows such.

SERVER, STRIFE

Large Outsider (Evil)

Hit Dice: 8d8+24 (60 hp)

Initiative: +4 (Improved Initiative)

Speed: 40 ft. (8 squares)

AC: 16 (-1 size, +1 Dex, +6 natural), touch 10, flat-footed 15

Base Attack/Grapple: +7/+16

Attack: Bite +12 melee (1d8+7)

Full Attack: Bite +12 melee (1d8+7)

Space/Reach: 5 ft./5 ft.

Special Attacks: Aura of Strife, Howl of Confusion

Special Qualities: Darkvision 60 ft., *greater invisibility*, SR 12

Saves: Fort +9, Ref +6, Will +8

Abilities: Str 20, Dex 12, Con 17, Int 12, Wis 15, Cha 15

Skills: Hide +3, Move Silently +11, Spot +3

Feats: Endurance, Improved Initiative, Stealthy

Environment: Any

Organization: Solitary or pack (2-6)

Challenge Rating: 8

Treasure: None

Alignment: Always chaotic evil

Advancement: None

Level Adjustment: —

Strife servers sow discord among human communities. They take the form of tall gray humanoid with the head and hind limbs of a slaving wolf. They often appear in small packs, stalking around the edges of settlements, especially during important social activities such as councils, meetings, and rituals. Their goal is to weaken the social fabric of human cultures, and to cause conflicts between groups.

Like the serpent-like plague servers, the wolf-like strife servers can speak any First Ones language, as well as the languages of other evil outsiders.

COMBAT

By their very presence, strife servers impede peaceful communication between people. They can cause arguments, misunderstandings, and confusion between humans in their proximity. Like other types of server, they like to remain invisible while working their evil influence, then move on before they are detected. They tend to be cowardly, running away at the first sign of suspicion from their prey, but will fight fiercely if cornered, using their howl to weaken their enemies' effectiveness, and then delivering savage bites.

Outsider: Outsiders have Darkvision with a range of 60 feet. They are proficient with all simple and martial weapons and the armor and weapons mentioned in their entries, as well as with shields and all lighter types of armor (if they are proficient with any armor). A slain outsider cannot be *raised*, *reincarnated*, or *resurrected*, although a *limited wish*, *wish*, *miracle*, or *true resurrection* spell can restore it to life. Outsiders breathe, but do not need to eat or sleep.

Greater Invisibility (Sp): All servers can cast *greater invisibility* on themselves at will, as a spell-like ability.



NORTHERN CROWN



Aura of Strife (Su): A strife server creates an aura of strife around itself in a 30-foot radius circle. Within this circle, Diplomacy, Gather Information, Knowledge, Perform, and Sense Motive checks receive a -4 penalty, while Bluff and Intimidate checks receive a +4 bonus. Even on a successful Charisma or Diplomacy check, the attitudes of unfriendly or hostile NPCs within the strife server's aura can not be improved beyond Indifferent.

Howl of Confusion (Sp): As a standard action, a strife server can emit a howl that affects all humanoid creatures within 30 feet who fail to make a Will save at DC 14. Affected creatures act as though they are the subject of a *lesser confusion* spell for 1d4 rounds.

Spell Resistance (Ex): To determine if a spell or spell-like ability works against the creature, the spellcaster makes a level check (1d20 + caster level). If the result equals or exceeds 12, the spell works normally, though the creature still gets a saving throw if the spell allows such.

THUNDERBIRD

Large Magical Beast (Lawful)

Hit Dice: 6d10+12 (45 hp)

Initiative: +2 (Dex)

Speed: 10 ft. (2 squares), fly 90 ft. (good)

AC: 15 (-1 size, +2 Dex, +4 natural), touch 11, flat-footed 13

Base Attack/Grapple: +5/+13

Attack: claw +9 melee (1d8+3 plus 1d6 electrical damage)

Full Attack: 2 claws +9 melee (1d8+3 plus 1d6 electrical damage) and bite +4 melee (1d8+1)

Space/Reach: 10 ft./5 ft.

Special Attacks: Electrical Attack, Thunderclap

Special Qualities: Darkvision 60 ft., DR 5/—, *detect evil*, Evasion, Low-light Vision, SR 20

Saves: Fort +7, Ref +7, Will +5

Abilities: Str 19, Dex 14, Con 14, Int 15, Wis 16, Cha 16

Skills: Balance +7, Knowledge (religion) +5, Listen +12, Sense Motive +8, Spot +14

Feats: Skill Focus (Spot), Flyby Attack

Environment: Temperate forest and plains

Organization: Solitary or flock (2-12)

Challenge Rating: 7

Treasure: None

Alignment: Always lawful good

Advancement: 7-9 (Large), 10-12 (Huge)

Level Adjustment: +4 (cohort)

Thunderbirds, also called stormbirds, are large eagle-like avians sent by the Great Mystery to battle the forces of evil for the benefit of humankind. They may appear when First Ones settlements are threatened by attack, or to mediate an end to a dispute that has deteriorated into mindless bloodshed.

These creatures appear as crested, hook-beaked raptors, with long, flat wing feathers and forked tails. They are red to red-orange in color, with yellow beaks and blazing eyes. They roost in remote highland areas and along river bluffs far from civilization, but most of their days are spent flying at high altitude, using their keen eyes to spot trouble on the ground. At times, a particular thunderbird has been known to become the guardian and companion of a powerful lawful good character, most commonly of the paladin class. Thunderbirds speak a tongue akin to First Ones languages, which can also be understood by any lawful good creature.

No young thunderbirds or thunderbird eggs have ever been found. It is possible that the birds spring fully formed from the will of the Great Mystery.

COMBAT

Thunderbirds prefer to dive on their enemies and daze them with their Thunderclap ability before making flyby attacks with their electrified claws. They avoid landing on the ground at all costs, preferring to remain airborne. To stop a battle in progress, they have been known to swoop between combatants and herd them away from their opponents until cooler heads prevail.

Magical Beast: Magical beasts have Darkvision with a range of 60 feet and Low-light Vision, and are proficient with their natural weapons. Magical beasts eat, sleep, and breathe.

Detect Evil (Sp): Thunderbirds can cast *detect evil* at will, as a 6th-level spellcaster.

Electrical Attack (Ex): Each time a thunderbird makes a successful claw or bite attack, it also delivers 1d8 points of electrical damage.

Thunderclap (Su): As a standard action, a thunderbird can strike its wings together to create a powerful clap of thunder. All enemies within 30 feet must make a successful Fortitude save at DC 16 or be dazed for 1d4 rounds. A thunderbird can use this ability every 1d4 rounds.

Evasion (Ex): If subjected to an attack that allows a Reflex save for half damage, a creature with Evasion takes no damage on a successful save. A helpless creature or one in a completely restrictive area cannot use Evasion. The creature need not know that the attack is coming.

Damage Reduction (Su): The creature ignores 5 hit points from all weapons and natural attacks.

Spell Resistance (Ex): To determine if a spell or spell-like ability works against the creature, the spellcaster makes a level check (1d20 + caster level). If the result equals or exceeds 20, the spell works normally, though the creature still gets a saving throw if the spell allows such.

TRICKSTER

Small Fey (Chaotic, Shapechanger)

Hit Dice: 1d6 (4 hp)

Initiative: +5 (+1 Dex, +4 Improved Initiative)

Speed: 20 ft. (4 squares)

AC: 12 (+1 size, +1 Dex), touch 12, flat-footed 11

Base Attack/Grapple: +1/-3

Attack: Claw +1 melee (1d3)

Full Attack: 2 claws +1 melee (1d3) and bite -4 melee (1d4)

Space/Reach: 5 ft./5 ft.

Special Attacks: None

Special Qualities: Low-light Vision, *Polymorph*

Saves: Fort +2, Ref +5, Will +3

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

Skills: Balance +5*, Climb +4*, Escape Artist +3, Hide +4, Knowledge (nature) +4, Listen +4, Move Silently +9*, Sleight of Hand +5, Spot +5, Swim +4*

Feats: Improved Initiative, Lightning Reflexes

Environment: Any

Organization: Solitary or Troupe (2d6)

Challenge Rating: 1

Treasure: Standard

Alignment: Often neutral

Advancement: None

Level Adjustment: +4

Tricksters, called oozoo or tremble-tails by the First Ones, are a mischievous shapechanging race of Northern Crown. They take delight in stealing human food, drink, and trinkets for their own pleasure, but almost never harm good folk. It is said that the Great Mystery placed them in the world to remind humans of their own folly.

In their natural form, tricksters resemble large raccoons with the dexterous hands and bipedal stance of human beings. When *polymorphed* into human form, they almost always appear as human children. They love to sneak quietly into camps or farmhouses to grab whatever delicacies or little treasures they can get their hands on. They are nimble enough to pick the pockets of their victims, often while one of their troupe creates a diversion. Their natural curiosity makes them vulnerable to capture by humans who set traps for them; fortunately, their *polymorph* ability allows them to wriggle out of almost any bonds or confinement.

COMBAT

Tricksters have the sharp claws and teeth of raccoons, but prefer to fight in *polymorphed* form, either as wolves, wolverines, or lynxes. They only fight to protect themselves if no other option is available.

Fey: Fey have Low-light Vision, and are proficient with all simple weapons and the weapons and armor mentioned in their entries, as well as all lighter types of armor and shields (if they are proficient with any form of armor). Fey not indicated as wearing armor are not proficient with armor. Fey eat, sleep, and breathe.

Polymorph (Sp): At will as a free action, a trickster can change its form into that of any Medium or smaller animal, or into a 1st-level human rogue; the new form can have no more Hit Dice than the Trickster has, and cannot have more than 15 Hit Dice in any case. *Polymorphed* creatures retain their own minds, but gain the average physical and natural abilities of the new form; the trickster retains its Intelligence, Wisdom and Charisma scores, level and classes, hit points (despite any change in Constitution), alignment, base attack bonus and save bonuses (though new Strength, Dexterity, and Constitution scores may affect adjusted attack and save bonuses). It retains its original type, extraordinary abilities, spells, and spell-like abilities, but not its supernatural abilities. When the *polymorph* occurs, the subject's equipment transforms to match the new form; if the new form does not use equipment, the equipment melds into the new form and becomes non-functional. Any part of the body or a piece of equipment that is separated from the whole reverts to its original form. When a creature is *polymorphed* (but not when it returns to normal form) it regains hit points as if it had rested for a day. If a *polymorphed* creature dies, it returns to its original form.

* Includes +4 racial bonus

U'TLUN'TA

Large Giant (Evil)

Hit Dice: 6d8+12 (33 hp)

Initiative: +0

Speed: 20 ft. (4 squares)

AC: 19 (–1 size, +10 natural), touch 9, flat-footed 19

Base Attack/Grapple: +3/+12

Attack: Stabbing claw +9 melee (2d6+7 + bleeding wound)

Full Attack: Stabbing claw +9 melee (2d6+7 + bleeding wound)

Space/Reach: 10 ft./15 ft.

Special Attacks: Bleeding Wound

Special Qualities: Low-light Vision, DR 5/—, Spell-like Abilities

Saves: Fort +7, Ref +2, Will +2

Abilities: Str 20, Dex 10, Con 14, Int 14, Wis 10, Cha 7

Skills: Balance +2, Climb +7, Hide –4*, Jump +7, Move Silently –4*, Spot +2

Feats: Weapon focus (stabbing claw)

Environment: Cold and temperate hills and mountains

Organization: Solitary or covey (2–6)

Challenge Rating: 6

Treasure: No coins; standard goods (gems only); standard items

Alignment: Usually neutral evil

Advancement: 7–9 HD (Large), 10–12 HD (Huge)

Level Adjustment: —

The U'tlun'ta (ooh-tuh-LUN-tah), or spearfinger ogress, is an evil giant species of Northern Crown. It is most commonly found in stony hills and mountain ranges, where it keeps one or more lairs in well-hidden dry caves. Most are solitary, but in remote, forbidding mountain areas they may live in small coveys under the leadership of a Huge u'tlun'ta of at least 10 HD. They hunger after human flesh, disdain treasure, except for gems, which they covet, and magical items that may be of use to them. The only humans with which they have established relations with are witches of evil alignment, who see U'tlun'ta as kindred spirits who may possess ancient secrets of magic and lost lore.

U'tlun'ta resemble wild-haired hags with weathered, creased skin and long, grasping arms. The index finger of their left hand is horribly elongated, taking the form of a stabbing claw with a razor-sharp, flinty edge. They speak a language related to that of the First Ones cultures they often prey upon.

COMBAT

Clad in armor made of thin stone slabs woven together with strands of their own matted hair, u'tlun'ta are slow moving, but well protected against attack. As they approach, their armored bodies make a sound that has been compared to the cacophony of a rockslide, giving their prey plenty of advance warning. For this reason, they often begin combat by using *spike stones* to hamper their opponents' retreat, or by employing *meld into stone* to obtain surprise. They will then attempt to stab as many opponents as possible, relying on subsequent blood loss to weaken the wounded to the verge of unconsciousness, who can then be finished off and eaten one by one. Prisoners are sometimes



taken alive to be eaten later, if the u'tlun'ta has already sated itself on other victims.

Giant: Giants are proficient with all simple and martial weapons, the armor described in their entry and lighter armors, shields if they're proficient with armor, and with their own natural weapons. Unless noted otherwise, giants have Low-light Vision. Giants eat, sleep, and breathe.

Bleeding Wound (Ex): A wound caused by an U'tlun'ta's stabbing claw attack continues to bleed, causing an additional 1 point of damage each subsequent round until stopped either by a *cure* or other healing spell, by a natural philosopher invention that heals damage, or by a successful Heal check at DC 15. If not stopped, the bleeding will stop on its own when the victim reaches 0 hit points.

Damage Reduction (Su): The creature ignores 5 hit points from all weapons and natural attacks due to its stony armor

Spell-Like Abilities: An U'tlun'ta can use each the following once per day: *magic stone*, *meld into stone*, *obscuring mist*, *spike stones*, *stone shape*. These abilities are equivalent to spells cast by a 7th-level druid (save DC 10).

* Includes –4 penalty due to noisy armor

WENDIGO

Huge Giant (Chaotic, Evil)

Hit Dice: 8d8+48 (84 hp)

Initiative: +8 (+4 Dex, +4 Improved Initiative)

Speed: 30 ft. (6 squares), fly 50 ft. (good)

AC: 17 (–2 size, +4 Dex, +5 natural), touch 12, flat-footed 13

Base Attack/Grapple: +4/+18

Attack: Bite +10 melee (2d6+6)

Full Attack: Bite +10 melee and 2 claws +5 melee (1d4+3)

Space/Reach: 10 ft./15 ft.

Special Attacks: Improved Grab, Breath Weapon

Special Qualities: DR 10/—, Low-light Vision, Resistance to Cold 30

Saves: Fort +12, Ref +9, Will +6

Abilities: Str 22, Dex 18, Con 23, Int 14, Wis 13, Cha 10

Skills: Hide +9, Intimidate +6, Listen +13, Move Silently +13, Search +11, Spot +12, Survival +10

Feats: Flyby Attack, Track, Alertness, Improved Initiative

Environment: Any cold

Organization: Solitary, pack (1d4+1), or satchemdom (10–50)

Challenge Rating: 8

Treasure: None

Alignment: Always chaotic evil

Advancement: 9–12 HD (Huge), 13–15 HD (Gargantuan)

Level Adjustment: —

The wendigo (WEN-dih-go) is the embodiment of winter's cruelty, and is only active in snowy, subfreezing areas. It appears as a gaunt, emaciated giant, with tattered, bloody lips, jagged teeth, and sharp claws. An odor of death and corruption surrounds it. Traders, hunters, and mappers in the far north are at the most risk from the wendigo, especially those who travel alone. The creatures have also been known to attack frontier settlements and isolated villages. In severe winters, they range as far south as the temperature allows.

Wendigo society is said to mirror that of their First Ones neighbors, with several satchemdoms under a great satchem named Beboonikal (beh-BOON-ih-kal), who dwells in a huge, icy lodge in the far north. Beboonikal is a Gargantuan wendigo with 15 HD, who travels in the company of 4 Huge wendigo bodyguards with 12 HD each. Fortunately, he seldom travels abroad unless the weather is severely cold.

COMBAT

Wendigo prefer to wait in ambush for their victims, often using falling or drifting snow to screen their attack. They use their breath weapons to immobilize and weaken their prey, before rending with their claws, grabbing, and savagely biting. Their hunger is so great that they will often pause to eat a fallen victim in the middle of a battle, unless directly threatened.

Giant: Giants are proficient with all simple and martial weapons, the armor described in their entry and lighter armors, shields if they're proficient with armor, and with their own natural weapons. Unless noted otherwise, giants have Low-light Vision. Giants eat, sleep, and breathe.

Improved Grab (Ex): If the creature hits an opponent of at least Large or smaller with its claw attack, it deals normal damage and either attempts to start a grapple as a free action without provoking an attack of opportunity, or it pulls the oppo-

nent into its space without provoking an attack of opportunity and holds him with a –20 penalty to grapple checks, using its remaining attacks against other opponents (in this case, it does not lose its Dexterity bonus to AC and still threatens an area). A successful hold does not deal any additional damage, but each successful grapple check it makes during successive rounds automatically deals claw damage of 1d4+3.

Breath Weapon (Su): Every 1d3 rounds, a wendigo can use a standard action to unleash a cone of numbing cold breath. The length of the cone is 30 feet, and it inflicts 4d6 cold damage. Targets may make a Reflex save for half damage with a DC of 19.

Instead of a cone, a wendigo may use an alternate form of breath weapon: an 80-foot line that can target a single Medium or smaller creature, encasing it in a three-inch coating of ice. A successful Reflex save at DC 19 allows the target to avoid being encased. Encased victims cannot move, and they take 1d6 cold damage per round until freed. A successful Escape Artist or Strength check at DC 25 will allow a victim to break free. Any attempt to smash the ice from outside does one-half damage to the ice, and one-half damage to the victim. The ice has 9 hit points, and a Hardness of 0. A *shatter* spell destroys it instantly.

Resistance to Cold (Ex): The creature ignores the first 30 points of cold damage done to it each time it takes damage of that kind.

Damage Reduction (Su): The creature ignores 10 hit points from all weapons and natural attacks.

ANIMALS

In addition to unique monsters, Northern Crown is home to a number of animal species not found in other lands, including both normal animals and giant variants.

BEAVER, GIANT

Large Animal

Hit Dice: 3d8+9 (22 hp)

Initiative: +1 (Dex)

Speed: 20 ft. (4 squares), swim 30 ft.

AC: 12 (–1 size, +1 Dex, +2 natural), touch 10, flat-footed 11

Base Attack/Grapple: +1/+7

Attack: Tail +5 melee (1d8+4)

Full Attack: Tail +5 melee (1d8+4) and bite +0 melee (1d8+2 + gnaw)

Space/Reach: 5 ft./5 ft.

Special Attacks: Gnaw 1d8+2

Special Qualities: Low-light Vision

Saves: Fort +6, Ref +4, Will +2

Abilities: Str 19, Dex 12, Con 17, Int 2, Wis 12, Cha 9

Skills: Listen +6, Spot +0, Swim +12 (includes +6 racial bonus)

Feats: None

Environment: Temperate forest

Organization: Solitary; female with 1d4 young, each with 1d2 HD; or group of 1d4+1 adults and 2d6 young

Challenge Rating: 3

Treasure: None

Alignment: Always neutral

Advancement: 4–7 HD (Large)

Level Adjustment: —

NORTHERN CROWN

Called tummock by the First Ones, giant beavers live along the wilderness waterways of Northern Crown. Peaceful creatures, they nonetheless have a profound affect on their environment through their tree-felling and dam-building activity, which is in proportion to their great size. A typical giant beaver community includes a group of 1d4+1 adults and 2d6 young living in a lodge in the middle of a large pond created by a log dam. A giant beaver lodge is a dome of sticks and logs at least 20 feet in diameter, with an underwater entrance and an interior space at least 12 feet in diameter.

Giant beavers resemble their smaller cousins, but are somewhat more robustly built. Their pelts are too rough to be prized for the fur trade, and so they have so far been spared the fate of ordinary beavers. They can hold their breath underwater for up to twenty minutes.

COMBAT

Giant beavers only fight if cornered in their lodge, or if caught far from the safety of deep water. They slap enemies with their tails as a slam attack, or deliver a savage bite with their gnawing teeth. Watercraft are particularly vulnerable; giant beavers can swamp a canoe simply by leaning on the gunwales of the craft and making a Strength check opposed by the Craft (Sailing) check of the canoe's steersman.

Animal: All animals have Intelligence scores of 1 or 2, an alignment of neutral, and Low-light Vision. They have no treasure, and are proficient with their natural weapons. Animals eat, sleep, and breathe.

Gnaw (Ex): In the round following a successful bite attack, giant beavers can continue to gnaw a victim who stays within range, automatically inflicting another 1d8+2 points of damage.

LYNX

Medium Animal

Hit Dice: 2d8+9 (17 hp)

Initiative: +7 (+3 Dex, +4 Improved Initiative)

Speed: 40 ft. (8 squares), climb 20 ft., swim 10 ft.

AC: 14 (+3 Dex, +1 natural), touch 13, flat-footed 11

Base Attack/Grapple: +1/+3

Attack: Bite +4 melee (1d6+3)

Full Attack: Bite +4 melee and 2 claws -1 melee (1d4+1)

Space/Reach: 5 ft./5 ft.

Special Attacks: Pounce

Special Qualities: Low-light Vision, Scent, Snowstride

Saves: Fort +6, Ref +6, Will +2

Abilities: Str 15, Dex 17, Con 16, Int 2, Wis 12, Cha 7

Skills: Balance +8, Climb +4, Hide +4, Jump +4, Listen +8, Spot +8, Swim +4

Feats: Improved Initiative

Environment: Cold forest

Organization: Solitary, or female with 1d4 young (each with 1 HD)

Challenge Rating: 2

Treasure: None

Alignment: Always neutral

Advancement: 3-4 HD (Medium)

Level Adjustment: —

Lynx are hunting cats adapted to the environment of the boreal forest. Their long fur protects them from cold; their large feet enable them to run at full speed even over deep snow. Their tufted ears are extremely acute.

COMBAT

Lynx feed almost exclusively on snowshoe hares, and only attack humans if cornered. They rely on stalk-and-pounce tactics to catch their prey.

Animal: All animals have Intelligence scores of 1 or 2, an alignment of neutral, and Low-light Vision. They have no treasure, and are proficient with their natural weapons. Animals eat, sleep, and breathe.

Pounce (Ex): If the creature makes a charge, it can follow with a full attack.

Scent (Ex): This creature can detect opponents within 30 feet by sense of smell, and can pinpoint the source of a scent if it is within 5 feet. If it has the Track feat, it can follow tracks by smell, making a Survival check DC 10 + 2 per hour that the trail is cold.

Snowstride (Ex): Lynx retain their normal speed while moving over snowy terrain.

MOOSE

Large Animal

Hit Dice: 5d8+15 (37 hp)

Initiative: +0

Speed: 40 ft. (8 squares), swim 15 ft.

AC: 13 (-1 size, +4 natural), touch 9, flat-footed 13

Base Attack/Grapple: +2/+11

Attack: Gore +2 melee (1d8+2)

Full Attack: Gore +2 melee (1d8+2)

Space/Reach: 10 ft./5 ft.

Special Attacks: Trample 2d4+4

Special Qualities: Low-light Vision, Scent

Saves: Fort +7, Ref +4, Will +1

Abilities: Str 20, Dex 10, Con 16, Int 2, Wis 11, Cha 4

Skills: Listen +8, Spot +1, Swim +12 (includes +4 racial bonus)

Feats: None

Environment: Temperate forest and marsh

Organization: Solitary, or female with 1d2 young (each with 1d4 HD)

Challenge Rating: 5

Treasure: None

Alignment: Always neutral

Advancement: 6-8 HD (Large), 9 HD (Huge)

Level Adjustment: —

Moose are the largest members of the deer family, weighing over half a ton, with antlers measuring nearly seven feet across. These normally gentle herbivores live a solitary life except during autumn, when males engage in antler bouts for mating rights; during this time, they may charge humans who stray too close. Females with young are also particularly wary of intruders. They are a major source of food, leather, and sinew for First Ones communities.

COMBAT

Moose attack by lowering their heads and charging forward with antlers bristling.

Animal: All animals have Intelligence scores of 1 or 2, an alignment of neutral, and Low-light Vision. They have no treasure, and are proficient with their natural weapons. As a noncombative herbivore, a moose uses its natural weapons as secondary attacks, however; these adjustments have already been made to its stats. Animals eat, sleep, and breathe.

Scent (Ex): This creature can detect opponents within 30 feet by sense of smell, and can pinpoint the source of a scent if it is within 5 feet. If it has the Track feat, it can follow tracks by smell, making a Survival check DC 10 + 2 per hour that the trail is cold.

Trample (Ex): The creature can Trample Medium or smaller creatures for 2d4+4 points of bludgeoning damage as a full-round action. Opponents who do not make attacks of opportunity against the creature during the Trample, which are at a -4 penalty, can attempt a Reflex save (DC 16) to halve the damage.

PANTHER

Medium Animal

Hit Dice: 3d8+6 (19 hp)

Initiative: +7 (+3 Dex, +4 Improved Initiative)

Speed: 40 ft. (8 squares), climb 20 ft., swim 10 ft.

AC: 14 (+3 Dex, +1 natural), touch 13, flat-footed 11

Base Attack/Grapple: +1/+3

Attack: Bite +3 melee (1d6+3)

Full Attack: Bite +3 melee (1d6+3), 2 claws -2 melee (1d4+1)

Space/Reach: 5 ft./5 ft.

Special Attacks: Pounce

Special Qualities: Low-light Vision, Scent

Saves: Fort +5, Ref +6, Will +2

Abilities: Str 15, Dex 17, Con 15, Int 2, Wis 12, Cha 7

Skills: Balance +6, Climb +4, Hide +6, Jump +20, Listen +6, Spot +8, Swim +4

Feats: Improved Initiative

Environment: Temperate and warm forest, mountain, and swamp

Organization: Solitary, or female with 1d4 young (each with 1-2 HD)

Challenge Rating: 3

Treasure: None

Alignment: Always neutral

Advancement: 4-6 HD (Medium), 7 HD (Large)

Level Adjustment: —

Panthers, sometimes called lesser catamounts or cougars, are hunting cats with impressive jumping ability, and are among the best jumpers in the animal kingdom. They live as solitary predators within a well-established range.

COMBAT

Panthers prefer to jump from a concealed position, killing their prey instantly with a bite to the neck. They seldom attack groups, targeting individuals instead. They avoid extended combat at all costs, usually running away if their first attack fails.

Animal: All animals have Intelligence scores of 1 or 2, an alignment of neutral, and Low-light Vision. They have no treasure, and are proficient with their natural weapons. Animals eat, sleep, and breathe.

Pounce (Ex): If the creature makes a charge, it can follow with a full attack — including Rake attacks if the creature also has the Rake ability.

Scent (Ex): This creature can detect opponents within 30 feet by sense of smell, and can pinpoint the source of a scent if it is within 5 feet. If it has the Track feat, it can follow tracks by smell, making a Survival check DC 10 + 2 per hour that the trail is cold.

PIKE, GIANT

Large Animal (Aquatic)

Hit Dice: 3d8+3 (16 hp)

Initiative: +3 (Dex)

Speed: Swim 60 ft. (12 squares)

AC: 16 (-1 Size, +3 Dex, +4 natural), touch 12, flat-footed 13

Base Attack/Grapple: +1/+6

Attack: Bite +2 melee (1d6+1 + swallow whole)

Full Attack: Bite +2 melee (1d6+1 + swallow whole)

Space/Reach: 10 ft./5 ft.

Special Attacks: Improved Grab, Swallow Whole

Special Qualities: Low-light Vision

Saves: Fort +4, Ref +6, Will +2

Abilities: Str 13, Dex 16, Con 13, Int 1, Wis 12, Cha 2

Skills: Listen +6, Spot +6

Feats: Weapon Finesse (Bite)

Environment: Cold and temperate aquatic

Organization: Solitary

Challenge Rating: 2

Treasure: None

Alignment: Always neutral

Advancement: 4-6 HD (Large), 7 HD (Huge)

Level Adjustment: —

Giant pike are aggressive predatory fish found in cold lakes. They are fast swimmers with keen senses, feeding on fish, amphibians, waterfowl, and beaver. They will also attack small watercraft such as canoes to get at the humans inside.

COMBAT

Giant pike often hide in reed-beds or among rocks until a target comes within striking distance, then dart out and attempt to swallow their prey whole. They only attack prey that is small enough for them to swallow.

Animal: All animals have Intelligence scores of 1 or 2, an alignment of neutral, and Low-light Vision. They have no treasure, and are proficient with their natural weapons. Animals eat, sleep, and breathe.

Aquatic Subtype: Aquatic creatures always have swim speeds and thus can move in water without making Swim checks. An aquatic creature can breathe underwater, but can't breathe air unless it has the Amphibious special quality.

Improved Grab (Ex): To use this ability, the creature must hit with a bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can Swallow Whole.

Swallow Whole (Ex): If the creature makes a second successful grapple check after a grab, it swallows its prey, which

can be up to Medium size. Damage is 1d4 bludgeoning plus 1 acid damage per round. A swallowed creature can cut its way out by using claws or a Small or Tiny slashing weapon to deal 8 points of damage to the stomach (AC 12); once the creature exits, muscular action closes the hole, so that another swallowed opponent must again cut its own way out. Or it can try to escape the grapple to move back into the attacker's mouth, where it may be bitten or swallowed again. This creature's stomach can hold 2 Medium-size, 4 Small, 8 Tiny, 16 Diminutive, or 32 Fine or smaller opponents.

PORCUPINE, GIANT

Medium Animal

Hit Dice: 2d8+4 (12 hp)

Initiative: -1 (Dex)

Speed: 20 ft. (4 squares), climb 10 ft., swim 10 ft.

AC: 14 (+4 natural), touch 10, flat-footed 14

Base Attack/Grapple: +1/+1

Attack: Slam +1 melee (1d8 + quills)

Full Attack: Slam +1 melee (1d8 + quills)

Space/Reach: 5 ft./5 ft.

Special Attacks: Quills

Special Qualities: Low-light Vision, Scent

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

Abilities: Str 10, Dex 9, Con 13, Int 2, Wis 12, Cha 6

Skills: Climb +6, Listen +6, Spot +0, Swim +4

Feats: None

Environment: Cold and temperate forest

Organization: Solitary, or female with 1d4 young (each with 1 HD)

Challenge Rating: 2

Treasure: None

Alignment: Always neutral

Advancement: 3-4 HD (Medium), 5 HD (Large)

Level Adjustment: —

Giant porcupines, like their smaller relatives, are shy, slow-moving herbivores that feed on the inner bark of trees. They have a good sense of smell, but extremely poor eyesight. If threatened, they climb a tree or wedge themselves under a fallen log or between large rocks, presenting a wall of quills to any attackers.

COMBAT

In combat, a giant porcupine raises its quills and backs into its opponent.

Animal: All animals have Intelligence scores of 1 or 2, an alignment of neutral, and Low-light Vision. They have no treasure, and are proficient with their natural weapons. Animals eat, sleep, and breathe.

Quills (Ex): Each time a giant porcupine hits with its slam attack, it embeds 1d4 quills in its opponent's flesh. Each quill results in a temporary loss of 1 point of Dexterity score, which lasts until removed — a painful process that actually inflicts an additional point of damage for each quill extracted. Removing a quill from one's own body requires a Will save at DC 14.

Scent (Ex): This creature can detect opponents within 30 feet by sense of smell, and can pinpoint the source of a scent if it is within 5 feet. If it has the Track feat, it can follow tracks by smell, making a Survival check DC 10 + 2 per hour that the trail is cold.

SNAPPING TURTLE, GIANT

Large Animal

Hit Dice: 4d8+12 (28 hp)

Initiative: +1 (Dex)

Speed: 10 ft (2 squares), swim 10 ft.

AC: 19 (-1 size, +1 Dex, +9 natural), touch 10, flat-footed 18

Base Attack/Grapple: +2/+10

Attack: Bite +6 melee (1d8+4 + crush)

Full Attack: Bite +6 melee (1d8+4 + crush)

Space/Reach: 10 ft. x 10 ft./15 ft.

Special Attacks: Improved Grab, Crush 2d4

Special Qualities: Low-light Vision, Vulnerability to Cold

Saves: Fort +7, Ref +2, Will +2

Abilities: Str 19, Dex 13, Con 13, Int 2, Wis 12, Cha 6

Skills: Hide +5, Listen +3, Spot +5

Feats: None

Environment: Aquatic and swamp

Organization: Solitary

Challenge Rating: 4

Treasure: None

Alignment: Always neutral

Advancement: 5-8 HD (Large), 9-11 HD (Huge)

Level Adjustment: —

Giant snapping turtles are large freshwater predators of the lakes and swamps of Northern Crown. They are remarkable for their extremely tough, knobbed carapace, elastic neck, and crushing beak. As reptiles with a low metabolism, they can hold their breath for up to 30 minutes, but are quickly reduced to a dormant state by cold temperatures. Their dens are built in muddy riverbanks, with an underwater entrance.

COMBAT

Giant snapping turtles are slow and clumsy movers. They prefer to lie in wait on the bottom of a lake or swamp channel until prey moves within striking range. Air-breathing prey, including humans, are held until they drown, while Small or smaller creatures are simply crushed and torn apart.

In the unlikely event a giant snapping turtle is caught on dry land, it will not attack, but rather will try to reach the safety of deep water by the quickest route. If cornered, it may withdraw into its carapace or make bite attacks to drive away its enemies.

Animal: All animals have Intelligence scores of 1 or 2, an alignment of neutral, and Low-light Vision. They have no treasure, and are proficient with their natural weapons. Animals eat, sleep, and breathe.

Crush (Ex): A giant snapping turtle can use its beak to crush an opponent after making a successful grapple check. This special attack automatically inflicts 2d4 points of bludgeoning damage each round. It deals this damage in addition to its bite damage.

Improved Grab (Ex): To use this ability, the creature must hit with a bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can Crush.

Vulnerability to Cold: Cold inflicts half again as much damage as normal, regardless of whether a saving throw is allowed or if the save is a success or failure.

CHAPTER SEVEN

TREASURE

Treasure is a major incentive for heroic action in *Northern Crown*. In a highly stratified society, wealth buys power. Buried pirate treasure, plundered tombs, merchants' vaults groaning with luxury goods, and royal fortunes in well-guarded treasure

houses all yield wealth and prestige to the daring adventurer. To determine the distribution of treasure in a *Northern Crown* campaign, roll on the standard d20 System treasure table, then use the tables below to determine the nature of each item.

COINS

Coins of Northern Crown are described in the Money & Equipment chapter of *Northern Crown: New World Adventures*. The type of coins found are seldom all of a single currency; a typical treasure might contain Espaniard doblons, Français gold louis, and Nederlander ducats, as well as wampum and buckskins. The particular distribution of currencies depends on who the owner of the treasure has traded with, stolen from, or been employed by. Because tallying up the d20 System value

of different coins can be tedious, GMs can simply express the sum of coins in terms of gold, silver, and copper pieces, after making mention of the general composition of the treasure for the purposes of atmosphere, period flavor, and to give the players clues about the treasure's former owner.

For treasures found outside of Uropan areas, most of a treasure's coins may be in the form of wampum belts, beaver pelts, or buckskins, making for cumbersome transport. Even in these areas, expect to find at least a few metal coins in a treasure hoard, often pierced with a hole and worn on a cord in the form of jewelry.

GEMS

Certain gems are much rarer in Northern Crown than in standard d20 System rules, while others are more common, and still others are wholly new. Use the table here to determine the value and type of gems found as part of a treasure.

RANDOM GEMS TABLE

d% Roll	Value	Ave.	Examples
01–40	4d4 gp	10 gp	Banded, eye, or moss agate; azurite; blue quartz; hematite; lapis lazuli; malachite; obsidian; rhodochrosite; turquoise; freshwater (irregular) pearl
41–55	2d4 x 10 gp	50 gp	Aventurine, bloodstone; carnelian; chalcedony; chrysoprase; citrine; iolite, jasper; moonstone; onyx; peridot; rock crystal (clear quartz); sard; sardonyx; rose, smoky, or star rose quartz; tourmaline; zircon
56–75	4d4 x 10 gp	100 gp	Amethyst; chrysoberyl; coral; red or brown-green garnet; jade; jet; white, golden, pink, or silver pearl; red spinel, redbrown or deep green spinel
76–95	2d4 x 100 gp	500 gp	Amber; alexandrite; aquamarine; violet garnet; black pearl; deep blue spinel; golden yellow topaz
96–99	4d4 x 100 gp	1,000 gp	Emerald; white, black, or fire opal; fiery yellow or rich purple corundum; blue or black star sapphire; star ruby
100	2d4 x 1,000 gp	5,000 gp	Clearest bright green emerald; blue-white, canary, pink, brown, or blue diamond; jacinth

ART OBJECTS

Art objects found in Northern Crown can be of Uropan, Nyamban, or First Ones origin. Some may even come from distant Cathay or Xipangu. Use the table below to determine the value and nature of an art object.

RANDOM ART OBJECTS TABLE

d% Roll	Value	Ave.	Examples
01–10	1d10 x 10 gp	55 gp	Silver snuff box; carved bone or ivory holy symbol; finely wrought small gold bracelet; meerschaum pipe with silver chasings; finely carved deerhoof drinking cup
11–25	3d6 x 10 gp	105 gp	shagreen sword hanger; velvet coat with gold lace; native copper knife with gold-wrapped handle; silver lorgnette with rock-crystal lens
26–40	1d6 x 100 gp	350 gp	Silk waistcoat with cut-steel buttons; lady's gloves with pearl clasps; moosehide quiver with exquisite porcupine-quill embroidery; silver teapot with dragon motif from Cathay; pair of large teardrop pearl earrings; hunter's knife with engraved blade and ivory handle

NORTHERN CROWN

41-50	1d10 x 100 gp	550 gp	Silver comb with moonstones; silver-plated steel rapier with jet jewel in hilt; pectoral ornament with flawless mica sheet carved into the form of a stag's head; delicate porcelain tea set; rosewood Corsican game table with ivory playing pieces and silver dice
51-60	2d6 x 100 gp	700 gp	Beaten gold mask of a solar deity from the southern continent; carved amber cameo portrait; silver hair pin with aquamarine inserts; large handpainted porcelain urn; dyed ostrich-feather cockade with violet garnet set in white gold
61-70	3d6 x 100 gp	1,050 gp	Silver Venetian half-mask with silk ribbons and amethyst inlay; pearl choker; gold plated parade helmet with grotesque visor; reliquary casket decorated with rock crystal and deep green spinel gems; presentation set of two wheellock belt pistols with acid-etched surface decoration and carved mahogany grips; maple-burl war club with pearl and mica inlays
71-80	4d6 x 100 gp	1,400 gp	Eyepatch with mock eye of sapphire and moonstone; fire opal pendant on a fine gold chain; old masterpiece painting; carved ivory fan with mother-of-pearl inlay
81-85	5d6 x 100 gp	1,750 gp	Embroidered silk and velvet mantle with numerous moonstones; sapphire pendant on gold chain; seated jade idol with lapis lazuli eyes
86-90	1d4 x 1,000 gp	2,500 gp	Embroidered and bejeweled glove; gold nightingale automaton with ruby eyes; portfolio of Moghul miniature paintings
91-95	1d6 x 1,000 gp	3,500 gp	Golden bracelet with four aquamarines; a string of small pink pearls (necklace)
96-99	2d4 x 1,000 gp	5,000 gp	Jeweled gold crown; jeweled ectrum ring; full suit of silver-plated ceremonial armor with surface engraving
100	2d6 x 1,000 gp	7,000 gp	Gold and ruby ring; gold cup set with emeralds; blue-white diamond pendant

MUNDANE ITEMS

Mundane items include items of recent development, such as gunpowder and match cord, as well as more-familiar items such as alchemist's fire, lanterns, and masterwork weapons and armor. Instead of using the standard d20 System table for mundane items, roll on the table below. Note that Nyamban weapons and armor aren't included here, as there hasn't yet been much diffusion of them around the continent; see *Nyambe: African Adventures* for random mundane item tables appropriate to Nyambe-tanda and Cimarron territories. Items unique to *Northern Crown* are shown in italics. Weapon, armor, and shield tables for Uropan and First Ones can be found in the next chapter.

RANDOM MUNDANE ITEMS TABLE

d%	Result	
01-05	Alchemist's fire (1d4 flasks, 20 gp each)	66 <i>Natural philosopher's lab kit (100 gp)</i>
06-10	Acid (2d4 flasks, 10 gp each)	67-68 Thieves' tools, masterwork (50 gp)
11-15	Antitoxin (1d4 doses, 50 gp each)	69-70 <i>Gunpowder keg (5 lb., 20 gp)</i>
16-20	Artisan's tools, masterwork (55 gp)	71-73 Masterwork First Ones melee weapon (roll on the First Ones Melee Weapons table)
21-25	Backpack, empty (2 gp)	74-75 Masterwork First Ones ranged weapon (roll on the First Ones Ranged Weapons table)
26-27	Climber's kit (80 gp)	76 Masterwork First Ones armor (roll on the First Ones Armor table)
28-29	Crowbar (2 gp)	77 Masterwork First Ones shield (roll on the First Ones Shields table)
30-32	Disguise kit (50 gp)	78-87 Masterwork Uropan melee weapon (roll on the Uropan Melee Weapons table)
33-39	Healer's kit (50 gp)	88-94 Masterwork Uropan ranged weapon (roll on the Uropan Ranged Weapons table)
40-44	Holy symbol, silver (25 gp)	95-99 Masterwork Uropan armor (roll on the Uropan Armor table)
45-48	Holy water (1d4 flasks, 25 gp each)	00 Masterwork Uropan shield (roll on the Uropan Shields table)
49-50	Hourglass (20 gp)	
51-53	Lantern, bullseye (12 gp)	
54	Lock, simple (20 gp)	
55-56	Lock, average (40 gp)	
57	Lock, good (80 gp)	
58	Lock, superior (150 gp)	
59	Magnifying glass (30 gp)	
60	Manacles, masterwork (50 gp)	
61-62	<i>Match cord (50 ft., 4 gp)</i>	
63	Mirror, small steel (10 gp)	
64-65	Musical instrument, masterwork (100 gp)	

MAGIC ITEMS & INVENTIONS

Use the tables here instead of the standard d20 System Random Magic Item Generation table. Two tables are given: one for treasures associated with Uropan cultures, and a different table for First Ones treasure hoards. The Uropan table includes both magic items and the inventions of natural philosophy, while the First Ones table includes several types of item created exclusively by First Ones spellcasters. No table is given for Nyamban magic items; for treasures found in Cimarron-controlled areas or from Nyambe-tanda itself, refer to *Nyambe: African Adventures* or simply use the Uropan Random Magic Item and Invention Generation table. The various armor, weapon, and magic item tables referred to below can be found in the next chapter. The Random Inventions Generation table is in the Inventions chapter.

FIRST ONES RANDOM MAGIC ITEM GENERATION TABLE

Minor	Medium	Major	Item	Table
01-06	01-12	01-12	Armor or Shield	First Ones Armor Types table
07-15	13-22	13-22	Weapon	First Ones Weapon Types table
16-60	23-34	23-28	Potion	d20 System Potions table
—	35-45	29-46	Pipe	d20 System Rods table
61-88	46-80	47-65	Totem	d20 System Wands table
89-99	81-99	66-99	Wondrous Item	d20 System Wondrous Items table
100	100	100	Magic Item/Invention	Uropan Random Magic Item and Invention Generation table (below)

UROPAN RANDOM MAGIC ITEM AND INVENTION GENERATION TABLE

Minor	Medium	Major	Item	Table
01-06	01-12	01-12	Armor or Shield	Uropan Armor Types table
07-15	13-22	13-22	Weapon	Uropan Weapon Types table
16-50	23-34	23-28	Potion	d20 System Potions table
51-52	35-44	29-38	Ring	d20 System Rings table
—	45-50	39-46	Rod	d20 System Rods table
53-80	51-65	47-55	Scroll	d20 System Scrolls table
—	66	56-57	Staff	d20 System Staffs table
81-88	67-80	58-70	Wand	d20 System Wands table
89-96	81-93	71-91	Wondrous Item	d20 System Wondrous Items table
97-99	94-99	92-99	Invention	Random Inventions Generation table
100	100	100	Magic Item	First Ones Random Magic Item Generation table (above)

CHAPTER EIGHT

MAGIC ITEMS

This chapter contains several new First Ones and Uropan magic items, as well as a discussion of variant item creation rules for First Ones spellcasters. Uropan spellcasters can make all magic items listed in the standard d20 System rules, and use the standard rules for item creation. For Nyamban magic items, see *Nyambe: African Adventures*.

FIRST ONES MAGIC ITEMS

Since the era of the Makers during the Uncounted Time, First Ones spellcasters have practiced the art of crafting magic items, from simple potions to wondrous items of great power. Developing in isolation from Uropa, the First Ones use the materials and forms familiar to them: soapstone for tobacco pipes and gorgets, feathers for robes and cloaks, deerskin for bags, and so on. They make most magic items known to Uropan, but often give them other names or different forms.

ITEM CREATION VARIANTS

Although First Ones spellcasters must learn the standard item creation feats in order to make magic items, the process of obtaining raw materials is different, items are seldom sold for money, and many items are known by different names.

Some standard magic items are not made by the First Ones, while other items made by them are unknown to Uropan spellcasters. Finger rings are unknown in First Ones cultures; the equivalent form for First Ones spellcasters is the tattoo; see the Tattoos section for details. Similarly, scrolls are unknown among the First Ones, but the creation of sacred chants by their spellcasters fills a similar role; they are described in this chapter under Chants.

RAW MATERIALS

Although each magic item in this chapter has a listed market price, First Ones spellcasters seldom pay cash for the raw materials needed to create a magic item, except for material costs under 1000 gp. Most commonly, the materials are obtained through a quest discovered through prayer or meditation. The quest could involve, for example, snatching a stick from a giant eagle's nest, seizing the war club of a cannibal giant, or stealing a mask from the longhouse of an evil powwow druid. The encounter level of the quest will generally be equal to 1/1000 of the raw material cost (or 1/2000 of the market price). For example, the raw material cost of a *cloak of the bear* is 12,160 gp, so a quest to obtain the materials to construct it should include an

encounter of EL 12. If desired, the quest may include two slightly easier encounters instead of one tougher encounter, at two-thirds of the EL of the single-encounter quest. In the above example, two EL 8 encounters could be substituted for the single encounter of EL 12.

MARKET PRICE

First Ones magic items are seldom sold for cash. Instead, they are passed from parent to child, master to student, or chieftain to subject, often as payment or reward for loyal service, a great deed, or to seal a friendship. Items finding their way into the markets of Northern Crown will fetch full market price.

MAGIC ARMOR

First Ones spellcasters can only make magic armor from hide armor, slat armor, turtle plate armor, turtle shields, hide shields, and wooden shields. Like other spellcasters, they must have the Craft Magic Arms and Armor feat to do so.

MODIFIED SPECIFIC ARMORS

The following specific armors are known to First Ones by different names and have the following modifications:

Banded Mail of Luck: This +3 *turtle plate armor* is called *turtle armor of luck*.

Breastplate of Command: This +2 *slat armor* is called *sagamore's armor*.

Celestial Armor: This +1 *hide armor* is called *pniese's armor*.

FIRST ONES MAGIC ARMOR

FIRST ONES ARMOR TYPES

d% Roll	Armor	Armor Cost
01–50	Hide	+165 gp
51–90	Slat	+180 gp
91–100	Turtle Plate	+250 gp

FIRST ONES SHIELD TYPES

d% Roll	Shield	Shield Cost
01–60	Shield, Small, Wooden	+153 gp
61–90	Shield, Hide	+155 gp
91–100	Shield, Turtle	+180 gp

NORTHERN CROWN

Dwarven Plate: This turtle plate armor is called *armor of the Makers*.

Elven Chain: This slat armor is called *greater forest armor*.

Mithral Shirt: This hide armor is called *lesser forest armor*.

Plate Armor of the Deep: This +1 turtle plate armor is called *turtle armor of Paumpagussit*.

Rhino Hide: This +2 hide armor is called *bison armor*.

PROHIBITED SPECIFIC ARMORS

Demon armor is not made by First Ones spellcasters.

MODIFIED SPECIFIC SHIELDS

The following specific shields are known to First Ones by different names and have the following modifications:

Absorbing Shield: This small wooden shield is called a *hungry shield*.

Adamantine Shield: This highly-polished turtle plate shield is called a *starmetal shield*.

Darkwood Shield: This small wooden shield is called a *lightwood shield*. It weighs only 1 pound.

Lion's Shield: This +2 small wooden shield covered with a panther's head and skin is called a *panther shield*.

Spined Shield: This +1 small wooden shield covered with giant porcupine quills is called a *porcupine shield*.

Winged Shield: This +3 hide shield decorated with eagle feathers is called an *eagle shield*.

PROHIBITED SPECIFIC SHIELDS

Caster's shields and *mithral large shields* are not made by First Ones spellcasters.

NEW SPECIFIC ARMORS AND SHIELDS

The following new specific shield is used by First Ones.

TURTLE SHIELD

This +2 large shield is made from the central plate of the upper carapace of a giant snapping turtle, polished to a lustrous hue. Once per day, upon command, the shield bestows an additional +3 natural armor AC bonus upon its owner. This additional bonus lasts for one hour. Once per day, upon command, the shield casts the spell *water breathing* upon the owner and anyone else touching the shield, as if cast by a 10th-level druid.

Faint transmutation; CL 10th; Craft Magic Arms and Armor, *barkskin*, *water breathing*; Price 21,600 gp

GENERAL FIRST ONES MAGIC WEAPONS

FIRST ONES WEAPON TYPES

d% Roll	Weapon Type
01-65	Melee weapon (see First Ones Melee Weapons table)
66-100	Ranged weapon (see First Ones Ranged Weapons table)

SPECIFIC FIRST ONES MAGIC WEAPONS

Medium	Major	Weapon Type
01-60	01-89	Use d20 System Specific Magic Weapons table
61-70	90-99	<i>Maushop's War Club</i>
71-100	00	Ranged weapon (see First Ones Ranged Weapons table)

FIRST ONES MELEE WEAPONS

d% Roll	Weapon Type	Weapon Cost
01-50	Club	+300 gp
51-60	Dagger	+302 gp
61-70	Greatclub	+305 gp
71-85	Halfspear	+301 gp
86-100	Shortspear	+302 gp

FIRST ONES RANGED WEAPONS

d% Roll	Weapon Type	Weapon Cost
01-20	Arrows	+350 gp per 50
21-35	Axe, throwing	+308 gp
36-38	Blowgun	+301 gp
39-40	Darts, blowgun	+350 gp per 50
41-50	Javelin	+301 gp
51-75	Longbow	+375 gp
76-100	Shortbow	+330 gp

MAGIC WEAPONS

Only clubs, daggers, greatclubs, halfspears, shortspears, shortbows, longbows, throwing axes, blowguns, and javelins can be fashioned into magic weapons by First Ones spellcasters, who must have the Craft Magic Arms and Armor feat. They have access to all weapon special abilities known to other spellcasters.

MODIFIED SPECIFIC WEAPONS

The names and or types of the following weapons are modified from the descriptions given in standard d20 System rules:

Adamantine Battleaxe: This is a club called a *starmetal club*.

Dwarven Thrower: This is a greatclub called a *club of the giant slayers*. Its additional abilities are activated in the hands of any raider-class character.

Flame Tongue: This is a club called a *club of Yotaanit*.

Frost Brand: This is a greatclub called a *club of Beboonikal*.

Holy Avenger: This is a shortspear called a *spear of the pniee*.

Life-Drinker: This is a shortspear, rather than a battleaxe.

Luck Blade: This is a dagger, rather than a short sword.

- Mace of Terror:** This is a club, rather than a mace.
- Nine Lives Stealer:** This is a shortspear, rather than a longsword.
- Rapier of Puncturing:** This is a halfspear called a *leechspear*.
- Shatterspike:** This is a club called a *splintering club*.
- Shifter's Sorrow:** This is a knife, rather than a two-bladed sword.
- Sun Blade:** This is a club called a *club of the great sun*.
- Sword of Life Stealing:** This is a shortspear called *spear of life stealing*.
- Sword of Subtlety:** This is a dagger called a *mantis claw*.
- Sylvan Scimitar:** This is a club called a *powwow's club*.
- Trident of Fish Command:** This is a shortspear called a *Mishi-bizeu's fang*.

PROHIBITED WEAPONS

The specific magic weapons *mace of smiting*, *sword of the planes*, and *trident of warning* are not made by First Ones spellcasters.

NEW WEAPONS

First Ones use this new weapon.

MAUSHOP'S WAR CLUB

This +3 weapon, named after a legendary giant, appears to be a greatclub of fine make. Upon grasping the club the wielder grows 50% larger, as if an *enlarge person* spell had been cast, with attendant bonuses to height, weight, and Strength. The spell remains in effect as long as the club is in the wielder's hand.

Faint transmutation; CL 12th; Craft Magic Arms and Armor, *enlarge person*; Price 42,000 gp

CHANTS

First Ones spellcasters with the Compose Chant feat can create magical chants that function much like scrolls. Chants require the same material costs, spells, XP expenditure, and time to create as scrolls. At the end of this process, the spellcaster composes a short chant that contains a single spell known to the caster. The chant can either be kept in memory by the spellcaster for later use, or else be taught to any single character who would be able to use the equivalent scroll, according to standard d20 System rules for scroll activation. Once learned, a magical chant cannot be taught to a third person by either the original spellcaster or the one who just learned it, and the original spellcaster can no longer cast it. At any one time, a character can possess a number of chants equal to 1 + his Intelligence modifier. To activate a chant, the character sings for a length of time equal to the spell's casting time. Chants composed at a higher caster level than the singer's caster level run the same risks of failure and mishap as for casters of scrolls.

Once sung, a chant cannot be used again — like a scroll, it loses its potency after one use. A character can also voluntarily remove a chant from memory as a free action. Chants do not appear as treasure items, but the standard d20 System scroll table can be used to randomly determine which chants a First Ones spellcaster might currently know.

EARTH EFFIGIES

First Ones spellcasters with the Raise Earth Effigy item creation feat can create magical earthworks that increase the natural power of the surrounding land, defend it with a summoned celestial guardian, and generate additional spell-like effects.

Earth effigies resemble raised mounds of earth covered with green grass, with smoothly sloping sides and a height of about 3 feet above the surrounding terrain. They can be destroyed by plowing them over, digging them up, or otherwise obliterating them. The spell *move earth* can destroy an earth effigy.

All earth effigies have the following powers, in addition to any spell-like abilities mentioned in their description:

Natural Power Enhancement (Su): An earth effigy enhances the level of natural power of the surrounding area: if corrupted, absent, or weak, the level rises to normal; if normal, it increases to strong; if strong, to very strong. (See the Magic chapter in *Northern Crown: New World Adventures* for the effects of the level of natural power on druidic spell-casting ability.) The base radius of the enhancement area is 1000 feet, plus 100 feet multiplied by the caster level. If an area is within the enhancement radius of more than one earth effigy, the natural power there is increased by one level per additional effigy. Within a year of the effigy's completion, local vegetation will adjust to reflect the increased natural power level.

Summoned Guardian (Sp): All earth effigies can summon one or more animals to defend themselves, determined by the effigy type. When creatures of evil alignment enter the effigy's enhancement radius, the animal or animals appear as if created by a *summon nature's ally* spell with level-dependent effects equal to the caster level of the effigy. They attack the invaders for one round multiplied by the caster level of the effigy. This effect functions once per day.

Animated Form (Sp): At the command of a First Ones druid of equal or higher caster level than its creator, or when damaged, an earth effigy becomes an animated object (as per the *animate objects* spell) composed of soil and living grass, which roughly resembles the effigy's namesake creature and has a size determined by the effigy type (see below). The effigy can remain in animated form for one round per class level of its creator, at which time it sinks into the earth and resumes its normal form. If slain while in animated form, an earth effigy is permanently destroyed. This power can be used once per day.

Extra Wild Shape (Sp): First Ones druids of 5th level and above within the enhancement area of an earth effigy gain an extra daily use of *wild shape*, but are limited to the type of animal associated with the effigy's celestial guardian — a black bear is granted for a *bear effigy*, a giant eagle for an *eagle effigy*, and so on. Druids who stray beyond the enhancement area of the effigy while using their extra *wild shape* will return to human form.

SPECIFIC EARTH EFFIGIES

The following specific earth effigies may be created by characters with the Raise Earth Effigy Feat:

BEAR EFFIGY

A *bear effigy* appears as the outline of a loping bear with long claws, with an overall length of 30 feet. It is often placed in an area that has been previously threatened by evil creatures. All First Ones druids within the effigy's natural power enhancement radius gain *greater magic fang* as a spell-like ability if within 30 feet of one or more evil creatures, as if the spell had been cast by the creator of the effigy. Furthermore, any creatures summoned by First Ones druids using *summon nature's ally* within the enhancement radius gain *magic fang* as a spell-like ability. This effect lasts only while the evil creatures are within the power enhancement radius, and ends if the druid (or summoned creature) strays beyond the radius.

The summoned guardians of a *bear effigy* are 1d3 black bears, as if created by *summon nature's ally III*. In its animated form, the effigy becomes a Huge animated object resembling a bear, with a speed of 40 feet.

Moderate conjuration, faint evocation; CL 8th; Raise Earth Effigy, *animate objects*, *summon nature's ally III*, Price 20,000 gp

EAGLE EFFIGY

An *eagle effigy* takes the form of a stylized raptor with outstretched wings, about 25 feet across. It is usually placed in areas threatened by evil spellcasters, ghouls, or other foes who can paralyze or use magic spells that restrict movement. All First Ones druids within the effigy's natural power enhancement radius gain *freedom of movement* as a spell-like ability if within 30 feet of one or more evil creatures, as if the spell had been cast by the creator of the effigy. This effect lasts only while the evil creatures are within the power enhancement radius, and ends if the druid strays beyond the radius.

The summoned guardian of an *eagle effigy* is a giant eagle, as if created by *summon nature's ally III*. In its animated form, the effigy becomes a Huge animated object resembling an eagle, with a speed of 40 feet.

Moderate conjuration, faint evocation; CL 8th; Raise Earth Effigy, *animate objects*, *summon nature's ally III*, Price 20,000 gp

FROG EFFIGY

A *frog effigy* appears as a stylized frog about 20 feet across. All First Ones druids within the effigy's natural power enhancement radius gain *jump* as a spell-like ability if within 30 feet of one or more evil creatures, as if the spell had been cast by the creator of the effigy. This effect lasts only while the evil creatures are within the power enhancement radius, and ends if the druid strays beyond the radius.

The summoned guardian of an *frog effigy* is a giant frog, as if created by *summon nature's ally II* (use the stats for a d20 System crocodile and replace "Tail Slap" with "Tongue Strike," which has the same effect). In its animated form, the effigy becomes a Large animated object resembling a frog, with a speed of 40 feet.

Moderate conjuration, faint evocation; CL 5th; Raise Earth Effigy, *animate objects*, *summon nature's ally II*, Price 16,000 gp

PANTHER EFFIGY

A *panther effigy* combines the features of a leaping panther and a shooting star, with an overall length of 40 feet. Once per day, any First Ones druids within the effigy's natural power enhancement radius can cast *sunbeam* if within 30 feet of one or more evil creatures, as if the spell had been

cast by the creator of the effigy. This ability lasts only while the evil creatures are within the power enhancement radius, and ends if the druid strays beyond the radius or the allotment of sunbeams is exhausted.

The summoned guardian of a *panther effigy* is a panther, as if created by *summon nature's ally IV* (use the stats for a panther given in the Monsters chapter). In its animated form, the effigy becomes a Huge animated object resembling a panther, with a speed of 40 feet.

Moderate conjuration, faint evocation; CL 13th; Raise Earth Effigy, *animate objects*, *summon nature's ally IV*, Price 30,000 gp

SNAKE EFFIGY

This effigy takes the form of a spiral rill of raised earth with a lens-shaped mound in the center. It occupies a circular area with a diameter of 40 feet. All First Ones druids within the effigy's natural power enhancement radius gain *poison* as a spell-like ability if within 30 feet of one or more evil creatures, as if the spell had been cast by the creator of the effigy. This ability lasts only while the evil creatures are within the power enhancement radius, and ends if the druid strays beyond the radius.

The summoned guardian of a *snake effigy* is a Large viper, as if created by *summon nature's ally III*. In its animated form, the effigy becomes a Large animated object resembling a snake, with a speed of 40 feet.

Moderate conjuration, faint evocation; CL 5th; Raise Earth Effigy, *animate objects*, *summon nature's ally III*, Price 18,000 gp

TURTLE EFFIGY

A *turtle effigy* resembles a 20-foot-diameter turtle's shell with smaller raised areas representing the head, feet, and tail. It is often constructed near a source of fresh water such as a spring, stream, or pond, to help protect its purity. Any First Ones druid within the effigy's natural power enhancement radius becomes the subject of a *barkskin* spell if within 50 feet of one or more evil creatures, as if the spell had been cast by the creator of the effigy. The effigy contains 3 charges of this effect per day.

The summoned guardians of a *turtle effigy* are 1d3 giant turtles, as if created by *summon nature's ally III* (use the stats given for a crocodile in the d20 System rules, but increase the animal's natural armor to +6, and decrease its speed to 10 ft., swim 10 ft). In its animated form, the effigy becomes a Large animated object resembling a turtle, with a speed of 40 feet.

Moderate conjuration, faint evocation; CL 5th; Raise Earth Effigy, *animate objects*, *summon nature's ally III*, Price 16,000 gp

PIPES

First Ones spellcasters can learn the Craft Pipe feat, which allows them to create smoking pipes that have the powers of magical rods. All pipes require the same material costs, spells, XP expenditure, and time to create as rods. Pipes must be filled with tobacco and used for one hour in a ceremonial procedure in order to function. Once this ritual has been performed a pipe remains functional for 24 hours, after which time it becomes dormant until the one-hour ceremony is again performed. Abilities possessed by pipes are activated as described for the equivalent rod in the standard d20 System rules.

MODIFIED PIPES

Use the standard D20 System list of rods when randomly determining the identity of a particular First Ones magical pipe, with the following modifications:

Absorption: This pipe, carved from polished hematite, is called a *pipe of spell-eating*.

Alertness: This pipe appears to be a +1 club with eight chert spikes — spikes made of flint-like mineral — forming a ring around the head of the weapon.

Cancellation: This pipe of red granite is called a *pipe of unmaking*.

Enemy Detection: This black agate pipe is called a *pipe of watchfulness*.

Flailing: This simple stone pipe changes into a +3 greatclub when activated.

Flame Extinguishing: This is a pipe of red soapstone.

Metal and Mineral Detection: This is a pipe of animal bone sheathed in copper.

Negation: This pipe of polished black obsidian is called a *pipe of Hobbamock*.

Python: This pipe of yellow and brown agate is called a *pipe of the crushing snake*. It functions as a +2 greatclub.

Rulership: This pipe carved from white soapstone with mica inserts is called a *sachem's pipe*.

Splendor: This richly carved alabaster pipe clothes the wearer in a cloak of feathers, with gorget, bracers, and headdress of gold, silver, and precious gems. It creates a 100-foot longhouse upon a 20-foot-high earthen mound, filled with richly woven mats, two blazing hearths, and plentiful food.

Thunder and Lightning: This pipe is made of meteoric iron, with a smoky quartz bowl. It functions as a +3 club.

Viper: This pipe carved from a single piece of green serpentine is called a *rattlesnake pipe*. It functions as a +1 club.

Withering: This pipe of striated quartz functions as a +1 club.

PROHIBITED PIPES

The following rods are not made in pipe form by First Ones spellcasters: *immovable rod*, *rod of lordly might*, *rod of security*, and *rod of wonder*.

POTIONS

First Ones spellcasters with the Brew Potion feat can brew magical potions.

MODIFIED POTIONS

Use the standard D20 System list of potions when randomly determining the identity of a particular First Ones potion, with the following modifications:

Bull's Strength: This potion is known as *potion of bison's strength*.

Ghoul Touch: This potion is known as *potion of paralyzing touch*.

TATTOOS

First Ones spellcasters can learn the Inscribe Tattoo feat, which allows them to place permanent magical tattoos on a person's body; these function precisely like magical rings. A person may only wear up to two magical tattoos, and once inscribed they cannot be removed, except by a spellcaster with the Inscribe Tattoo feat of equal or higher level than the one who inscribed them. Tattoos count against the total number of magical rings which may be worn; a character with more than one tattoo cannot wear a magical ring.

The material costs, XP costs, time, and prerequisite spells and feats associated with inscribing a tattoo are the same as for forging the equivalent ring. Material costs represent the rare natural inks, powders, and styluses to be used during the inscribing procedure.

MODIFIED TATTOOS

All standard d20 System rings can be inscribed as tattoos, with the following modifications:

Ram: This tattoo is known as a *tattoo of the moose* or *tattoo of the bison*. It manifests a force vaguely resembling a moose's antlers or a bison's horns, seeming to emanate from the wearer's forehead.

Telekinesis: This tattoo is called a *tattoo of far bearing*.

Wizardry: The various forms of this tattoo are known as *tattoos of the mauneto*.

X-ray Vision: This tattoo is known as a *tattoo of penetrating sight*.

PROHIBITED TATTOOS

The following rings are not made in tattoo form by First Ones spellcasters: *djinni calling* and *three wishes*.

TOTEMS

First Ones spellcasters can learn the Craft Totem feat, which allows them to create small carved sticks that function precisely like magical wands.

MODIFIED TOTEMS

Use the standard D20 System list of wands when randomly determining the identity of a particular First Ones totem, with the following modifications:

Bull's Strength: This totem is known as a *totem of bison's strength*.

Chaos Hammer: This totem is known as a *totem of Geezhigo-quaee*.

Ghoul Touch: This totem is known as a *totem of paralyzing touch*.

PROHIBITED TOTEMS

The following wands are not made in totem form by First Ones spellcasters: *detect secret doors* and *knock*.

WONDROUS ITEMS

First Ones spellcasters can create many types of wondrous items. Some standard wondrous items are unknown to them, while others are known by different names, or have a different appearance.

MODIFIED WONDROUS ITEMS

The following wondrous items are known by different names among the First Ones, or have a different appearance than the standard d20 System item:

Belt, Monk's: This wampum belt, decorated in the likeness of fighting wolverines, is called a *wolverine belt*.

Belt of Giant Strength: This moose hide belt is called a *belt of misbinawba strength*.

Boat, Folding: This small basket of birchbark and reeds is called a *folding canoe*.

Boots of Elvenkind: These soft moose leather shoes are called *mouse moccasins*.

Boots of Levitation: These soft moose leather shoes are called *cloud moccasins*.

Boots of Speed: These soft moose leather shoes are called *deer moccasins*.

Boots of Striding and Springing: These soft moose leather shoes are called *rabbit moccasins*.

Boots, Winged: These soft moose leather shoes are called *eagle moccasins*.

Boots of the Winterlands: These soft moose leather shoes are called *lynx moccasins*.

Bottle of Air: This hollow gourd is called a *gourd of air*.

Brooch of Shielding: This item is called a *shell gorget of shielding*.

Broom of Flying: This item is called an *eagle branch*. It is made from a branch that once held an eagle's nest.

Candle of Truth: This reed taper is called a *taper of truth*.

Cape of the Mountebank: This cape of red and yellow turkey feathers is called *Hobbamock's cape*.

Carpet of Flying: This item is called a *mat of flying*. It is made of woven reeds.

Chime of Interruption: This gourd rattle is called a *rattle of interruption*.

Cirlet of Blasting, Minor: This broad headband set with three yellow stones is called *Keesuckquand's lesser headband*.

Cirlet of Blasting, Major: This broad headband set with seven yellow stones is called *Keesuckquand's greater headband*.

Cirlet of Persuasion: This headband decorated with porcupine-quill embroidery is called a *sagamore's headband*.

Cloak of Arachnida: This lustrous black garment is called a *spider robe*. It is woven from the webs of a monstrous spider.

Cloak of Charisma: This deerskin robe decorated with porcupine-quill embroidery is called a *sagamore's robe*.

Cloak of Displacement, Minor: This item is called a *lesser pukwudgee robe*.

Cloak of Displacement, Major: This item is called a *greater pukwudgee robe*.

Cloak of Elvenkind: This soft gray robe is called a *mouse robe*.

Cloak of Etherealness: This thin robe of white deerskin is called a *ghost robe*.

Crystal Ball: This flat, polished stone is called a *peepstone*.

Cube of Frost Resistance: This ivory carving of a polar bear is called a *nanook stone*.

Decanter of Endless Water: This leather waterskin is called a *skin of endless water*.

Eversmoking Bottle: This clay vessel painted with red pigment is called an *eversmoking pot*.

Figurines of Wondrous Power: The *goat of traveling*, *goat of terror*, and *obsidian steed* are not made by First Ones spellcasters. The *goat of travail* is known as the *bison of travail*, the *marble elephant* is known as the *obsidian mammoth*, the *onyx dog*, *serpentine owl*, and *silver raven* are identical to the standard figurines.

Hand of the Mage: This item is called a *band of the maunetu*.

Harp of Charming: This item is called a *drum of charming*.

Hat of Disguise: This item is called a *headband of disguise*.

Helm of Brilliance: This magnificent headdress made of eagle feathers is called a *headdress of Keesuckquand*.

Helm of Comprehending Languages and Reading Magic: This headdress of blue and white feathers is called a *headdress of the great circle*.

Helm of Telepathy: This headband decorated with scallop shells is called a *headband of the mind's ear*.

Helm of Teleportation: This embroidered headband is called a *headband of far travel*.

Helm of Underwater Action: This necklace made of freshwater pearls is called a *nebaunaubae necklace*.

Horn of the Tritons: This turtle-shell rattle filled with freshwater pearls is called a *rattle of Misbi-bizeu*.

Horn of Valhalla: This item is called a *horn of heroes*. It is made from a bison's horn. The raiders summoned with the horn attack any non-First Ones who use it.

Incense of Meditation: This item is called *tobacco of meditation*.

Ioun Stones: These items are called *stones of the makers*.

Lyre of Building: This item is called a *drum of building*.

Manual of Bodily Health: This deerskin painted with petroglyphs and symbols is called a *story skin of health*.

Manual of Gainful Exercise: This painted deerskin is called a *story skin of exercise*.

Manual of Quickness of Action: This painted rabbit skin is called a *story skin of quickness*.

Mattock of the Titans: This antler-and-stone mattock is called *Glooskap's mattock*.

Maul of the Titans: This item is called *Glooskap's club*.

Medallion of Thoughts: This item is called a *gourd of thoughts*.

Necklace of Fireballs: This necklace of uncut pink tourmalines is called *Yotaanit's necklace*.

Pearl of the Sirines: This item is called a *nebaunaubae pearl*.

Periapt of Health: This rabbit skin bag on a leather cord is called a *medicine bag of health*.

Periapt of Proof Against Poison: This small snake skin bag is called a *medicine bag of proof against poison*.

Periapt of Wisdom: This small deerskin bag on a leather cord, strung with owl feathers, is called a *medicine bag of wisdom*.

Periapt of Wound Closure: This small leather bag on a leather cord is called a *medicine bag of wound closure*.

Robe of the Archmagi: This item is called a *robe of the maunetu*.

Robe of Blending: This item is called a *robe of the fawn*.

Scarab of Protection: This item is called a *beetle of protection*.

Tome of Clear Thought: This painted deerskin is called a *story skin of clear thought*.

NORTHERN CROWN

Tome of Leadership and Influence: This painted bison hide is called a *story skin of leadership and influence*.

Tome of Understanding: This painted deerskin is called a *story skin of understanding*.

Vestment, Druid's: This heavy robe of raven or buzzard feathers is called a *powwow's robe*.

Vestments of Faith: This robe of woven reeds is called a *manito's robe*.

Wind Fan: This large fan is made of buzzard feathers.

PROHIBITED WONDROUS ITEMS

The following wondrous items are not made by First Ones spellcasters: *belt of dwarvenkind, blessed book, bowl of commanding water elementals, brazier of commanding fire elementals, candle of invocation, censer of controlling air elementals, chime of opening, cube of force, cubic gate, deck of illusions, dimensional shackles, apparatus of the crab, efreeti bottle, goggles of minute seeing, goggles of night, golem-bane scarab, horseshoes of speed, horseshoes of a zephyr, instant fortress, iron bands of binding, iron flask, lantern of revealing, marvelous pigments, mirror of life trapping, mirror of mental prowess, mirror of opposition, phylactery of faithfulness, pipes of the sewers, portable hole, ring gates, robe of useful items, scabbard of keen edges, sovereign glue, stone horse, universal solvent, vest of escape, well of many worlds*.

NEW WONDROUS ITEMS

These new wondrous items are used by First Ones.

CLOAK OF THE BEAR

This black bearskin cloak with bearclaw clasps gives the wearer +2 enhancement bonus to Strength as long as the cloak is worn. It also bestows a +2 enhancement bonus to Climb, Hide, and Listen skill checks.

Faint transmutation; CL 6th; Craft Wondrous Item, *bull's strength*; Price 24,320 gp

CLOAK OF THE GREAT SACHEM

This exquisite cloak of turkey feathers enhances the persuasive powers of the wearer. Once per day, the wearer may cast the following spells at 9th level: *charm person* and *emotion*. In addition, the cloak grants a +2 enhancement bonus to the wearer's Charisma score while it is on the wearer.

Faint enchantment; CL 9th; Craft Wondrous Item, *charm person, emotion*; Price 12,960 gp

NECKLACE OF LIGHTNING STONE

This hollow, conical piece of stone is made of fused sand caused by a lightning strike entering the earth. A single bolt of lightning can produce a tube of fused sand several feet long, but typically a lightning stone is only a three-inch fragment of such a tube, strung with a piece of cord and worn as a necklace. The wearer of a *necklace of lightning stone* can cast *shocking grasp* as a 9th-level arcane spellcaster once per day. Once per week the wearer can cast *lightning bolt*, also at the equivalent of 9th level. The wearer also receives Resistance to Electricity 10.

Moderate Evocation; CL 9th; Craft Wondrous Item, *lightning bolt, shocking grasp*; Price 12,960 gp

WOLVES' WHISTLE

When blown, this small whistle made of the shinbone of a white buck summons 1d4+1 wolves, as per the spell *summon nature's ally V*. The whistle functions once per day.

Moderate conjuration; CL 9th; Craft Wondrous Item, *summon nature's ally V*; Price 18,000 gp

UROPAN MAGIC ITEMS

Uropan spellcasters can create most of the magic items listed in standard d20 System rules, with no modifications needed. Many of these items are of great antiquity, dating from the time of the Caesars or even earlier, while others are newly made by contemporary spellcasters. One new type of item — the standing stone — is introduced in this section.

Special mention needs to be made concerning Uropan magic armor and weapons — the Craft Magic Arms and Armor feat is often applied to guns, and even to artillery, and the type of melee weapons and armor commonly made into magic items by Uropan differs from standard d20 System lists of these items. This section lists the types of armor, shields, and weapons commonly used by Uropan to create magical items.

MAGIC ARMOR & SHIELDS

Because Uropan use shields infrequently, the table below should be used when determining whether a randomly generated item is a suit of armor or a shield, instead of the standard d20 System table used for this purpose. Once a result is obtained, use the Uropan Armor Types or Uropan Shield Types table to determine the type of item generated.

MODIFIED SPECIFIC ARMOR & SHIELDS

The following armor and shields are known by different names among Uropan, or have a different appearance than the standard d20 System item:

Banded Mail of Luck: This gem-studded golden cuirass is called a *cuirass of Fortuna*.

Celestial Armor: This silver breastplate is called an *angel's breastplate*.

Elven Chain: This chainmail is known as *fey armor*.

Mithral Full Plate of Speed: This full plate armor is known as *mercurial plate*.

Mithral Heavy Shield: This is known as a *mercurial shield*.

Mithral Shirt: This is a cuirass known as a *mercurial cuirass*.

Plate Armor of the Deep: This full plate armor is called *Neptune's plate*.

Rhino Hide: This buff coat is called *monoceros armor*.

UROPAN ARMOR AND SHIELDS

Minor	Medium	Major	Item	Base Price
01-10	01	—	+1 shield	1,000 gp
11-75	02-10	—	+1 armor	1,000 gp
76-78	11-12	—	+2 shield	4,000 gp
79-88	13-33	—	+2 armor	4,000 gp
—	34-35	01	+3 shield	9,000 gp
—	36-55	02-16	+3 armor	9,000 gp
—	56	17-18	+4 shield	16,000 gp
—	57-60	19-38	+4 armor	16,000 gp
—	—	39-40	+5 shield	25,000 gp
—	—	41-60	+5 armor	25,000 gp
89	61-62	61-62	Specific armor ¹	16,000 gp
90	63	63	Specific shield ²	25,000 gp
91-100	64-100	64-100	Special ability and roll again ³	25,000 gp

¹Roll on the standard d20 System Specific Armors table.
²Roll on the standard d20 System Specific Shields table.
³Roll on the standard d20 System Armor Special Abilities or Shield Special Abilities table.

UROPAN MAGIC ARMOR

UROPAN ARMOR TYPES

d% Roll	Armor	Armor Cost
01-15	Breastplate	+250 gp
16-25	Buff coat	+160 gp
26	Chain shirt	+220 gp
27	Chainmail	+300 gp
28-43	Cuirass	+300 gp
44-54	Cuirass with tassets	+350 gp
55-60	Full plate	+650 gp
61-70	Padded coat	+156 gp
71-85	Studded leather	+175 gp
86-00	3/4 plate	+450 gp

UROPAN SHIELD TYPES

d% Roll	Shield	Shield Cost
01-80	Buckler	+165 gp
81-00	Shield, small, wooden	+153 gp

GENERAL UROPAN MAGIC WEAPONS

UROPAN WEAPON TYPES

d% Roll	Weapon Type
01-65	Melee Weapon (see Uropan Melee Weapons table)
66-100	Ranged Weapon (see Uropan Ranged Weapons table)

UROPAN MELEE WEAPONS

d% Roll	Weapon Type	Weapon Cost
01-04	Axe, throwing	+306 gp
05-14	Broadsword	+320 gp
15-21	Cutlass	+310 gp
22-28	Dagger	+302 gp
29	Glaive	+308 gp
30	Greataxe	+310 gp
31-35	Greatsword	+350 gp
36	Guisarme	+309 gp
37-39	Halberd	+310 gp
40	Handaxe	+306 gp
41	Lance, heavy	+310 gp
42	Lance, light	+306 gp
43	Longspear	+305 gp
44	Mace, heavy	+308 gp
45	Mace, light	+304 gp

46	Plug bayonet	+302 gp
47-49	Quarterstaff	+300 gp
50	Ranseur	+310 gp
51-80	Rapier	+335 gp
81-86	Rapier, long	+340 gp
87-92	Saber	+330 gp
93-00	Smallsword	+340 gp

UROPAN RANGED WEAPONS

d% Roll	Weapon Type	Weapon Cost
01	Arquebus, matchlock	+340 gp
02-03	Arrows	+350 gp per 50
04-06	Axe, throwing	+308 gp
07-12	Belt pistol, wheellock	+365 gp
13	Bolts, crossbow	+350 gp per 10
14-25	Bullets	+350 gp per 20
26-30	Caliver, matchlock	+330 gp
31	Crossbow, heavy	+345 gp
32	Crossbow, light	+330 gp
33-35	Double pistol, wheellock	+520 gp
36-40	Grenades	+350 gp per 10
41	Hand mortar, snaphance	+390 gp
42-48	Horse pistol, wheellock	+390 gp
49-56	Long musket, snaphance	+500 gp
57	Longbow	+375 gp
58-80	Musket, snaphance	+450 gp
81-84	Musketoen, snaphance	+420 gp
85-98	Pistol, snaphance	+365 gp
99	Shortbow	+330 gp
00	Wall gun	+600 gp

MAGIC WEAPONS

To determine the identity of a randomly generated Uropan magic weapon, use the standard weapons table in the Magic Items chapter of the d20 System rules. If a specific weapon is indicated, use the standard d20 System Specific Weapons table. If a special ability is indicated, use the Melee Weapon Special Abilities or Ranged Weapon Special Abilities table, rolling again if the Ki Focus special ability is obtained.

MODIFIED SPECIFIC WEAPONS

The names and or types of the following weapons are modified from the descriptions given in standard d20 System rules:

Adamantine Battleaxe: This is a halberd called an *adamantine halberd*.

Dwarven Thrower: This is a throwing axe called a *berserker's axe*.

Flame Tongue: This is a broadsword called a *flammifer blade*.

Holy Avenger: This is a broadsword, rather than a longsword.

Life-Drinker: This is a dagger, rather than a battleaxe.

Luck Blade: This is a rapier, rather than a short sword.

Nine Lives Stealer: This is a rapier, rather than a longsword.

Oathbow: This snaphance long musket is called an *oath gun*.

Screaming Bolt: These are bullets called *screaming bullets*.

Shatterspike: This broadsword is called a *sundering sword*.

Sun Blade: This is a saber rather than a short sword. It does not inflict the damage of a bastard sword, but is considered a +2 *saber* in normal combat.

Sword of Life Stealing: This is a rapier rather than a longsword.

Sword of Subtlety: This is a smallsword rather than a short sword.

Sylvan Scimitar: This is a throwing axe rather than a scimitar, and is called a *sylvan axe*.

Trident of Fish Command: This is a cutlass rather than a trident.

Trident of Warning: This is a cutlass rather than a trident.

PROHIBITED SPECIFIC WEAPONS

The specific magic weapons *javelin of lightning* and *sword of the planes* are not made by Uropan spellcasters.

STANDING STONES

Uropan druids can learn the Raise Standing Stone feat, which allows them to create configurations of massive stones that strengthen natural power, protect the land, and generate a system of magical travel with other stones. Once widely practiced in Uropa, this art is now the sole province

of Kelt druids in Eire and Scotia. Albians, having lost the art, are only now beginning to relearn it to aid in the Greening — the reawakening of the Old Ways upon the isle of Britain. In the lands of the Kelt renegadoes of Northern Crown, stones are also being raised to carry on the tradition in the New World.

All standing stones have the following powers, in addition to any spell-like abilities mentioned in their description:

Animated Form (Sp): All standing stones can assume animated form (as per the *animate objects* spell) at the command of a Uropan druid of equal or higher caster level than their creator, or when damaged. This power can be used once per day, turning the stone into a vaguely humanoid-shaped mass of stone. The size of the animated form is equal to the size of the stone — Large stones become Large animated objects, while Huge stones become Huge animated objects, both with a speed of 30 feet. Stones can remain in animated form for one round per class level of their creator, at which time they resume their normal form. If slain while in animated form, standing stone is permanently destroyed.

Ley-line Generation (Su): Standing stones create networks of invisible ley-lines with neighboring stones, enclosing the land in an invisible web of divine protection. When created, a standing stone or group of stones establishes a magical connection with nearby stones at a maximum range related to the size of the stones included in the group. To find the maximum range of a group of stones, add the ranges of each stone in the group. All stones in a group must be within 10 feet of the nearest stone in the group, and no further than 30 feet from the farthest one

Stone Size	Range	Hit Points	Hardness	Animated Form
Large	1 mile	500	15	Large animated object
Huge	2 miles	800	15	Huge animated object

The stones at both ends of a connection must have sufficient range to establish the link — a group with a five-mile range cannot establish a link with a group with a two-mile range unless they are two miles apart or closer.

Once the connection is established, a ley-line is created. A single ley-line has no effect on an area, but if three or more standing stones are placed within range of each other the area enclosed by the resulting ley-lines becomes enhanced. Any area enclosed by three or more ley-lines is subject to the Natural Power Enhancement ability.

Natural Power Enhancement (Su): The level of natural power of an area enclosed by ley-lines is increased: if corrupted, absent, or weak, the level rises to normal; if normal, it increases to strong; if strong, to very strong. (See the Magic chapter in *Northern Crown: New World Adventures* for the effects of the level of natural power on druidic spellcasting ability.) Within a year of enclosing an area, vegetation will adjust to reflect the increased natural power level.

Standing Stones have the following stat lines, based on size:

Large Standing Stone: Moderate conjuration; CL 5th; Raise Standing Stone; Price 8,000 gp

Huge Standing Stone: Moderate evocation; CL 9th; Raise Standing Stone; Price 12,000 gp

NYAMBAN MAGIC ITEMS

Members of the Cimarron culture or native Nyambans in Northern Crown can create the magic items described in *Nyambe: African Adventures*. Other characters with Nyamban ancestors use the magic system of their own culture, whether it is First Ones or Uropan.

ARTIFACTS

Legends of Northern Crown testify to the existence of powerful artifacts — some made by the Makers and Moundraisers of the Uncounted Time, some by more recent Nyamban and First Ones peoples, and some by Uropan. These items cannot be duplicated by contemporary spellcasters, either because the secrets of their manufacture have been lost or because they were created by the intervention of outsiders.

MINOR ARTIFACTS

Minor artifacts are rare, but not unique. At least a handful of each type exist somewhere in Northern Crown. They are nonetheless powerful magic items, and should only be introduced to the campaign by design, never by random chance.

BLACK BOOK

Except for witches, Uropan spellcasters in Northern Crown can only cast the spells *lesser planar ally*, *planar ally*, *greater planar ally*, *lesser planar binding*, *planar binding*, *greater planar binding*, and *gate* from the pages of a black book, which is a manual for the summoning and binding of outsiders. It is only effective if hand-written, rather than printed, and is most commonly written in red ink on black paper. A sorcerer or wizard with a black book can cast any spell contained in it if the caster is of sufficient level to cast spells of that level, if the spell is found in the standard d20 System list of spells for the character class, and if the caster has a slot available. To cast a spell from the book, the caster must read aloud from the book and use any spell components normally required. Unlike an ordinary spellbook, a black book can't be used to permanently add a spell to your known spells; the book must be in the caster's possession to give the caster access to the spells within it. Church authorities consider possession of a black book to be a capital offense; both the book and its owner are liable to be burned if caught by Church or civic authorities. As a result, black books are difficult to find and risky and expensive to buy on the black market. An individual black book can be one of several known diabolic texts, some dating back to the ancient world:

The Key of Solomon: This is the oldest known and most famous black book, said to be written by King Solomon himself, the first diabolist, whose knowledge came from

good outsiders who wished it to be used only for the benefit of humankind. The emperor Vespasian was said to have had a copy, called by the Romans *Liber Pentaculorum*. The Key is also known by the titles *The Secret of Secrets* and *The True Grimoire*. A Persian verse translation well known in the Near East is called *Suleiman-Nameh*.

The Grimoire of Honorius: Dating from 1216, this black book is little known and quite rare. It is attributed to Honorius, but it is more likely to have been written by an anonymous scholar, since admitting the authorship of a black book would have been tantamount to a death sentence.

The Book of Belial: This tome was purportedly written by one Jacobus de Teramo sometime in the 15th century. It includes an exhaustive list of outsiders' names and places in the infernal hierarchy. It is known for its emphasis on infernal outsiders as opposed to elementals and other types of extraplanar beings.

The Red Dragon: Also known by its subtitle — *The Art of Commanding the Spirits of Heaven, Air, Earth, and Hell* — this black book is relatively new, having been penned in 1522 possibly by a Français sorcerer named Offray, who was likely a member of the sorcerer cabal Le Dragon Rouge. It represents the most scientific treatise on diabolism to date, but is no less perilous to use.

Overwhelming conjuration; CL 20th; Weight 3 lb.

GORGETS OF THE MAKERS

To protect themselves from their sorcerous rivals, the artisans of the ancient Makers often crafted magical items in the form of crescent-shaped objects worn at the base of the throat, called a gorget. Several types were made, each granting the wearer a different type of protection:

Bone Gorget: A *bone gorget* is strung from the hollow wing bones of turkey vultures. It gives the wearer a +4 deflection AC bonus against ranged touch attacks, and a +2 deflection AC bonus against other ranged attacks.

Copper Gorget: A *copper gorget* is hammered from a large nugget of native copper, and fastened around the neck with moose sinew. It provides the wearer Fire Resistance 15, and also bestows a +2 resistance bonus to Reflex saving throws against breath weapons and spells that inflict fire damage.

Jade Gorget: A *jade gorget* is made from small plates of pale green jade fastened together with copper wire. This artifact was made to protect its owner from assassination attempts by poison, a common method of attack by rival Maker sorcerers. The wearer gains immunity to all poisons, including organic and mineral poisons and poison gas. The gorget also gives the wearer *detect poison* as a spell-like ability at will, as a 20th-level sorcerer.

Mica Gorget: A *mica gorget* is a glittering crescent of silvery mica fastened to a wide leather strap, which is set with eight small quartz crystals. It gives the wearer Spell Resistance 15, and also provides a +2 resistance bonus to saving throws against gaze attacks.

Shell Gorget: A *shell gorget* appears as a single very large scallop shell on a leather cord, which is strung with freshwater pearls. It gives the wearer Damage Reduction of 5/—. Any nonmagical weapon that hits the wearer is also subject to a *shatter* spell, as if cast by a 20th-level sorcerer.

Overwhelming abjuration; CL 20th; Weight 2 lbs.

CALUMETS OF THE MOUNDRAISERS

The spellcasters of the Moundraiser culture were adept at creating powerful calumets — heavy smoking pipes with a straight stem and small bowl, carved from stone or semi-precious minerals. Four forms of magical calumets are known to have survived from Moundraiser times. Each one is dedicated to one of the four winds and cardinal directions. They are coveted for use in sacred ceremonies by contemporary powwow druids and by First Ones crafters of magical items, who seek to uncover the secrets of their manufacture.

Calumets are made functional in the same manner as other magical pipes — by filling them with tobacco and conducting a one-hour pipesmoking ceremony. Once functional, they remain so for 24 hours, then become dormant until the pipesmoking ceremony is performed again. They are activated by the mental command of their wielder. All of them can be used as +2 *clubs*, even when not functional.

Green Calumet: A *green calumet*, also known as a *calumet of the south wind*, is carved from deep green soapstone in the likeness of a lizard, with the lizard's upturned jaws forming the bowl. The wielder of the calumet heals lost hit points at twice his normal rate, whether the artifact is functional or not. When functional, the calumet gives its wielder a +2 natural armor AC bonus and Fire Resistance 5. When activated by mental command while functional, the pipe is transformed into a giant stone lizard (Huge animated object, speed 40 feet) under the control of the wielder. The stone lizard remains until destroyed or dismissed by the wielder of the pipe, or when 24 hours have elapsed since the last ceremony performed with the calumet.

White Calumet: A *white calumet*, called by some a *calumet of the north wind*, is made of the horn of a long-vanished creature from the age of ice. The wielder of the calumet heals lost hit points at twice his normal rate, whether the artifact is functional or not. When functional, it gives the wearer Cold Resistance 15, with a +2 resistance bonus to Reflex saves against spells, spell-like effects, and breath weapons that deal cold damage. When activated by mental command while functional, once per day, it can be used like a blowgun to emit a 40-foot cone of frost (6d6 cold damage, Reflex save DC 16 for half damage).

Red Calumet: A *red calumet*, known by some as a *calumet of the west wind*, is made from rose quartz with a copper mouthpiece. The wielder of the calumet heals lost hit points at twice his normal rate, whether the artifact is functional or not. When functional, it gives the wielder a +2 enhancement bonus to Constitution score. When activated by mental command while functional, once per day, it gives a +2 enhancement bonus to the Constitution score of all allies within 30 feet at the time of activation. This bonus lasts until 24 hours have passed since the last ceremony performed with the calumet.

Yellow Calumet: A *yellow calumet*, also known by the name *calumet of the east wind*, is made from rose quartz with a copper mouthpiece. In ocean, mountain, and bog, the wielder of the calumet heals lost hit points at twice his normal rate, whether the artifact is functional or not. When functional, it gives the wielder a +2 enhancement bonus to Wisdom score. When activated by mental command while functional, once per day, it gives a +2 enhancement bonus to Wisdom score to all allies within 30 feet at the time of activation. This bonus lasts until 24 hours have passed since the last ceremony performed with the calumet.

Overwhelming abjuration; CL 20th; Weight 3 lbs.

MAJOR ARTIFACTS

Major artifacts are unique magic items of great power. The introduction of one of these items to the campaign should be a pivotal event, possibly affecting the balance of power in the region or threatening to shake the political and cultural landscape of the continent to the core.

DON DE DIEU

Don de Dieu is a legendary magical sailing ship constructed by good outsiders as a gift to humankind. Comparable to a modest trading vessel in size, *Don de Dieu* has a length of 65 feet, a draught of ten feet, and two decks. Her hull has 1000 hit points, with a Hardness rating of 15 and a regeneration rate of 50 hit points per day. She can carry 50 Medium creatures and up to 35 tons of cargo at a speed of 40 feet, regardless of the wind speed and direction. She requires no crew to trim her sails, and steers by mental command of whoever is holding her ship's wheel. At will, the person steering her can cause the ship to fly at up to 30 feet per round, with Perfect maneuverability. She is known to have picked up some armament since her initial construction, and is now fitted with six +3 *4-pounder sakers* on her lower deck. The ship can only be unmade by driving seven gold nails into her hull, each of which has been made from the treasure hoard of a different evil pirate captain.

SOPHIA'S BELL

This artifact is described as a sturdy bronze bell about 2 feet in diameter, covered with a rich green verdigris of great age. It weighs 300 pounds, and must be suspended from a sturdy frame in order to be rung. The bell has 300 hit points and a Hardness rating of 24. It can be heard at a distance of up to five miles plus one mile multiplied by the Wisdom ability modifier of the character ringing the bell. All evil creatures who hear the bell must make a Fortitude save at a DC equal to the Wisdom score of the ringer of the bell or become shaken until they leave the bell's range for at least one full day. Good-aligned creatures who have heard the bell within the last 24 hours gain a bonus to attack and damage against evil creatures equal to the Wisdom ability modifier of the ringer of the bell, as long as they are within the bell's range. The bell also protects good-aligned creatures within its range as if they were affected by a paladin's *aura of courage* ability, whether they have heard the bell or not.

The above effects assume that the ringer is of good or neutral alignment; when rung by an evil creature, the bell's effects are applied conversely, but only if the ringer makes a Will save at DC 24. Failure to save means that the evil creature cannot ring the bell at all, and may not make another attempt for a full day. If the creature's Will save is successful the bell's effects are identical, but they affect creatures of opposite alignment: the bell causes all good creatures to make a Fortitude save or become shaken; evil creatures gain the attack and damage bonus; and the bell grants the benefits of *aura of courage* to evil creatures.

The bell can only be destroyed by being melted down by the fires of the same Français foundry in which it was created.

HOOD OF THE ANIMAL MASTER

This hood appears to be made from the skull of a dire bear, with the antlers of an extinct species of great elk affixed to it with animal sinew. A buffalo robe trails from the back of the hood like a long cloak. Originally painted in black and blood-red, only traces of polychrome remain on the hood, testifying to its great age and long use. It is worn over the top of the head, leaving the wearer's face exposed. The hood grants powers over animals and increases the hunting skill of the wearer, essentially transforming the wearer into a living avatar of the animal master. Once donned, it cannot be removed by any means other than a *wish*, or by the wearer's death.

Anyone wearing the hood gains a +10 competence bonus to Survival checks. The hood also grants the wearer the following spell-like abilities at will: *animal trance*, *bide from animals*, and *speak with animals*, as if the wearer were a 20th-level druid with a base save DC of 14 + spell level. The hood also grants the wearer the power to *polymorph* at will into any animal that the hood can summon.

Once each day, as a full-round action, the wearer can summon a maximum of 40 HD of animals, drawn from the following list: bison, deer, dire badger, dire bear, dire lion, dire wolf, dire wolverine, moose. They remain until dismissed by the wearer or slain. Summoned animals remain under the wearer's influence, as if they were the subject of *charm person or animal*. At no time can the wearer control more than 300 HD of summoned animals. As a free action, the wearer may relinquish control of one or more animals summoned by the hood, allowing them to act freely; once released, they are permanently freed from the hood's

power to charm them, although they will not attack the wearer.

The hood can only be destroyed by being submerged in the blood of a woolly elephant — a creature thought to be extinct since the age of ice.

MOTHER STONE

This stone is a bluish-black oblong boulder about 8 feet high, its surface broken by deep holes and craters as if it had once been subject to enormous heat, even though it now feels unnaturally cold to the touch. It weighs approximately 4,000 pounds, has 500 hit points, and has a Hardness of 25. In dim or dark conditions it seems to radiate shimmering fingers of red, green, and blue light.

Any creature of evil alignment touching or attacking the stone becomes the target of *prismatic spray* each round as long as the creature remains within 500 feet of the stone. A person of good alignment in contact with the stone can cast *greater scrying* at will to view and hear any point in Northern Crown or within 10 miles out from the mainland. Three times per day, the controller may cast *prismatic spray* upon any area currently subjected to scrying through the stone, with a save DC of 19. Most impressively, the controller can create a *prismatic wall* extending from the ground to the upper levels of the atmosphere and of unlimited length, enclosing any area of the continent in a barrier-like curtain. The position and location of the wall can only be changed once per day, during the hours of darkness. All spell effects created by the stone are equivalent to those cast by a 20th-level sorcerer; the save DC against the wall's effects is 15 plus the level of the spell.

CHAPTER NINE

INVENTIONS

Inventions are coveted possessions in *Northern Crown*, putting the power of science at the command of anyone with the intelligence to activate them. They have the potential to change the balance of power on the battlefields, seas, and skies of the continent; and in the hands of evil characters, to do great harm. Most inventions are expensive and time-consuming to produce, however, so their impact has been limited, but is expected to grow as the study of natural philosophy becomes more widespread.

Inventions are not magical, so they are not affected by spells that affect the function of magic items, like *dispel magic*. All inventions are use-activated, but an unfamiliar invention requires an Intelligence or Knowledge (science) check at DC 10 plus the minimum inventor level of the invention in order

to understand how to activate it — once a successful check has been made, the user can activate the invention without any subsequent checks, and can show others how to activate it. Unless stated otherwise, activating an invention is not an action and does not provoke an attack of opportunity, unless the use involves performing some other action that provokes an attack of opportunity in itself.

This chapter contains a list of inventions that characters with the Craft Invention feat can build. It can also be used by GMs who wish to include an invention as an element in an adventure. The inventions are listed alphabetically, with the degree required by an inventor to create the invention listed in parentheses. If a degree in no particular science is required to make the invention, then the school is listed as (Any).

INVENTIONS BY SCIENCE AND MINIMUM INVENTOR LEVEL

ANY

Invention	Inventor Level
Dupligraphic Pen	3rd
Ring Bayonet	3rd
Rifle	4th
Volley Gun	5th
Quick-firing Musket	6th
Automaton Horse	7th
Automaton Servant	7th
Automaton Soldier	7th

ANTIMAGIC

Invention	Inventor Level
Spirit Vane	4th
Arcanostatic Rod	7th
Demanafix	14th

LIFE AND DEATH

Invention	Inventor Level
Healing Salve	3rd
Vaccinatory Needle	3rd
Morphitic Spirit	4th
Herculean Tincture	5th
Mercurial Tincture	5th
Simulacrumatorium	12th
Lazarus Box	13th
Thanatopic Mill	13th

MAGNETISM

Invention	Inventor Level
Galvanic Lantern	3rd
Electrostatic Gunlock	4th
Galvanic Lantern, Pocket	4th

Galvanic Vest	6th
Electrostatic Sword	7th
Galvanic Boots & Gauntlets	7th
Electrostatic Cannon	10th

MATTER

Invention	Inventor Level
Aeolipilic Mill	3rd
Ornithoptical Wings	5th
Natatory Helmet	6th
Occam's Blade Oil	8th
Piscatoform Ship	8th
Medusa's Oil	9th
Aerial Helix	12th
Transmogriphix	13th
Aerostatic Ship	15th
Earthquake Engine	16th

MENTALISM

Invention	Inventor Level
Mesmeric Disk	5th
Panopticon	10th

PHYSICS

Invention	Inventor Level
Periscopic Viewer	3rd
Eidetic Shadow Box	4th
Sympathetic Ears	4th
Nocturnal Lenses	5th
Heliopyritic Mirror	7th
Transmaterial Lenses	7th
Sympathetic Mirrors	8th
Osmotic Mirrors	15th

RANDOM INVENTION GENERATION TABLE

MINOR INVENTIONS (MINIMUM INVENTOR LEVEL 3RD–6TH)

d% Roll	Item	Price
01–07	Aeolipilic Mill	500 gp
08–18	Dupligraphic Pen	100 gp
19–23	Eidetic Shadow Box	500 gp
24–28	Electrostatic Gunlock	300 gp
29–30	Galvanic Vest	4,000 gp
31–39	Galvanic Lantern	500 gp
40–43	Galvanic Lantern, Pocket	700 gp
44–50	Healing Salve	100 gp
51–56	Herculean Tincture	200 gp
57–60	Mercurial Tincture	200 gp
61–62	Mesmeric Disk	2,000 gp
63–67	Morphitic Spirit	300 gp
68–69	Natatory Helmet	3,000 gp
70–73	Nocturnal Lenses	1,000 gp
74	Ornithoptical Wings	4,000 gp
75–79	Periscope Viewer	100 gp
80–81	Quick-firing Musket	3,000 gp
82–87	Rifle	300 gp
88–92	Ring Bayonet	20 gp
93	Spirit Vane	1,000 gp
94	Sympathetic Ears	3,000 gp
95–99	Vaccinatory Needle	100 gp
00	Volley Gun	3,000 gp

MEDIUM INVENTIONS (MINIMUM INVENTOR LEVEL 6TH–9TH)

d% Roll	Item	Price
01–15	Arcanostatic Rod	22,000 gp
16–25	Automaton Horse	15,000 gp
26–37	Automaton Servant	18,000 gp
38–43	Automaton Soldier	80,000 gp
44–50	Electrostatic Sword	5,000 gp
51–62	Galvanic Boots & Gauntlets	5,000 gp
63–76	Heliopyritic Mirror	4,000 gp
77–85	Medusa's Oil	500 gp
86–94	Occam's Blade Oil	400 gp
95–96	Piscatoform Ship	50,000 gp
97–98	Sympathetic Mirrors	8,000 gp
99–00	Transmaterial Lenses	8,000 gp

MAJOR INVENTIONS (MINIMUM INVENTOR LEVEL 10TH+)

d% Roll	Item	Price
01–25	Aerial Helix	60,000 gp
26–35	Aerostatic Ship	117,500 gp
36–44	Demanaxif	44,000 gp
45–50	Earthquake Engine	50,000 gp
51–65	Electrostatic Cannon	10,000 gp
66–68	Lazarus Box	120,000 gp
69–77	Osmotic Mirrors	40,000 gp
78–85	Panopticon	30,000 gp
86–90	Simulacrumatorium	30,000 gp
91–95	Thanatopic Mill	30,000 gp
96–00	Transmogrixfix	32,000 gp

For information on creating your own inventions, see the Invention Creation chapter in *Northern Crown: New World Adventures*.

DECIPHERING INVENTION STATS

Each invention described in this chapter may include some or all of the following stats:

Size: The size and general function or purpose of the invention. For automata, power sources, and vehicles, the listed size corresponds to d20 System creature size; devices and weapons use the size categories of weapons (light, one-handed, two-handed) if meant to be handheld, otherwise they are listed by equivalent creature size; substances are not given a size, but one dose or use of a substance is equivalent in volume to a dose of potion or oil, unless described otherwise.

Type: Types of invention include: automaton, device, power source, substance, vehicle, and weapon.

Automata are a kind of construct, capable of independent action.

Devices are objects that produce or control some kind of effect.

Power sources are objects that can generate power to replace human or animal power. They are usually rated in terms of the number of humans with a given Strength rating that they are equivalent to in terms of lifting power.

Substances can be used up, like a salve, elixir, explosive, oil, or poison. They are usually expended after one use, like magical potions.

Vehicles are another kind of construct, which are controlled by a human being and can move on land, in the air, or through the water.

Weapons are inventions used to injure or kill.

hp: When an invention falls below 0 hp, it is broken but not destroyed. Broken inventions are inactive. A natural philosopher can repair 1d3 hp after each hour of repair work. To destroy an invention beyond repair, its hit points must be reduced below 0 by an amount equal to its original hit points.

Hardness & Break DC: Most inventions have a Hardness rating and a break DC. A broken invention is reduced to –1 hit points, and may be repaired normally.

Inventor Level: The minimum natural philosopher level required to construct the invention.

Price: The selling price of the invention on the open market.

Weight: The weight of the invention.

NEW INVENTIONS

This section includes stats and descriptions for the inventions listed in the Random Invention Generation table.

AEOLIPILIC MILL

(MATTER)

Medium Power Source

Hit Points: 15, Hardness 5, Break DC 20

The aeolipilic mill consists of a two-foot-diameter spherical copper flask partially filled with water, seated above an alcohol stove. A reservoir of water stands in a separate flask connected to the main flask by a tube. A second tube attached to the main flask terminates in a piston. When heated, the water in the main flask is transformed into steam, whose pressure drives the piston as it escapes through the tube. 1 gp worth of alcohol (one quart) is sufficient to power the mill for six hours.

Using a network of gears and belts, the piston can turn a wheel, such as a mill wheel or cartwheel, or simply move an object back and forth along a single dimension, like a hammer or a paddle. It can lift up to 100 pounds and push or drag up to 500 pounds. It can generally replace the work of a single person of Strength 10, for example, taking the place of a single rower on a galley, or powering a single winder of an aerial helix (see below).

Inventor Level: 3rd; Craft Invention; Price: 500 gp; Weight: 50 lbs.

AERIAL HELIX

(MATTER)

Huge Construct (Air Vehicle)

Hit Dice: 8d10+40 (84 hp)

Initiative: —

Speed: Fly 50 ft. (good)

AC: 9 (-2 size, -5 Dex, +6 natural), touch 3, flat-footed 9

Base Attack/Grapple: —

Attack: None

Full Attack: None

Space/Reach: 15 ft./—

Special Attacks: none

Special Qualities: Construct Traits, Air Vehicle Traits, Fly (good)

Saves: Fort —, Ref —, Will —

Abilities: Str —, Dex —, Con —, Int —, Wis —, Cha —

Skills: None

Feats: None

Environment: Any

Organization: —

Challenge Rating: —

Treasure: None

Alignment: None

Advancement: —

Level Adjustment: —

This is a flying machine consisting of a 15-foot-diameter helix-shaped sail mounted on a revolving gear. The gear mechanism sits upon an eight-foot-diameter disc-like wooden platform with four crew stations, each fitted with a hand crank. It can carry up to four Medium-sized crew. When turned rapidly by means of the hand cranks, the sail lifts the machine into the air by the same principle that a drill bit sinks into a wooden board. In flight, an aerial helix has Good maneuverability. The direction of flight is controlled by a vane mounted on the side of the disk and turned by means of a foot pedal at one of the passenger stations. Fully crewed, with four crew each with Strength 14, the vehicle can fly at a speed of 50 feet. With a crew of three, the speed drops to 40 feet, and a crew of two gives it a speed of 30 feet.

Construct: Constructs have no Constitution scores and are immune to mind-influencing effects, poison, sleep effects, paralysis, stunning, disease, death effects, and necromantic effects. Constructs cannot heal damage on their own, though they can be repaired. A construct is not subject to nonlethal damage, ability damage or drain, fatigue, exhaustion, or energy drain. It is immune to any effect that requires a Fortitude save (unless the effect also works on objects). It does not eat, sleep, or breathe. A construct is not at risk of death from massive damage, but is immediately destroyed when reduced to 0 hit points or less. Since it was never alive, a construct cannot be *raised* or *resurrected*. Constructs are not proficient with armor.

Air Vehicle Subtype: Vehicles have hit points, AC, and speed, but use the initiative and Reflex saves of the person controlling them. They can't heal damage on their own, but can be repaired like other inventions. Unlike other constructs, they are subject to critical hits, since they have a discernable (but inorganic) anatomy, but are not subject to nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain. They are immune to effects that require a Fortitude or Will save. Vehicles lose the skill points, Low-light Vision, and Darkvision of other constructs, and are not proficient with weapons. Air vehicles can only fly, unless they've been improved to allow land or water travel.

Fly (good): This improvement allows the vehicle to fly with Good maneuverability.

Inventor Level: 12th; Craft Invention; Price: 60,000 gp; Weight: 3,000 lbs.

AEROSTATIC SHIP

(MATTER)

Gargantuan Construct (Air Vehicle)

Hit Dice: 16d10+50 (148 hp)

Initiative: —

Speed: Fly 30 ft. (perfect)

AC: 9 (-4 size, -5 Dex, +8 natural), touch 1, flat-footed 9

Base Attack/Grapple: —

Attack: None

Full Attack: None

Space/Reach: 25 ft./—

Special Attacks: none

Special Qualities: Construct Traits, Air Vehicle Traits, Fly (perfect), Balloon Canopy

Saves: Fort —, Ref —, Will —
 Abilities: Str —, Dex —, Con —, Int —, Wis —, Cha —
 Skills: None
 Feats: None
 Environment: Any
 Organization: —
 Challenge Rating: —
 Treasure: None
 Alignment: None
 Advancement: —
 Level Adjustment: —

An aerostatic ship is a flying vehicle consisting of a 25-foot-long open gondola suspended beneath a balloon canopy. The craft is propelled by four pairs of oars, each of which terminates in a fan-like blade. In flight, an aerostatic ship has Perfect maneuverability. The gondola has eight crew stations, which can be occupied by rowers or passengers. It requires a minimum of two rowers, one on each side, to enable it to move. With eight rowers, each with a Strength of 14, it moves at a speed of 30 feet. With six rowers, the speed drops to 25 feet. Four rowers move the ship at a speed of 15 feet, and two rowers can propel it at 10 feet.

Construct: Constructs have no Constitution scores and are immune to mind-influencing effects, poison, sleep effects, paralysis, stunning, disease, death effects, and necromantic effects. Constructs cannot heal damage on their own, though they can be repaired. A construct is not subject to nonlethal damage, ability damage or drain, fatigue, exhaustion, or energy drain. It is immune to any effect that requires a Fortitude save (unless the effect also works on objects). It does not eat, sleep, or breathe. A construct is not at risk of death from massive damage, but is immediately destroyed when reduced to 0 hit points or less. Since it was never alive, a construct cannot be *raised* or *resurrected*. Constructs are not proficient with armor.

Air Vehicle Subtype: Vehicles have hit points, AC, and speed, but use the initiative and Reflex saves of the person controlling them. They can't heal damage on their own, but can be repaired like other inventions. Unlike other constructs, they are subject to critical hits, since they have a discernable (but inorganic) anatomy, but are not subject to nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain. They are immune to effects that require a Fortitude or Will save. Vehicles lose the skill points, Low-light Vision, and Darkvision of other constructs, and are not proficient with weapons. Air vehicles can only fly, unless they've been improved to allow land or water travel.

Fly (perfect): This improvement allows the vehicle to fly with Perfect maneuverability.

Balloon Canopy: This Large balloon canopy allows the vehicle to maintain its altitude without the use of rowers or a power source, but the ship uses a speed multiplier of only 15 feet. The canopy has AC 9 and 60 hit points, and can be attacked separately from the vehicle. If reduced to 0 hit points, the ship begins to descend at a rate of 20 feet per round.

Inventor Level: 15th; Craft Invention; Price: 117,500 gp; Weight: 6,000 lbs.

ARCANOSTATIC ROD

(ANTIMAGIC)

One-Handed Device

Hit Points: 5, Hardness 5, Break DC 20

An arcanostatic rod is a three-foot walking stick tipped with a hollow glass sphere and shod with a copper spike. It absorbs magical energy when a spell is cast, targeted, or has a range that extends to within ten feet of it and stores its energy rather than being affected by the spell, effectively generating a permanent antimagic field with a radius of ten feet. Up to 20 spell levels worth of spells can be absorbed by the rod before it is fully charged and cannot absorb more spells. To discharge the spells in the rod, the user may touch the copper spike to any solid surface in contact with the earth, or to a living target via a successful touch attack. The discharge produces no spell effect or damage to ordinary matter or creatures, but deals 1d6 electrical damage per two spell levels stored to any magical beast, fey, dragon, undead, shapeshifter, outsider, or character with arcane spellcasting ability, to a maximum of 10d6.

Inventor Level: 7th; Craft Invention; Price: 22,000 gp; Weight: 4 lbs.

AUTOMATON HORSE

(ANY)

Large Construct

Hit Dice: 4d10+30 (52 hp)

Initiative: +0

Speed: 20 ft., swim 10 ft.

AC: 12 (–1 size, –1 Dex, +4 natural), touch 8, flat-footed 12

Base Attack/Grapple: +3/+9

Attack: Hoof slam +5 melee (1d8+2)

Full Attack: 2 hoof slams +5 melee (1d8+2)

Space/Reach: 10 ft./5 ft.

Special Attacks: None

Special Qualities: Construct Traits, DR 5/—, Swim

Saves: Fort +0, Ref –1, Will –5

Abilities: Str 14, Dex 8, Con —, Int 10, Wis 1, Cha 1

Skills: None

Feats: None

Environment: Any

Organization: —

Challenge Rating: 4

Treasure: None

Alignment: None

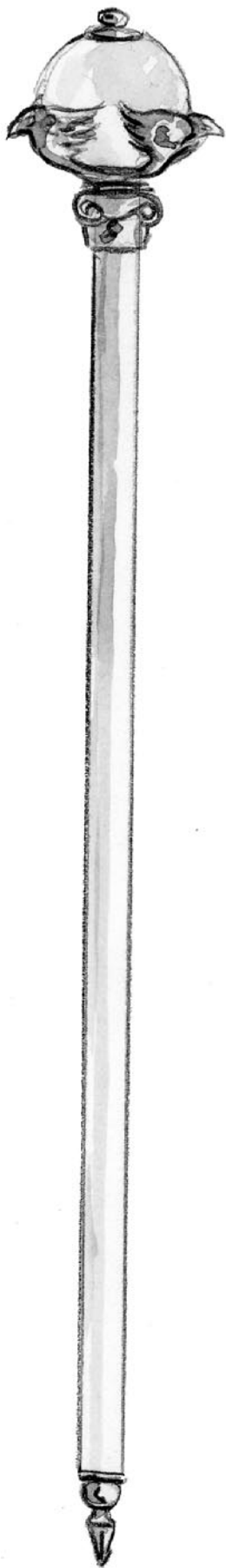
Advancement: —

Level Adjustment: —

An automaton horse appears as a life-size articulated model of a horse, with limbs made of steel struts and cables covered by metal plates. It carries a light load of up to 400 pounds, a medium load of up to 800 pounds, and a heavy load of up to 1,200 pounds. It can drag up to 6,000 pounds.

Automaton horses may be trained exactly like a living horse, using the Handle Animal skill, and must receive verbal or touch cues to perform a task or trick. They obey

NORTHERN CROWN



commands mindlessly, even to the point of destroying themselves.

Construct: Constructs have no Constitution scores and are immune to mind-influencing effects, poison, sleep effects, paralysis, stunning, disease, death effects, and necromantic effects. Constructs cannot heal damage on their own, though they can be repaired. A construct is not subject to critical hits, nonlethal damage, ability damage or drain, fatigue, exhaustion, or energy drain. It is immune to any effect that requires a Fortitude save (unless the effect also works on objects). It does not eat, sleep, or breathe. A construct is not at risk of death from massive damage, but is immediately destroyed when reduced to 0 hit points or less. Since it was never alive, a construct cannot be *raised* or *resurrected*. Constructs have Low-light Vision and Darkvision with a range of 60 feet. They are proficient with natural weapons. They are not proficient with armor.

Damage Reduction (Su): The automaton horse ignores 5 hit points from all weapons and natural attacks.

Swim: The automaton horse can swim at up to one half its base land speed.

Inventor Level: 8th; **Craft Invention;** **Price:** 15,000 gp; **Weight:** 500 lbs.

AUTOMATON SERVANT

(ANY)

Medium Construct

Hit Dice: 2d10+20 (31 hp)

Initiative: +0

Speed: 20 ft.

AC: 12 (+2 natural), touch 10, flat-footed 12

Base Attack/Grapple: +1/+1

Attack: Slam +1 melee (1d6)

Full Attack: Slam +1 melee (1d6)

Space/Reach: 5 ft./5 ft.

Special Attacks: None

Special Qualities: Construct Traits, DR 5/—, Skilled

Saves: Fort +0, Ref +0, Will -5

Abilities: Str 10, Dex 10, Con —, Int 10, Wis 1, Cha 1

Skills: (see below)

Feats: None

Environment: Any

Organization: —

Challenge Rating: 2

Treasure: None

Alignment: None

Advancement: —

Level Adjustment: —

A automaton servant is a human-shaped automaton built to do menial work at the command of its creator. It appears as a 5-foot-tall, jointed statue, with limbs made of steel struts and cables covered by a metal skin.

Automaton servants understand spoken commands, but cannot speak. It obeys commands mindlessly, even to the point of destroying itself.

Construct: Constructs have no Constitution scores and are immune to mind-influencing effects, poison, sleep effects, paralysis, stunning, disease, death effects, and necromantic effects. Constructs cannot heal damage on their own, though they can be repaired. A construct is not subject to critical hits, nonlethal damage, ability damage or drain, fatigue, exhaustion, or energy drain. It is immune to any effect that requires a Fortitude save (unless the effect also works on objects). It does not eat, sleep, or breathe. A construct is not at risk of death from massive damage, but is immediately destroyed when reduced to 0 hit points or less. Since it was never alive, a construct cannot be *raised* or *resurrected*. Constructs have Low-light Vision and Darkvision with a range of 60 feet. They are proficient with natural weapons, and with any weapon mentioned in the entry if humanoid in form. They are not proficient with armor.

Damage Reduction (Su): The automaton servant ignores 5 hit points from all weapons and natural attacks.

Skilled: At its creation, an automaton servant has 10 skill points that its creator then allocates. These ranks remain fixed for the duration of its existence.

Inventor Level: 7th; Craft Invention; Price: 8,000 gp; Weight: 200 lbs.

AUTOMATON SOLDIER

(ANY)

Medium Construct

Hit Dice: 2d10+20 (31 hp)

Initiative: +0

Speed: 20 ft.

AC: 17 (+7 natural), touch 10, flat-footed 17

Base Attack/Grapple: +1/+5

Attack: Morningstar +5 melee (1d8+4) or longsword +5 melee (1d8+4)

Full Attack: Morningstar +5 melee (1d8+4) or longsword +5 melee (1d8+4)

Space/Reach: 5 ft./5 ft.

Special Attacks: None

Special Qualities: Construct Traits, DR 5/—, Armor Plating +5, Strong +8

Saves: Fort +0, Ref +0, Will -5

Abilities: Str 18, Dex 10, Con —, Int 10, Wis 1, Cha 1

Skills: None

Feats: None

Environment: Any

Organization: —

Challenge Rating: 3

Treasure: None

Alignment: None

Advancement: —

Level Adjustment: —

A automaton soldier is a human-shaped automaton built for combat. It appears as a 6-foot-tall, jointed statue, with limbs made of steel struts and cables covered by armored steel plates. Its arms terminate in a longsword blade and morningstar, rather than hands. It cannot aim or operate ranged weapons.

Automaton soldiers understand the spoken commands of their creator, but cannot speak. They obey commands mindlessly, even to the point of destroying themselves.

Construct: Constructs have no Constitution scores and are immune to mind-influencing effects, poison, sleep effects, paralysis, stunning, disease, death effects, and necromantic effects. Constructs cannot heal damage on their own, though they can be repaired. A construct is not subject to critical hits, nonlethal damage, ability damage or drain, fatigue, exhaustion, or energy drain. It is immune to any effect that requires a Fortitude save (unless the effect also works on objects). It does not eat, sleep, or breathe. A construct is not at risk of death from massive damage, but is immediately destroyed when reduced to 0 hit points or less. Since it was never alive, a construct cannot be *raised* or *resurrected*. Constructs have Low-light Vision and Darkvision with a range of 60 feet. They are proficient with natural weapons, and with any weapon mentioned in the entry if humanoid in form. They are not proficient with armor.

Damage Reduction (Su): The automaton soldier ignores 5 hit points from all weapons and natural attacks.

Armor Plating: This automaton's natural AC bonus has been improved by +5.

Strong: This automaton's Strength score has been improved by +8.

Inventor Level: 7th; Craft Invention; Price: 80,000 gp; Weight: 300 lbs.

DEMANAFIX

(ANTIMAGIC)

Large Device

Hit Points: 20, Hardness 5, Break DC 22

A demanafix appears as a heavy iron sarcophagus seven feet long, four feet high, and three feet wide. It stands upright, like an iron maiden, with a hinged lid and a lever along one side. The interior of the lid is studded with 24 sharpened amethyst crystals, while hand and foot restraints are found attached to the inside of the device itself.

The demanafix has the power to strip a character of arcane spellcasting ability, simply by placing them inside and throwing the lever. For every minute spent inside, the device drains one experience level's worth of spellcasting ability. For example, a 10th-level sorcerer placed inside for three minutes will be able to cast spells as though he were only a 7th-level sorcerer. The effect is permanent, but not irreversible — if the demanafix is destroyed, all subjects drained by it will be restored to full spellcasting ability.

Any Medium or smaller fey, magical beast, outsider, shapechanger, or undead placed in a demanafix suffers 1d10 damage for each round spent inside it.

After a subject is placed in the demanafix, a number of the amethyst crystals must be replaced equal to 1,000 gp per level stripped from that subject. It cannot be used again until these worn out crystals are changed.

Inventor Level: 14th; Craft Invention; Price: 44,000 gp; Weight: 800 lbs.

DUPLIGRAPHIC PEN

(ANY)

Light Device

Hit Points: 2, Hardness 0, Break DC 14

The dupligraphic pen consists of two quill pens attached by means of a jointed arm, mounted on a three foot wide by four foot long board, with integral inkwells and clips for attaching two sheets of paper up to 18 inches by 24 inches in size. It allows the user to make a copy of a document or drawing as the original is being created. If a stylus is used rather than a pen, the invention can be used to trace a document or drawing and create a perfect copy. Up to three additional pens can be linked to the first one, each creating an additional copy.

Inventor Level: 3rd; Craft Invention; Price: 100 gp; Weight: 2 lbs.

EARTHQUAKE ENGINE

(MATTER)

Large Device

Hit Points: 20, Hardness 10, Break DC 22

This invention takes the form of an iron barrel, 24 inches tall and 18 inches in diameter, standing upright on four short legs. The top of the barrel features a directional arrow superimposed upon a compass, and a dial with settings between "0" and "100 Miles Distant." A simple on/off switch adorns the side of the barrel. Protruding beneath the barrel is an iron foot mounted on a vertical pole. When activated, the foot begins to pound the earth beneath the device, creating sympathetic vibrations that generate an earthquake whose epicenter is at the location indicated by the arrow and dial on the surface of the barrel. The earthquake affects a one-mile-diameter circle, and lasts for one round, after which time the engine shuts itself off and cannot be restarted for a period of one week, while it recharges itself.

During a quake, all creatures in the quake zone must make a Reflex save at DC 20 or fall down. Any structures in the area need to make a Break check to see if they collapse. Make a Strength roll as if the earthquake had a Strength score of 25:

Type of Structure	Break DC	Damage to Occupants
Wooden	17	4d6 per story
Masonry	20	6d6 per story
Hewn Stone	25	8d6 per story

To assess damage for an entire town or city within the quake zone, consider 50% of wooden buildings will have collapsed, 35% of masonry buildings, and 10% of hewn stone buildings.

Inventor Level: 16th; Craft Invention; Price: 50,000 gp; Weight: 200 lbs.

EIDETIC SHADOW BOX

(PHYSICS)

Light Device

Hit Points: 3, Hardness 0, Break DC 11

Eidetic plates are copper or tin sheets coated with a chemical film that, when placed in a shadow box fitted with a tiny aperture, produce a monochrome image of whatever the box is pointed at. Creating an image is a standard action. It is thought that the plates capture eidolons, which are phantom images constantly shed by all matter that allow the eye to receive visual information. A prototype device includes the shadow box itself, and a supply of twenty five inch by seven inch plates. Additional plates can be produced at 20 gp per plate.

Inventor Level: 4th; Craft Invention; Price: 500 gp; Weight: 3 lbs.

ELECTROSTATIC CANNON

(MAGNETISM)

Huge Weapon

Hit Points: 25, Hardness 10, Break DC 20

The electrostatic cannon appears at first glance to be an ordinary 3-pounder artillery piece, but on closer inspection it becomes apparent that the barrel is a solid cylinder of iron tightly wrapped with coils of copper wire. The breech end of the cannon contains a large galvanic jar with a heavy hand crank. To charge the cannon, the crank must be turned by a gunner as a full-round action for at least one round.

When the gunlock is activated, the cannon discharges a bolt of lightning at the target as a ranged touch attack, accompanied by a clap of thunder. The range increment is 100 feet, with a total of ten increments; on a successful hit, the target receives 1d10 electrical damage for each round the cannon has been charged, to a maximum of 6d10. There is no critical. A successful Reflex save at DC 20 reduces the damage to half normal.

Inventor Level: 10th; Craft Invention; Price: 10,000 gp; Weight: 300 lbs.

ELECTROSTATIC GUNLOCK

(MAGNETISM)

Diminutive Device

Hit Points: 1, Hardness 5, Break DC 23

Any gunpowder weapon, from a pistol to an artillery piece, may be fitted with an electrostatic gunlock to replace the weapon's original firing mechanism. The gunlock detonates the powder charge by means of an electric spark transmitted via copper wire. It eliminates any chance of misfire normally associated with gunpowder weapons.

Inventor Level: 4th; Craft Invention; Price: 300 gp

ELECTROSTATIC SWORD

(MAGNETISM)

One-Handed Weapon

Hit Points: 5, Hardness 10, Break DC 23

This invention appears to be an ordinary rapier or broadsword, except for the large magnet forming the pommel of the weapon, and the integral shagreen gauntlet attached to the handgrip. The scabbard is wound with copper wire.

Drawing the sword from the scabbard creates an electrostatic charge upon the blade, causing it to crackle with blue sparks. On its next successful attack, the weapon deals an extra 2d6 electrical damage to the target. It then functions as an ordinary sword until replaced in the scabbard (a move action) and drawn again (another move action). The sword's electrical effect does not function underwater. If not used to attack or touch a target within one minute, the sword loses its charge.

Inventor Level: 7th; Craft Invention; Price: 5,000 gp; Weight: 5 lbs.

GALVANIC BOOTS & GAUNTLETS

(MAGNETISM)

Light Device

Hit Points: 6, Hardness 5, Break DC 13

Galvanic boots and gauntlets allow the wearer to cling like a spider to any solid surface, even sheer cliffs and ceilings, giving the wearer a +30 to Climb skill rolls. They can operate for up to one hour before needing a one-hour rest for recharging of the integral magnets that power them.

Inventor Level: 7th; Craft Invention; Price: 5,000 gp; Weight: 6 lbs.

GALVANIC LANTERN

(MAGNETISM)

One-Handed Device

Hit Points: 5, Hardness 3, Break DC 13

This is a 12-inch-tall, five-inch-diameter lantern powered by galvanic forces, needing no fuel and no air to operate. It appears to be an ordinary hooded lantern, with the addition of a hand winder near the top. When wound vigorously for one minute, the lantern produces a bluish glow that clearly illuminates a 20-foot radius for one hour before it needs to be wound again.

Inventor Level: 3rd; Craft Invention; Price: 500 gp; Weight: 3 lbs.

GALVANIC LANTERN, POCKET

(MAGNETISM)

Light Device

Hit Points: 2, Hardness 3, Break DC 10

A smaller version of the galvanic lantern, this is a cylinder only four inches tall and two inches in diameter, with the lens placed at one end of the cylinder. When wound for one minute, it produces a bluish glow that clearly illuminates a 20-foot-long cone that is 10 feet wide at the far end for one hour before needing to be wound again.

Inventor Level: 4th; Craft Invention; Price: 700 gp

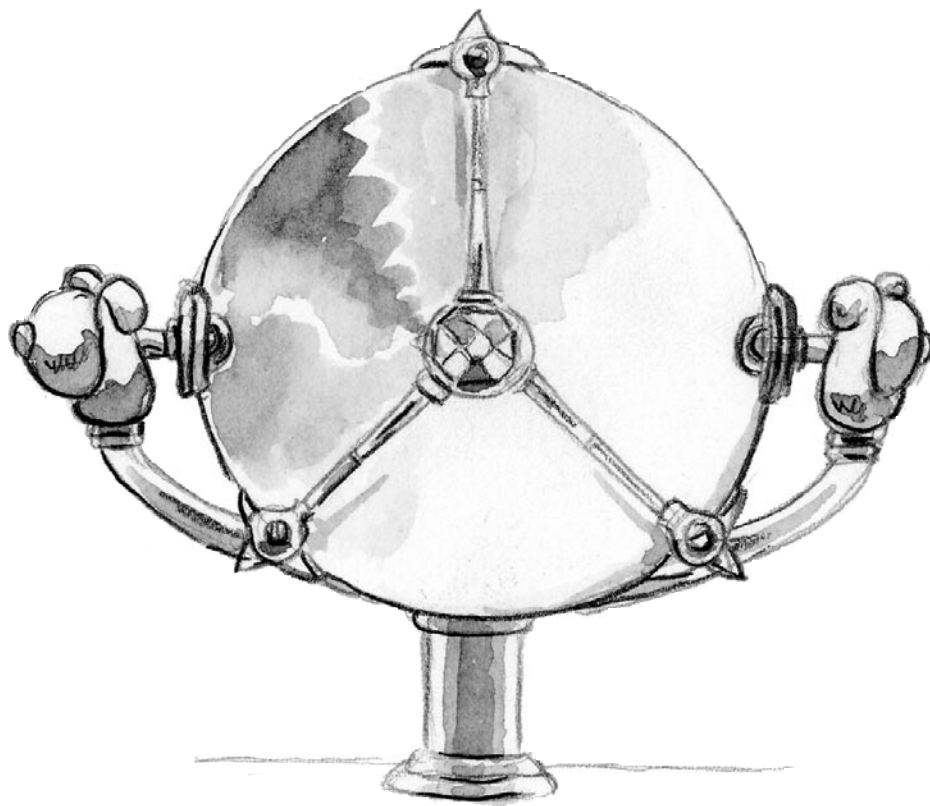
GALVANIC VEST

(MAGNETISM)

Medium Device

Hit Points: 5, Hardness 5, Break DC 22

A galvanic vest consists of a leather vest sewn with small disc-shaped magnets. It can be worn over or under cloth-



ing, but cannot be worn in combination with armor. When activated by means of a lever as a standard action, the vest generates a magnetic field that provides a +7 deflection bonus against ranged attacks. It can be activated for up to one hour before it must be turned off to let the magnets rest and recharge for a minimum of one hour. Like a standard breastplate, a galvanic vest has a +3 maximum Dexterity bonus, -4 armor check penalty, 25% arcane spell failure chance, and slows characters who have a base speed of 30 feet down to only 20 feet, while those who normally move at 20 feet can move only 15 feet.

Inventor Level: 6th; Craft Invention; Price: 4,000 gp; Weight: 10 lbs.

HEALING SALVE

(LIFE AND DEATH)

Substance

This white salve heals 1d8+3 hit points instantly per dose. It requires a full-round action to apply.

Inventor Level: 3rd; Craft Invention; Price: 100 gp

HELIOPYRITIC MIRROR

(PHYSICS)

Large Weapon

Hit Points: 10, Hardness 5, Break DC 20

This is a highly polished parabolic mirror capable of turning the sun's rays into a powerful ranged weapon. It consists of a circular, curved mirror three feet in diameter, with a carefully cut and polished ruby suspended by three slender rods at the mirror's focus, about one foot away. The mirror is set in a swivel mount similar to that of a small artillery piece. It can be mounted on a wall, the deck of a ship, a tripod, or a wheeled carriage.

The mirror can project a beam of intense heat, causing fire damage to a single target within range. The damage and effective range depends on the amount of available sunlight:

Light	— Range/Damage Per Round —		
	100 ft./3d6	250 ft./2d6	500 ft./1d6
Full Sunlight	100 ft./3d6	250 ft./2d6	500 ft./1d6
Partial Sunlight	50 ft./2d6	25 ft./1d6	250 ft./1d4
Minimal Sunlight	25 ft./1d6	60 ft./1d4	125 ft./1d4-1

To use it, the operator makes a ranged touch attack. If in the following round it continues to target along the same trajectory, it does not need a second ranged touch attack. On the first round of exposure, the target experiences intense and painful fire damage. On the second round, fire damage is again applied and flammable materials in the target area will ignite, following standard d20 System rules for catching on fire. Subsequent rounds continue to deal fire damage and the ongoing effects of catching on fire.

Inventor Level: 7th; Craft Invention; Price: 4,000 gp; Weight: 50 lbs.

HERCULEAN TINCTURE

(LIFE AND DEATH)

Substance

This reddish liquid bestows added strength to the imbiber. A dose of Herculean tincture increases a character's Strength score by 4 for one hour, at which time his Strength score drops to 2 points below normal for one hour. Taking more than one dose in a single day results in a permanent loss of 1 Strength score point.

Inventor Level: 5th; Craft Invention; Price: 200 gp

LAZARUS BOX

(LIFE AND DEATH)

Large Device

Hit Points: 30, Hardness 10, Break DC 24

This silver-plated iron sarcophagus is seven feet long, three feet high, and three feet wide. It stands on four short legs, and has a removable lid. The interior is partially filled with liquid alchemical mercury. The box has the power to restore life to a corpse, with no negative effect on skills, feats, class features, memories, or most ability scores; only the subject's Constitution score is affected. The time required depends upon the condition of the corpse:

Condition	Days	Loss
Intact corpse, perfect condition	1	-1 Constitution
Intact corpse, some decay	7	-2 Constitution
Partial or badly decayed corpse	14	-3 Constitution
Intact skeleton	28	-4 Constitution
Partial skeleton	36	-5 Constitution

If the box is opened prematurely, the entire operation must be started again. If the full time has elapsed, however, the creature will appear, alive, inside the box, though the alchemical mercury will be gone. Once the subject has been removed, the box may immediately be used for another operation once the alchemical mercury has been replaced at a cost of 10,000 gp. A particular subject can only be restored to life by a Lazarus box once.

Any diseases the subject had prior to death will be removed, except for magical ones. All lost hit points and ability score damage and drain are also restored. If the subject died of old age, he will live for approximately five years, adjusted by a number of years equal to his new Constitution ability modifier. The only tell-tale sign that a creature has been restored via Lazarus box is that he bleeds mundane liquid mercury rather than blood when wounded. A Spot check at DC 20 may reveal a silvery cast to his skin and eyes.

Inventor Level: 13th; Craft Invention; Price: 120,000 gp; Weight: 2,500 lbs.

MEDUSA'S OIL

(MATTER)

Substance

This invention appears to be a clear, slightly viscous fluid. When expended by coating a one-handed or smaller weapon, or an armor, shield, or device, the oil permanently adds +1 to the object's Hardness rating and Break DC. If applied to a Medium or smaller creature, the oil permanently grants a +1 natural armor bonus to the creature. Subsequent applications of medusa's oil on an object or creature already coated with it do not have any additional effect.

To coat a two-handed weapon, or a piece of Large armor, shield, device, or creature requires 1,500 gp worth of medusa's oil, while Huge applications require 3,000 gp worth of the oil.

Inventor Level: 9th; Craft Invention; Price: 500 gp

MERCURIAL TINCTURE

(LIFE AND DEATH)

Substance

This clear liquid increases the speed of the imbiber by +10 feet. While affected by the tincture, the drinker also gets a dodge AC bonus of +2. The effects wear off after one hour, at which point the character suffers 1d6 damage and cannot make a double move or run for the next hour. Taking more than one dose in a single day results in a permanent loss of 5 feet off one's normal speed.

Inventor Level: 5th; Craft Invention; Price: 200 gp

MESMERIC DISK

(MENTALISM)

Diminutive Device

Hit Points: 1, Hardness 1, Break DC 8

This disk resembles a 3-inch-diameter pocket watch with a spinning disk in place of a normal clock face. When brandished as a standard action, it can paralyze a single 6 HD or less creature within 15 feet. Subjects may make a Will save at DC 20 to resist the effects. If unsuccessful, it cannot move or speak as long as the user of the disk targets it each round as a standard action, and for 1d3 rounds thereafter. All memory of events during paralysis is forgotten by the subject when the effects wear off.

Inventor Level: 5th; Craft Invention; Price: 2,000 gp; Weight: 1 lb.

MORPHITIC SPIRIT

(LIFE AND DEATH)

Substance

This colorless liquid, when decanted and allowed to form vapors as a standard action, sends anyone who breathes it into a deep sleep for 1d3 hours. A single dose creates vapors in a ten-foot-square area, or if sniffed from

the bottle can be applied to four uses. Unwilling subjects may make a Fortitude save at DC 20 to resist.

Inventor Level: 4th; Craft Invention; Price: 300 gp

NATATORY HELMET

(MATTER)

Light Device

Hit Points: 5, Hardness 10, Break DC 20

The natatory helmet appears as a fully enclosed metal helmet, sealed around the neck opening with an oiled leather cowl, and fitted with a bowl-like glass lens instead of a faceplate. Two fin-like projections containing clusters of tiny brass tubes are affixed to the cheeks of the helmet. The tubes are joined to a hose that fits into the wearer's mouth. These tubes draw breathable air from water, allowing the wearer to breathe underwater indefinitely.

Inventor Level: 6th; Craft Invention; Price: 3,000 gp; Weight: 5 lbs.

NOCTURNAL LENSES

(PHYSICS)

Diminutive Device

Hit Points: 1, Hardness 0, Break DC 12

Nocturnal lenses are a pair of spectacles with lenses of smoked glass. They give the wearer Darkvision to 60 feet.

Inventor Level: 5th; Craft Invention; Price: 1,000 gp

OCCAM'S BLADE OIL

(MATTER)

Substance

This invention appears to be a slightly aromatic light amber oil. When expended to polish the blade of a piercing or slashing melee weapon, the oil permanently increases the weapon's damage by +1. Subsequent applications have no additional effects.

Inventor Level: 8th; Craft Invention; Price: 400 gp

ORNITHOPTICAL WINGS

(MATTER)

Large Device

Hit Points: 10, Hardness 0, Break DC 14

This device is a pair of articulated wings made of wood and wire, covered with light canvas, with a wingspan of 12 feet. When not in flight, the wings fold down to a length of 5 feet. They are attached to the wearer by means of a stiff leather cuirass that provides a +1 armor bonus to the wearer's AC. The wearer threads her arms through loops in the wings, and can use her own strength to propel them. The maximum weight of the user and all her gear cannot exceed 250 pounds. To take off, the wearer must run at least 30 feet in a straight line, or ten feet if jumping off a cliff or slope. Once airborne, the wings have Poor maneuverability and a base speed of 60 feet. The base speed per round is modified

NORTHERN CROWN

by the character's Strength ability modifier times five feet. The wings have a climb rate of 20 feet and a dive rate of 80 feet. They can be operated for a number of rounds equal to the user's Constitution score, starting on the subsequent round, make a Constitution check at DC 10 every round. Failure indicates that the user begins to descend at a rate of 50 feet per minute (5 feet per round).

Inventor Level: 5th; Craft Invention; Price: 4,000 gp; Weight 30 lbs.

OSMOTIC MIRRORS

(PHYSICS)

Huge Device

Hit Points: 15, Hardness 5, Break DC 20

These two gold-framed, full-length mirrors are each made of a sheet of liquid alchemical mercury stretched across an upright metal frame. They allow the instantaneous passage of living and nonliving matter between them, regardless of distance, creating a portal for long-distance travel and transport for Medium and smaller creatures, and objects not wider than six feet by two feet. They can transport up to 1,000 pounds of matter per day of operation.

Inventor Level: 15th; Craft Invention; Price: 40,000 gp/pair; Weight 100 lbs. each

PANOPTICON

(MENTALISM)

Large Device

Hit Points: 60, Hardness 5, Break DC 23

The panopticon resembles a wooden cabinet eight feet tall, with a five-foot square base. The interior of the cabinet is reached via a sliding door, revealing a single high-backed

seat facing an oval mirror. The occupant of a panopticon can use one's will to produce an image in the mirror of any point in space, no matter how remote. The images do not include sounds. They can be viewed for as long as the occupant wishes. The subject of a panopticon is not protected by any spells that guard against scrying, since the invention does not rely on magic for its effects.

Inventor Level: 10th; Craft Invention; Price: 30,000 gp; Weight 500 lbs.

PERISCOPIC VIEWER

(PHYSICS)

Light Device

Hit Points: 1, Hardness 0, Break DC 20

The periscopic viewer consists of a nested set of oblong wooden sleeves, capable of extending from a minimum length of one foot to a maximum length of three feet. An angled mirror at either end of the device allows the user to view objects at a 90-degree angle, facilitating vision around the corner of an obstacle or over the top of a tall object, while allowing the viewer to maintain concealment.

Inventor Level: 3rd; Craft Invention; Price: 100 gp; Weight 2 lbs.

PISCATOFORM SHIP

(MATTER)

Gargantuan Construct (Water Vehicle)

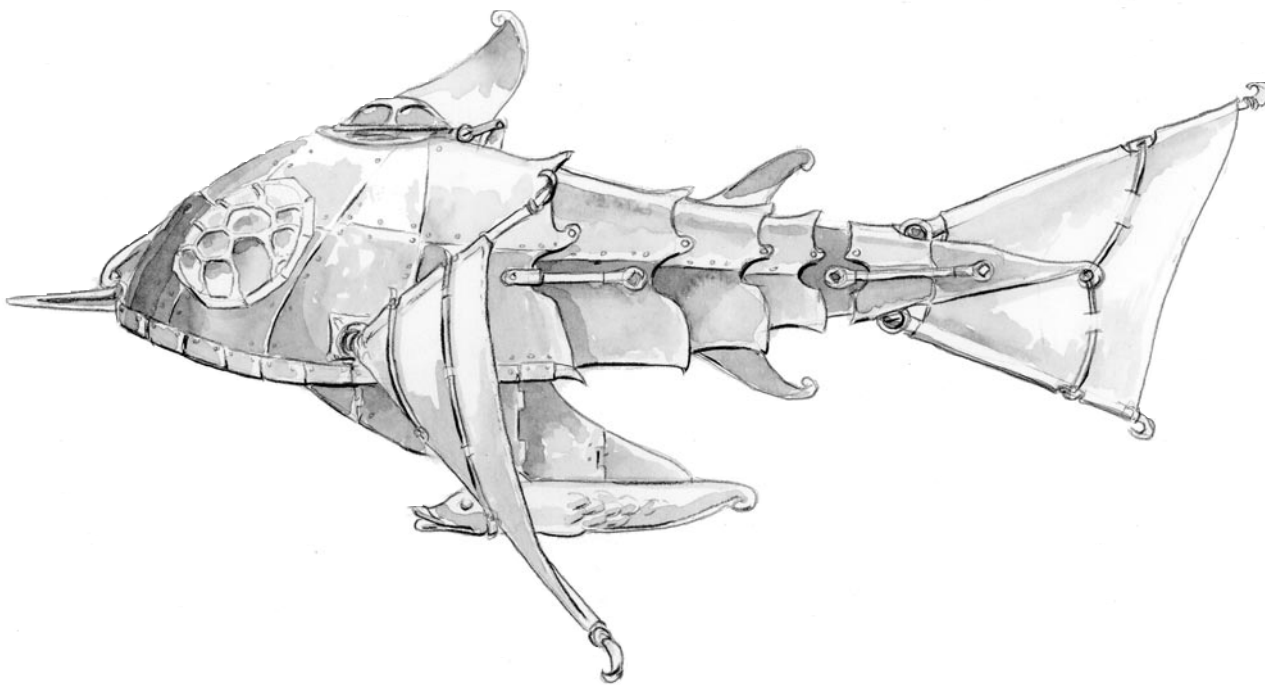
Hit Dice: 16d10+50 (148 hp)

Initiative: —

Speed: Swim 25 ft./15 ft. submerged

AC: 9 (-4 size, -5 Dex, +8 natural), touch 1, flat-footed 9

Base Attack/Grapple: —



NORTHERN CROWN

Attack: None
Full Attack: None
Space/Reach: 20 ft./—
Special Attacks: None
Special Qualities: Construct Traits, Water Vehicle Traits, Dive
Saves: Fort —, Ref —, Will —
Abilities: Str —, Dex —, Con —, Int —, Wis —, Cha —
Skills: None
Feats: None
Environment: Any aquatic
Organization: —
Challenge Rating: —
Treasure: None
Alignment: None
Advancement: —
Level Adjustment: —

This vehicle is a submersible vessel with a crew of six rowers and two passengers. The 25-foot hull consists of a streamlined, fish-shaped body made of articulated sections of copper-clad wood, sealed with flexible sections of tarred canvas. A dorsal fin conceals a watertight hatch through which the crew compartment can be entered and exited. Inside are three pairs of rowing stations, one behind the other, with oarlocks connected to the ship's propulsion mechanism. The forward pair of oars controls the ship's pectoral fins, the aft pair controls the movement of the tail, while the middle pair activates the articulation of the jointed sections of the hull itself, all of which contribute to the ship's propulsion. On the surface, it moves at a speed of 25 feet per round, assuming six rowers with Strength scores of 14. Two convex glass lenses allow the two passengers at the bow to view their surroundings and help steer, which is accomplished through foot pedals that adjust the angle of the fins. It has eight cargo bins.

Construct: Constructs have no Constitution scores and are immune to mind-influencing effects, poison, sleep effects, paralysis, stunning, disease, death effects, and necromantic effects. Constructs cannot heal damage on their own, though they can be repaired. A construct is not subject to nonlethal damage, ability damage or drain, fatigue, exhaus-

tion, or energy drain. It is immune to any effect that requires a Fortitude save (unless the effect also works on objects). It does not eat, sleep, or breathe. A construct is not at risk of death from massive damage, but is immediately destroyed when reduced to 0 hit points or less. Since it was never alive, a construct cannot be *raised* or *resurrected*. Constructs are not proficient with armor.

Water Vehicle Subtype: Vehicles have hit points, AC, and speed, but use the initiative and Reflex saves of the person controlling them. They can't heal damage on their own, but can be repaired like other inventions. Unlike other constructs, they are subject to critical hits, since they have a discernable (but inorganic) anatomy, but are not subject to nonlethal damage, ability damage, fatigue, exhaustion, or energy drain. They are immune to effects that require a Fortitude or Will save. Vehicles lose the skill points, Low-light Vision, and Darkvision of other constructs, and are not proficient with weapons. Water vehicles can only swim on the surface of the water, unless they've been improved to allow land or air travel.

Dive (Ex): This improvement allows the vehicle to dive and travel at a depth of 200 feet and up to one half its base speed, which is 15 feet assuming six Strength 14 crew. It takes 1d4 of damage each round per 100 feet of depth, rounded down, when diving beyond 200 feet. While submerged, it has no outside source of air. Fully crewed, it can stay submerged for one hour before running out of air. See *Northern Crown: New World Adventures* for more on this improvement.

Inventor Level: 8th; **Craft Invention;** **Price:** 50,000 gp; **Weight** 6,000 lbs.

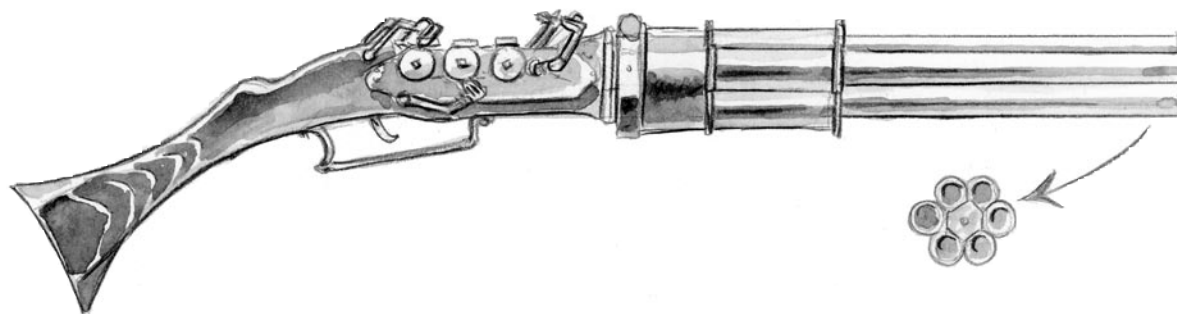
QUICK-FIRING MUSKET

(ANY)

Ranged Weapon

Hit Points: 5, **Hardness** 5, **Break DC** 23

The quick-firing musket uses six rotating barrels and a wheellock firing mechanism to enable the user to fire one shot per round, up to six shots before reloading. It is a piercing weapon that does 1d8 damage per shot, with a critical 19–20/x2. Loading takes three full-round actions



NORTHERN CROWN

per barrel. Misfires are the same as for a standard wheellock gun. The range increment is 30 feet.

Inventor Level: 6th; Craft Invention; Price: 3,000 gp; Weight 12 lbs.

RIFLE

(ANY)

Large Weapon

Hit Points: 5, Hardness 5, Break DC 23

A rifle appears at first glance to be an ordinary snaphance long musket, but the interior surface of the barrel is incised with spiraled grooves that give spin to the roundshot as it is expelled. The spin stabilizes the shot, increasing its effective range and accuracy. The range increment for a snaphance rifle is 80 feet, it does 1d12 damage, has a critical of 17–20/x2, and is a piercing weapon. The operator also receives a +1 bonus to attack.

Inventor Level: 4th; Craft Invention; Price: 300 gp; Weight 10 lbs.

RING BAYONET

(ANY)

Light Weapon

Hit Points: 2, Hardness 10, Break DC 23

The ring bayonet is an ordinary dagger whose hilt is fitted with an iron ring. The ring can be slipped over the muzzle of a snaphance musket, allowing it to function as a shortspear without preventing the musket from firing, as a plug bayonet would. Firing a musket equipped with a ring bayonet gives a penalty of –1 to attack, due to the bayonet's added weight at the end of the barrel.

Inventor Level: 3rd; Craft Invention; Price: 20 gp; Weight 2 lbs.

SIMULACRUMATORIUM

(LIFE AND DEATH)

Huge Device

Hit Points: 40, Hardness 5, Break DC 22

This device consists of two copper flasks, each seven feet tall and four feet in diameter, set into the floor or earth so that only the top one foot of each flask is visible. One flask is filled with chilled aetherical spirit, while the other is empty. A domed lid with a small glass viewing window is attached to each flask with a hinge and clasp. Copper tubing runs between the flasks, controlled by several valves. A Medium or smaller creature placed in the empty flask can be duplicated by closing the lid, transferring the aetherical spirit from one flask to the other, and then pumping it back again. When the lid of the unoccupied flask is opened, it will contain an exact replica of the original creature, while the original will emerge unharmed. The process takes one hour, and requires 1 day to recharge before it can be done again. A portion of the aetherical spirit is also used up by this process, and must be replaced before the simulacrumatorium is utilized again, at a cost of 100 gp per HD of the last creature duplicated.

Although it is capable of speech, the replica has no memories and cannot duplicate the original's mannerisms or emotional responses. If it is of a player character race, it will be equivalent to the original at 1st level regarding hit points, base attack bonus, saves, initiative, and class features. It will possess only some of the original's skills, including those with Dexterity or Strength as the key ability, with ranks equal to what they were when the original was at 1st level. Any remaining skill points are lost.

The replica imprints upon the first person it sees; if more than one person is present, each one must make a Charisma check, regardless of whether or not they actually want the replica to imprint upon them. The highest check result determines who the replica chooses to serve and obey. Note that a replica can imprint upon its own original.

Non-player character races of creatures are duplicated at their weakest and most common version. Only living creatures can be duplicated.

Inventor Level: 12th; Craft Invention; Price: 30,000 gp; Weight 1,400 lbs.

SPIRIT VANE

(ANTIMAGIC)

Light Device

Hit Points: 3, Hardness 3, Break DC 16

A spirit vane detects the presence and direction of nearby supernatural forces. It is a mechanical device, about four inches tall, enclosed in a glass bell jar upon a round wooden pedestal. The device itself consists of a brass pole, surrounded by three cup-like arms, and surmounted by a golden arrow not unlike a weathervane.

Within 300 feet of dragons, elementals, fey, magical beasts, outsiders, shapechangers, or undead, the three cups will begin to spin around the pole as if blown by a wind, and the arrow will point to the source of the presence. The velocity of the cups corresponds to both the strength and proximity of the presence. If two or more sources are within range, the vane will point to the stronger, unless the stronger source is twice as far away or farther than the weaker source.

Inventor Level: 4th; Craft Invention; Price: 1,000 gp; Weight 2 lbs.

SYMPATHETIC EARS

(PHYSICS)

Diminutive Device

Hit Points: 2, Hardness 10, Break DC 20

Sympathetic ears consist of two life-size bronze ears. Regardless of the distance separating them, whatever sounds are picked up by one ear are transmitted and projected by the other ear, and vice versa, allowing for remote communication. A sympathetic ear has approximately the same sensitivity as a human ear, and projects sounds at about half their original volume, meaning that they must be held fairly close to the head in order to listen to them.

Inventor Level: 4th; Craft Invention; Price: 3,000 gp/pair; Weight 1 lb. each

SYMPATHETIC MIRRORS

(PHYSICS)

Diminutive Device

Hit Points: 5, Hardness 5, Break DC 18

Each of the four-inch-diameter round mirrors in this pair shows what is visible to the other mirror, regardless of the distance between them, allowing visual communication across vast spaces.

Inventor Level: 8th; Craft Invention; Price: 8,000 gp/pair; Weight 1 lb. each

THANATOPIC MILL

(LIFE AND DEATH)

Large Device

Hit Points: 40, Hardness 10, Break DC 22

This device consists of an eight-foot-diameter rotating sail with three blades, akin to those of a windmill, but strung with black silk. The sail turns a gear that drives a vertical shaft connected to a heavy iron wheel at the base of the mill. The mill is driven not by wind, but by drawing and crushing the life force from surrounding living things. Any living things, excluding plants, within 500 feet of the mill will lose 1 hit point per hour until they leave the affected area or are reduced to -10 hit points. If the mill is drawing more than 50 hit points per hour, its range doubles to 1,000 feet for the next hour and remains there until it is drawing fewer than 50 hit points per hour. The mill continues to run until all creatures in the affected area are dead.

Inventor Level: 13th; Craft Invention; Price: 30,000 gp; Weight 500 lbs.

TRANSMATERIAL LENSES

(PHYSICS)

Tiny Device

Hit Points: 1, Hardness 0, Break DC 12

Transmaterial lenses resemble a pair of spectacles fitted with mirrored lenses of glass. They give the wearer the ability to see through up to ten feet of solid matter, and allow clear vision through fog, smoke, and haze, to the limit of the user's normal eyesight. Using the glasses is a standard action; the wearer must stand still and stare intently, creating an area of effect equal to a 90-degree cone. Note that the lenses do not give the wearer Darkvision; if the area behind the obstruction is dark, the wearer will sense the general outline of the area, but receives no details about what is within it.

Inventor Level: 7th; Craft Invention; Price: 8,000 gp

TRANSMOGRIFIX

(MATTER)

Huge Device

Hit Points: 50, Hardness 5, Break DC 22

A transmogrifix is a large wooden cabinet 15 feet wide, 20 feet long, and 10 feet high, with a wooden gate at one end

and a set of controls and a large lever on the side. A single subject is placed in the cabinet, and the door closed. By adjusting the controls and pulling the lever, the transmogrifix can transform any Large or smaller living creature into another creature per the spell *polymorph*, as if cast by a 13th-level wizard. The transformation is permanent, unless the subject returns to the transmogrifix to be restored. The transmogrifix can be used 50 times before it becomes irreparably damaged.

Inventor Level: 13th; Craft Invention; Price: 32,000 gp; Weight: 600 lbs.

VACCINATORY NEEDLE

(LIFE AND DEATH)

Fine Device

Hit Points: 1, Hardness 0, Break DC 5

This needle, which is coated with a homeopathic solution of various miasmas thought to cause disease, renders the patient immune from a single specified disease for a period of ten years. To use, the patient's skin is pierced by the needle, which is then thrown away.

Inventor Level: 3rd; Craft Invention; Price: 100 gp

VOLLEY GUN

(ANY)

Gargantuan Weapon

Hit Points: 40, Hardness 10, Break DC 23

The volley gun is a fast-loading, multi-barrelled gun capable of delivering volleys of shot. It consists of a row of 12 musket barrels mounted on a light wheeled gun carriage. To load it, a comb-like rack of 12 ramrods each tipped with a cartridge of pre-measured powder and shot is inserted into the barrel by means of a lever. When the lever is released, the rack retracts into a row of 12 tubes stacked with cartridges, to pick up another load.

The gun is fired by means of 12 snaphance locks, which are cocked and then fired by a master trigger. The loading and firing schedule is equal to that of a standard snaphance gun. Up to five volleys can be fired before the loading tubes must be refilled, a process which takes one minute per volley. The horizontal spread of the barrels can be adjusted by means of a gear to create target areas of varying size:

Target Area	Shots per Square
10 ft. wide x 10 ft. deep (2 x 2 squares)	3
15 ft. wide x 10 ft. deep (3 x 2 squares)	2

The operator makes one attack roll for the entire volley, then compares the result to the AC of each target within the target area. A creature occupying more than one square is subject to all shots landing in all squares occupied by the creature. Each shot that hits inflicts 1d12 points of damage, with no critical threat range. The range increment is 60 feet, with ten increments; the volley gun is a piercing weapon.

The gun requires a character with the Artillery feat to fire it without taking a -8 attack penalty. If a 1 is rolled for an attack roll, then the gun has jammed and requires six rounds of work to clear before firing can resume.

Inventor Level: 5th; Craft Invention; Price: 3,000 gp; Weight: 250 lbs.

CHAPTER TEN

NON-PLAYER CHARACTERS

As a historically inspired setting, Northern Crown is filled with powerful human NPCs — the monarchs, power brokers, and legendary heroes and villains of the continent. This chapter provides statistics for some of the most powerful NPCs likely to figure prominently in high-level adventures, as well as statistics for more-common types of NPC opponents and followers.

LIVING LEGENDS

This section includes statistics for a dozen of the greatest living legends of Northern Crown, from Johnny Appleseed to Tenskawatawa. Like the dragons of a high-fantasy campaign, they are invaluable allies or dreadful foes, and provide rare but memorable encounters.

JOHNNY APPLESEED HAPLESS WANDERER

6th-Level Male Human Cleric/10th-Level Sower
Albian, Social Rank 0 (Marginal)

CR 16; SZ M (humanoid); HD 6d8+12 + 10d6+20; hp 98; Init +4; Spd 30 ft.; AC 10, touch 10, flat-footed 10; Base Atk +9; Grp +9; Atk +11 melee (1d6+2/x2, +2 quarterstaff); Full Atk +11/+6 melee (1d6+2/x2, +2 quarterstaff); Space 5 ft.; Reach 5 ft.; SA Cleric Abilities; SQ Cleric Abilities, Sower Abilities; AL NG; SV Fort +14, Ref +5, Will +16; Str 10, Dex 10, Con 15, Int 15, Wis 18, Cha 7

Skills: Bluff +0*, Concentration +17, Diplomacy +18*, Gather Information +8, Handle Animal +6, Heal +13, Knowledge (local) +7, Knowledge (nature) +7, Knowledge (religion) +11, Profession (farmer) +10, Profession (apothecary) +10, Sense Motive +6, Spellcraft +6, Survival +8

* includes racial and class bonuses

Feats: Alertness, Brew Potion, Craft Staff, Endurance, Great Fortitude, Improved Initiative, Self-Sufficient, Proficiencies (simple weapons, longbow, broadsword, light armor, medium armor, heavy armor, shields other than tower shields)

Languages: English, Shawnee, Latin

Johnny Appleseed is perhaps the most powerful sower in Northern Crown. He wanders the back roads of Sophia and the lands to the west as far as Shawnee country, planting his trees where they are needed, healing the sick and injured, and preaching his message of peace and kindness to all living things. His origins are shrouded in mystery; no account of his childhood survives, but he seems to be of Albian origin. He appears to be about 40 years old.

Taking the appearance of an eccentric travelling vagrant with long hair and a stringy, unkempt beard, Johnny wears a burlap sack tied with a length of rope as a crude tunic. He walks barefoot, with a tin plate on his head that serves both as a hat and as cookware. Accompanying him is an old wolf (Large, 5 HD) who he once freed from a Uropan hunter's trap.

Albian Culture: As an Albian, Johnny has a +2 bonus to Bluff and Diplomacy checks, and can cast one of the following cantrips once per day, with a save DC of 8: *dancing lights*, *ghost sound*, *open/close*, *prestidigitation*. His traditional weapons are the broadsword and longbow.

Sower Abilities: As a sower, Johnny has Create *Divine Apple*, staff +2, Harmless Appearance (+4 Diplomacy), Create *divine tree* (3rd Level), *tree of good*, *tree of healing*, *tree of peace*, *greater tree of good*, and *tree of wonders*. Sowers cannot use their sower class features while wearing medium or heavy armor or carrying metal weapons. See *Northern Crown: New World Adventures* for full descriptions of these abilities.

Cleric Abilities: As a cleric, Johnny has Spontaneous Casting, Turn Undead 1/day (+2 bonus to checks for having 5 ranks in Knowledge (religion)), and can cast spells.

Spells: (6/6/6/6/5/4/3/3/2) As a cleric, Johnny can cast divine spells. His chosen domains are Healing and Plant. The save DC, where applicable, is 14 + spell level. He normally has the following spells prepared:

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

1st Level — *bless* (x2), *endure elements*, *entangle*, *protection from evil*, *remove fear*, *shield of faith*

2nd Level — *animal messenger*, *barkskin*, *calm emotions*, *consecrate*, *enthrall*, *lesser restoration*, *speak with animals*

3rd Level — *create food and water*, *daylight*, *dispel magic*, *negative energy protection*, *plant growth*, *prayer*, *remove disease*

4th Level — *command plants*, *discern lies*, *freedom of movement*, *imbue with spell ability*, *neutralize poison*, *restoration*

5th Level — *break enchantment*, *mass cure light wounds*, *dispel evil*, *hallow*, *true seeing*

6th Level — *greater dispel magic*, *heal* (x2), *heroes' feast*

7th Level — *greater restoration*, *regenerate*, *repulsion*, *resurrection*

8th Level — *holy aura*, *mass cure critical wounds*, *mass heal*

Possessions: 2 potions of *cure serious wounds*, 1 potion of *neutralize poison*, 1 potion of *heal*, +2 quarterstaff

REBECCA BLACKWOOD COVEN MOTHER OF NAUMKEAG

19th-Level Female Human Witch
Witchling, Social Rank 34 (Noble)

CR 19; SZ M (humanoid); HD 19d4+38; hp 90; Init +0; Spd 30 ft.; AC 19 (+4 black garb, +5 ring of protection), touch 10, flat-footed 19; Base Atk +10; Grp +10; Atk +15 melee (1d4+5/crit 17–20/x2, +5 keen dagger) or +15 ranged (1d8+5/crit 20/x3, +5 longbow of speed); Full Atk +15/+10 melee (1d4+5/crit 17–20/x2, +5 keen dagger) or +15/+15/+10 ranged (1d8+5/crit 20/x3, +5 longbow of speed); Space 5 ft.; Reach 5 ft.; SA Witch Abilities; SQ Low-light Vision 60 ft., Witch Abilities; AL LN; SV Fort +8, Ref +6, Will +16; Str 10, Dex 11, Con 14, Int 16, Wis 20, Cha 18

Skills: Concentration +22, Diplomacy +7, Disguise +9, Hide +20, Knowledge (arcana) +19, Knowledge (history) +8, Knowledge (nature) +8, Knowledge (planes) +18, Knowledge (religion) +13, Move Silently +15, Sense Motive +8*, Spellcraft +18

* includes cultural bonus

Feats: Brew Potion, Combat Casting, Craft Staff, Craft Wondrous Item, Enlarge Spell, Extend Spell, Leadership, Quicken Spell, Silent Spell, Still Spell, Proficiencies (quarterstaff, shortspear, dagger, shortbow, longbow)

Languages: English, Français, Penacook

Rebecca Blackwood is the most powerful witch in Northern Crown. She leads the Coven of Naumkeag in its long struggle against the Commonwealth of New England. She is committed exclusively to the protection of her coven and the destruction of its Puritan enemies.

Blackwood is a lean, small-framed woman with curly black hair fading to gray at the roots. She wears the black gown and cloak of the coven, and is never without her *broom of flying*, which also serves as her staff of office. Her imp is usually hovering invisibly near her, silently imparting to her the thoughts of nearby creatures.

Witchling Culture: As a Witchling, Blackwood has +2 to saves vs. fear, Low-light Vision to 60 ft., and a +1 bonus to Sense Motive checks. Her traditional weapons are the dagger and longbow. As a Witchling witch, Blackwood gains a +2 to skill checks with Charisma as the key ability when interacting with other Witchlings.

Witch Abilities: As a witch, Blackwood has Spells, Summon Imp, Black Garb +4, Share Spells, Empathic Link (20 mi.), *cause fear*, *disguise self* (at will), two Bonus Feats, and Slow Aging. Witches wearing armor are subject to arcane spell failure. See *Northern Crown: New World Adventures* for full descriptions of these abilities.

Spells: (4/5/5/5/5/4/4/4/3/3) As a witch, Blackwood can cast arcane spells. The save DC, where applicable, is 15 + spell level. She normally has the following spells prepared:

- 0 Level — *daze*, *detect magic* (x2), *detect poison*, *fizzle* (x2)
- 1st Level — *bless*, *feather fall*, *hideous laughter*, *obscuring mist*, *protection from evil*
- 2nd Level — *alter self*, *hold person*, *levitate*, *suggestion*, *web*
- 3rd Level — *clairaudience/clairvoyance*, *confusion*, *deep slumber*, *fly*, *major image*
- 4th Level — *bestow curse* (x2), *silent spell*, *black tentacles*, *greater invisibility*, *remove curse* (silent)
- 5th Level — *break enchantment*, *prying eyes*, *seeming*, *summon monster V*
- 6th Level — *greater command*, *control weather*, *polymorph*, *shadow walk*
- 7th Level — *banishment*, *mind blank*, *greater scrying*, *sequester*
- 8th Level — *demand*, *discern location*, *shield of law*
- 9th Level — *foresight*, *wail of the banshee*, *weird*

Summon Imp: Blackwood has an imp named Mariah that takes the form of a black cat, which has the following stats: SZ T (Outsider [Evil, Extraplanar, Lawful]); 19 HD; hp 57; Init +2; Spd 30 ft.; AC 18 (+2 size, +2 Dex, +4 natural), touch 18, flat-footed 16; Base Atk +10; Grp -2; Atk claw +14 melee (1d2-4); Full Atk 2 claws +14 melee (1d2-4) and bite +9 melee (2d4-4); Space 2 1/2 ft.; Reach 0 ft.; SA none; SQ Improved Evasion, Invisibility (at will), Speech (English), Detect Thoughts (at will), Alternate Animal Form 3 (hawk, small viper, dog), Flying Ability (60 ft./round), Greater Form (leopard, 190 min.), Polymorph

(1/day), Low-light Vision, Scent; AL LE; SV Fort +6, Ref +8, Will +13; Str 3, Dex 15, Con 10, Int 14, Wis 14, Cha 7; Skills: Balance +10, Climb +6, Hide +16 (+20 in tall grass), Jump +12, Listen +4, Move Silently +8, Spot +4; Feats: Weapon Finesse

Possessions: 400 gp in pouch, *broom of flying*, 2 potions of *cure serious wounds*, *potion of truth*, *ring of invisibility*, +5 *ring of protection*, +5 *keen dagger*, +5 *longbow of speed*

PAUL BUNYAN BACKWOODS LEGEND

8th-Level Male Human Commoner/10th-Level Tall Tale Hero
Commonwealth, Social Rank 15 (Burgess)

CR 17; SZ L (humanoid); HD 8d4+24 + 10d12+30; hp 150; Init +0; Spd 30 ft.; AC 8 (-2 size), touch 8, flat-footed 8; Base Atk +14; Grp +23; Atk +19 melee (3d8+5/crit 19-20/x2, Large greataxe) or +19 melee (1d4+5/crit 20/x2, unarmed); Full Atk +19/+14/+9 melee (3d8+5/crit 19-20/x2, Large greataxe) or +19/+14/+9 melee (1d4+5/crit 20/x2, unarmed); Space 5 ft.; Reach 10 ft.; SA Tall Tale Hero Abilities; SQ Tall Tale Hero Abilities; AL CN; SV Fort +12, Ref +5, Will +5; Str 21, Dex 10, Con 17, Int 10, Wis 10, Cha 15

Skills: Climb +11, Craft (lumber) +16, Handle Animal +17, Intimidate +12, Jump +9, Listen +4, Survival +2, Swim +8

Feats: Blind-Fight, Cleave, Endurance, Great Cleave, Improved Bull Rush, Improved Critical (battleaxe), Improved Unarmed Strike, Polearms, Power Attack, Proficiencies (sickle, greataxe, halberd, longspear)

Languages: English

Born to a Commonwealther family on the New England coast, Paul Bunyan left the area as a boy and has since wandered across the hardwood and boreal forests of Northern Crown, hiring out his axe and his ox to anyone with the resources to feed and house the mighty duo. He has gathered around him a crew of extraordinary lumberjacks, whose exploits are legendary throughout the region. He is hated by many First Ones for the vast areas of forest he has felled, and his coarse ways do not endear him to many Uropans, either.

Bunyan is a barrel-chested, burly human with a thundering voice and a curly black beard. He wears the clothes of a common laborer, with the addition of a tasseled red cap. Bunyan's companion animal is Babe, a mighty blue ox.

Commonwealther Culture: As a Commonwealther, Paul Bunyan is Literate in English, gets Polearms as a free feat, receives a +1 attack bonus against chaotic creatures, and has a +2 bonus to Knowledge (religion) though he hasn't taken any ranks in it. His traditional weapons are the halberd and longspear.

Tall Tale Hero Abilities: As a tall tale hero, Paul Bunyan has Material Foe (wood), Growth Spurt (10 ft./900 lbs., Large), Heavy Lifting +8, Clobber +3d12, Timberfell 3/day, Healthy Appetite +3d8, Mighty Companion Animal. Tall Tale Heroes lose some of their class abilities unless they wear no armor or light armor, and check penalties for medium and heavy armor are increased by 2 for them. See *Northern Crown: New World Adventures* for full descriptions of these abilities and stats for Babe the Blue Ox.

Possessions: 100 gp in a pouch, battleaxe

MIKE FINK NOTORIOUS NE'ER-DO-WELL

8th-Level Male Human Raider/10th-Level Wild Brawler
Kelt, Social Rank 0 (Marginal)

CR 18; SZ M (humanoid); HD 8d12+24 + 10d12+30; hp 180; Init +0; Spd 30 ft.; AC 16 (+3 Dex, +1 natural, *amulet of natural armor* +2), touch 13, flat-footed 13; Base Atk +18; Grp +28; Atk +23 melee (1d3+4/crit 20/x2, unarmed) or +25 melee (1d4+8/crit 19-20/x2, +3 *dagger*) or +21 ranged (1d12+3/crit 17-20/x2, +3 *thundering snapbance musket*); Full Atk +23/+18/+13 melee (1d3+4/crit 20/x2, unarmed) or +25/+20/+15 melee (1d4+8/crit 19-20/x2, +3 *dagger*) or +21 ranged (1d12+3/crit 17-20/x2, +3 *thundering snapbance musket*); Space 5 ft.; Reach 5 ft.; SA Raider Abilities, Wild Brawler Abilities, SQ Raider Abilities, Wild Brawler Abilities; AL CN; SV Fort +13, Ref +8, Will +3; Str 19, Dex 17, Con 17, Int 10, Wis 8, Cha 8

Skills: Climb +24, Escape Artist +25*, Handle Animal +4, Intimidate +14, Jump +24, Survival +9, Swim +14

* includes +2 class bonus

Feats: Blind-Fight, Cleave, Greatsword, Guns, Improved Unarmed Strike, Lightning Reflexes, Point Blank Shot, Power Attack, Weapon Focus (unarmed strike), Proficiencies (simple weapons, light armor)

Languages: English

Born in a settlement of Kelt renegades in the Mountains of Smoke, Mike Fink now lives among the lawless rafters of the

Ohio Vale, drifting from one riverbank hovel to the next, from Logstown to Nouvelle Orleans. Trouble follows Fink wherever he goes; he delights in picking fights with other rafters in tavern-wrecking free-for-alls. He is sometimes accompanied by his equally intractable 16-year-old daughter Sal, known as the Santo Screamer — a 5th-level raider/1st-level wild brawler.

Fink is a wiry, green-eyed boatman with a shock of red hair beneath a cap adorned with a red feather. He is never without his beloved knife, Splinter, and his enchanted snapbance long musket, Bang-all.

Kelt Culture: As a Kelt, Mike Fink receives a +2 to Bluff (though he hasn't taken any ranks in it), four bard cantrips once per day (save DC 9). His traditional weapon is the longspear. As a Kelt raider, he also receives Greatsword as a free feat at 1st level.

Raider Abilities: As a raider, Mike Fink has Fast Movement, Illiteracy, Rage 3/day, Endurance, Uncanny dodge, Quiet Movement, Wardance, Improved Uncanny Dodge, Track, Woodland Stride, DR 1 (vs. weapons & natural attacks only), and Improved Wardance. Raiders who wear heavy or medium armor lose some class abilities. See *Northern Crown: New World Adventures* for full descriptions of these abilities.

Wild Brawler Abilities: As a wild brawler, Mike Fink has Bloodcurdling Whoop 4/day, Gator's Hide +4, Stunning Attack, Iron Jaw (3 hp), Flurry of Blows, Wrassling +6 Mighty Swing 3/day, Slippery Hide (+4 Escape Artist), and Bear Hug. Wild brawlers who wear heavy or medium armor lose all their class abilities. See *Northern Crown: New World Adventures* for full descriptions of these abilities.

Possessions: 50 gp in a pouch, knife, +1 *dagger*, +3 *thundering snapbance musket*, *amulet of natural armor* +2



CHIRON FRANKLYN

LORD MAGUS OF SOPHIA

2nd-Level Male Human Expert/12th-Level Natural Philosopher/4th-Level Wizard
Sophian, Social Rank 31 (Noble)

CR 17; SZ M (humanoid); HD 2d6+6 + 12d4+36 + 4d4+12; hp 101; Init -1 (Dex); Spd 30 ft.; AC 9 (-1 Dex), touch 9, flat-footed 9; Base Atk +9; Grp +11; Atk +11 melee (1d3+2/crit x2, unarmed strike); Full Atk +11/+6 melee (1d3+2/crit x2, unarmed strike); Space 5 ft.; Reach 5 ft.; SA Natural Philosopher Abilities, Wizard Abilities; SQ Natural Philosopher Abilities, Wizard Abilities; AL LG; SV Fort +8, Ref +4, Will +19; Str 14, Dex 8, Con 16, Int 18, Wis 19, Cha 14

Skills: Bluff +10, Concentration +27*, Craft (printer) +14, Decipher Script +19, Diplomacy +30*, Heal +9, Knowledge (arcana) +9, Knowledge (history) +9, Knowledge (local) +9, Knowledge (nature) +26, Knowledge (law) +7, Knowledge (nobility) +14, Knowledge (planes) +9, Knowledge (religion) +9, Knowledge (science) +26, Perform (penny whistle) +3, Profession (publisher) +14, Ride +1, Sense Motive +6, Spellcraft +9, Swim +14

* includes +2 cultural bonus

Feats: Cheap Invention, Craft Invention, Craft Wondrous Item, Fame, Improved Grapple, Improved Unarmed Strike, Invention Specialization (devices), Manners, Negotiator, Scribe Scroll, Science Specialization (magnetism), Silent Apparatus, Skill Focus (Diplomacy), Skill Focus (Swim), Proficiencies (simple weapons, light armor, snaphance musket)

Languages: English, Espaniard, Français, Greek, Latin

Chiron Franklyn is the most powerful natural philosopher in Sophia. Mentor to Philathelias Jeferson, he is also active in the Solomonic Order and leader of the Virtuosi. He is the republic's leading diplomat, conducting relations with France and Carolingia.

Franklyn is a tall, powerfully built man with long brown hair and dark eyes framed by wire-rimmed spectacles. He wears a beaver-fur hat and a fur-trimmed coat. Like most lords of Sophia, he is usually accompanied by two clockwork servants to carry his gear and wait upon him. He seldom travels with any additional security — he is in excellent physical condition, and is a skilled wrestler and unarmed fighter.

Sophian Culture: As a Sophian, Franklyn receives +2 Concentration, +2 Diplomacy, and +1 to attacks against members of nations at war with Sophia. His traditional weapon is the snaphance musket. As a Sophian natural philosopher, he received a bonus 200 gp at 1st level.

Natural Philosopher Abilities: As a natural philosopher, Franklyn receives four Degrees, Spell Resistance 12, Phenomena, one or two Apparati, Turn Undead, three Bonus Feats, and is eligible for Craft Invention. See *Northern Crown: New World Adventures* for full descriptions of these abilities.

Phenomena: (6/6/5/5/4/3/2) Franklyn can create natural philosopher phenomena from the following sciences:

Magnetism (2 degrees), Matter, and Physics. Because he holds two degrees in Magnetism, all level-dependent effects of Magnetism phenomena created by Franklyn are increased by +1 level. The save DC for Franklyn's phenomena, where applicable, is 14 + spell level, except for Magnetism phenomena, which have a save DC of 16 because of the +2 bonus derived from the Science Specialization feat.

Franklyn normally has his apparatuses calibrated to produce the following phenomena:

- 0 Level — *create water, know direction, mending, open/close, light* (x2)
- 1st Level — *entropic shield, hold portal, mage armor, produce flame, shocking grasp, ventriloquism*
- 2nd Level — *hold person, levitate, resist energy, silence, sound burst*
- 3rd Level — *blink, daylight, fly, lightning bolt* (x2)
- 4th Level — *dimension door, invisibility, resilient sphere, zone of silence*
- 5th Level — *teleport* (x2), *wall of force*
- 6th Level — *control weather, disintegrate*

Wizard Abilities: As a wizard, Franklyn has Summon Familiar (he has an owl), Scribe Scroll, and can cast spells. Wizards wearing armor are subject to arcane spell failure.

Spells: (4/4/3) As a wizard, Franklyn can cast arcane spells. The save DC, where applicable, is 14 + spell level. He normally has the following spells prepared:

- 0 Level — *fizzle, prestidigitation, resistance, ray of frost*
- 1st Level — *charm person, disguise self, mage armor, unseen servant*
- 2nd Level — *invisibility, hypnotic pattern, knock*

Summon Familiar: Franklyn has an owl named Sophia as a familiar, which gives him a +3 bonus to Spot checks in shadows. It has the following stats: SZ T (Magical Beast); 17 HD; hp 50; Init +3; Spd 10 ft., fly 40 ft. (average); AC 19 (+2 size, +3 Dex, +4 natural), touch 17, flat-footed 16; Base Atk +9; Grp -2; Atk talons +14 melee (1d4-3); Full Atk talons +14 melee (1d4-3); Space 2 1/2 ft.; Reach 0 ft.; SA none; SQ Alertness, Improved Evasion, Share Spells, Empathic Link (1 mi.), Deliver Touch Spells, Low-light Vision; AL N; SV Fort +5, Will +17; Str 4, Dex 17, Con 10, Int 7, Wis 14, Cha 4; Skills: Bluff +5, Concentration +22, Decipher Script +13, Diplomacy +20, Knowledge (arcana) +3, Knowledge (history) +3, Knowledge (local) +3, Knowledge (nature) +20, Knowledge (law) +1, Knowledge (nobility) +8, Knowledge (planes) +3, Knowledge (religion) +3, Knowledge (science) +20, Listen +14, Move Silently +17, Sense Motive +4, Spellcraft +3, Spot +6 (+14 in shadows); Feats: Weapon Finesse

Possessions: 200 gp in a pouch, arcanostatic rod, electrostatic rapier, 2 clockwork servants, natural philosopher apparatus (galvanic belt, sympathetic fork, prismatic rod), spellbook with the following spells:

- 0 Level — all
- 1st Level — *alarm, charm person, disguise self, endure elements, identify, mage armor, sleep, unseen servant, ventriloquism*
- 2nd Level — *invisibility, hypnotic pattern, knock, minor image, resist elements, shatter*

CRISTINA

ROYAL PRINCESS OF SWEDEN

3rd-Level Female Human Aristocrat/3rd-Level Soldier/2nd-Level Rake/4th-Level Fencing Master
Swedish, Social Rank 44 (Royal)

CR 11; SZ M (humanoid); HD 3d8+3 + 3d10+3 + 2d6+2 + 4d10+4; hp 73; Init +7 (+3 Dex, +4 Improved Initiative); Spd 40 ft.; AC 22 (+3 Dex, +1 insight, +8 *studded leather armor* +5), touch 14, flat-footed 19; Base Atk +10; Grp +11; Atk +17* melee (2d4+8/crit 19–20/x2, +4 *long rapier*) or +15 melee (1d4+1/crit 19–20/x2, +2 *dagger*); Full Atk +17/+12* melee (2d4+8/crit 19–20/x2, +4 *long rapier*); or +15/+10* melee (2d4+8/crit 19–20/x2, +4 *long rapier* and +13 melee (1d4+1/crit 19–20/x2, +2 *dagger*); Space 5 ft.; Reach 5 ft.; SA Fencing Master Abilities, Rake Abilities, Soldier Abilities; SQ Fencing Master Abilities, Rake Abilities, Soldier Abilities; AL CN; SV Fort +9, Ref +11**, Will +3, Str 13, Dex 17, Con 13, Int 16, Wis 9, Cha 15

* includes +2 favored weapon bonus as class ability

Skills: Balance +3, Bluff +10**, Climb +8, Diplomacy +8**, Disguise +8**, Escape Artist +5 Hide +8, Intimidate +8**, Jump +17, Knowledge (nobility) +6, Listen +8, Move Silently +8, Ride +10, Search +8, Sense Motive +9**, Spot +6, Swim +6, Tumble +12

** includes cultural or class bonus

Feats: Combat Reflexes, Fencing, Improved Initiative, Quick Draw, Toughness, Two-Weapon Fighting, Weapon Specialization (long rapier), Weapon Finesse (long rapier), Proficiencies (simple weapons, martial weapons, long rapier, all armor, all shields, guns)

Languages: Swedish, German, Français, English

Princess Cristina is heir to the throne of Gustavus II Adolphus of Sweden. She currently rules the colony of New Sweden, with the assistance of Johan Printz. Unhappy in her exile far from the courts of Uropa, she has not lost the wild, rebellious streak that caused her father to send her to Northern Crown. Constantly in trouble and living the life of a carefree rogue and duelist, she keeps her handlers busy responding to her exploits.

The princess is tall, with blonde hair, blue eyes, and an athletic build. She wears men's clothes except at state functions — usually leather riding attire and a plumed cavalier's hat. In public, she is usually accompanied by 1d6+1 rake NPCs (see Stock NPCs later in this chapter), who will defend her honor and her life with their own.

Swedish Culture: As a Swede, Cristina receives +1 to attacks against servants of Habsburg, +1 Profession (sailor) and +2 Appraise (though she hasn't taken any ranks in them), and +1 Sense Motive. Her traditional weapons are the cutlass and matchlock musket. As a Swedish rake she received Toughness as a free feat at 1st level, +1 to Reflex saves, and +2 to Spot checks in urban environments. As a Swedish soldier she received Surefire as a free feat at 1st level, and Appraise and Use Rope as class skills.

Soldier Abilities: As a soldier, Cristina has Military Training (royal guard: Medium Armor Proficiency and Fencing free, +2 Diplomacy and Intimidate) and one bonus feat. See *Northern Crown: New World Adventures* for full descriptions of these abilities.

Rake Abilities: As a rake, Cristina has Craven Attack +1d6, Fencing Feat, Just a Scratch 1/day, Fortune My Mistress (+2 Bluff, Disguise, Forgery, Perform, and Sleight of Hand), Dueling Style (fencing), and Sworn Enemy 1 (currently unspecified). Rakes lose their Just a Scratch and Craven Attack abilities when wearing armor. See *Northern Crown: New World Adventures* for full descriptions of these abilities.

Fencing Master Abilities: As a fencing master, Cristina receives Improved Fencing +2, Favored Blade +2, AC bonus +1, one Bonus Feat, Secret Move 1, and Ranged Fencing Attack. See *Northern Crown: New World Adventures* for full descriptions of these abilities.

Possessions: 500 gp in a pouch, 500 gp ruby ring, boots of striding and springing, 1 potion of invisibility, 2 potions of cure serious wounds, +2 dagger, +4 long rapier, +5 studded leather armor

GARAONTIE OF ONANDAGA LEADER OF THE FIVE NATIONS

11th-Level Male Human Aristocrat
Onandaga, Social Rank 38 (Noble)

CR 10; SZ M (humanoid); HD 11d6+22; hp 86; Init +1 (Dex); Spd 30 ft.; AC 16 (+1 Dex, +5 armor), touch 11, flat-footed 15; Base Atk +8; Grp +9; Atk +12 melee (1d6+4/crit 20/x2, +3 *club*) or +12 ranged (1d8+4/crit 20/x3, +3 *seeking longbow*); Full Atk +12/+7 melee (1d6+4/crit 20/x2, +3 *club*) or +12/+7 ranged (1d8+4/crit 20/x3, +3 *seeking longbow*); Space 5 ft.; Reach 5 ft.; SA none; SQ none; AL LN; SV Fort +5, Ref +6, Will +12, Str 12, Dex 13, Con 15, Int 18, Wis 16, Cha 18

Skills: Bluff +14, Craft (First Ones) +7, Diplomacy +20, Gather Information +18, Knowledge (geography) +11, Knowledge (history) +16, Knowledge (local) +15, Knowledge (nature) +11, Knowledge (nobility) +14, Move Silently +3, Perform (oratory) +14, Sense Motive +19, Survival +10*, Swim +8

* includes culture bonus

Feats: Guns, Iron Will, Leadership, Negotiator, Wolf Ancestry, Proficiencies (simple weapons, martial weapons, all armor, all shields)

Languages: Onandaga, Cayuga, Mohawk, Oneida, Seneca, English, Français, Nederlands

Garaontie is the elected leader of the Five Nations Confederacy. He acts as arbiter in internal disputes, conducts foreign policy and concludes treaties, and directs the defense of the Confederacy.

A middle-aged man of youthful, vigorous appearance, Garaontie is short and sturdy, with dark eyes and braided hair. He wears deerskin breeches and a short cloak of wildcat fur.

Onandaga Culture: As an Onandaga, Garaontie has a +1 AC bonus and +1 Reflex save in forest terrain, and +1 Survival. He also has a personal manito that once per day can be used to heal 1d4 points of damage, cast *prayer* for 3 rounds, or give +2 to one saving throw. See the Mohawk section of the Cultures chapter in *Northern Crown: New World Adventures* for a full description of this ability. His traditional weapons are the greatclub and throwing axe.

Possessions: 800 gp in wampum, 100 gp in coin, +3 *seeking longbow*, +3 *club*, +5 *small wooden shield*, 2 potions of *cure serious wounds*, 1 potion of *neutralize poison*, *tattoo of mind shielding* (equivalent to *ring of mind shielding*)

PHILATHELIAS JEFERSON FIRST LORD OF SOPHIA

3rd-Level Male Human Aristocrat/10th-Level Natural Philosopher

Sophian, Social Rank 40 (Noble)

CR 12; SZ M (humanoid); HD 3d8+3 + 10d4+10; hp 51; Init +1 (Dex); Spd 30 ft.; AC 14 (+1 Dex, *ring of protection* +3), touch 11, flat-footed 13; Base Atk +7; Grp +7; Atk +7 melee (1d6 + 2d6 electrical/crit 19–20/x2, electrostatic rapier); Full Atk +7/+2 melee (1d6 + 2d6 electrical/crit 19–20/x2, electrostatic rapier); Space 5 ft.; Reach 5 ft.; SA Natural Philosopher Abilities; SQ Natural Philosopher Abilities; AL LG; SV Fort +4, Ref +5, Will +16; Str 11, Dex 12, Con 12, Int 19, Wis 18, Cha 15

Skills: Bluff +7, Concentration +11, Craft (furniture maker) +9, Decipher Script +9, Diplomacy +21, Knowledge (architecture) +10, Knowledge (geography) +10, Knowledge (history) +13, Knowledge (nature) +22, Knowledge (nobility) +10, Knowledge (science) +11, Perform (violin) +8, Profession (farmer) +11, Profession (lawyer) +14, Profession (surveyor) +9, Ride +7, Sense Motive +22

Feats: Craft Invention, Fast Invention Repair, Fencing, Guns, Iron Will, Leadership, Manners, Negotiator, Science Specialization (Mentalism), Proficiencies (simple weapons, martial weapons, all armor, all shields, snaphance musket)

Languages: English, Espaniard, Français, Greek, Latin

Philathelias Jeferson is the founder and leader of the Republic of Sophia. He is also the master of the Solomonian Order's temple in the city of Sophia itself. Cerebral, idealistic, and relentlessly curious about the natural world, he considers natural philosophy to be his real vocation, and politics merely an important public duty.

Jeferson is a man of slight build and thin face, with red hair now graying in middle age. He wears a long frock coat, silk stockings, and buckle shoes. His rapier and apparatus is usually carried by two clockwork servants who obey his commands; in addition, he is accompanied in public by at least two members of the confidential service, who are armed with concealed belt pistols fitted with electrostatic gunlocks.

Sophian Culture: As a Sophian, Jeferson receives +2 Concentration, +2 Diplomacy, and +1 to attacks against members of nations at war with Sophia. His traditional weapon is the snaphance musket. As a Sophian natural philosopher, Jeferson received a bonus of 200 gp at 1st level.

Natural Philosopher Abilities: As a natural philosopher, Jeferson has four Degrees, Spell Resistance 10, Phenomena, one or two Apparati, Turn Undead, two Bonus Feats, and is eligible for Craft Invention. See *Northern Crown: New World Adventures* for full descriptions of these abilities.

Phenomena: (6/5/5/4/4/2) Jeferson can create natural philosopher phenomena from the following sciences: Antimagical and Mentalism (3 degrees). Because he holds three degrees in Mentalism, all level-dependent effects of Magnetism phenomena created by Jeferson are increased by +2 levels. The save DC for Jeferson's phenomena, where applicable, is 14 + spell level, except for Mentalism phenomena, which have a save DC of 16 because of the +2 bonus derived from the Science Specialization feat.

Jeferson normally has his apparatuses calibrated to produce the following phenomena:

0 Level — *daze*, *detect magic* (x2), *lullaby*, *mage hand* (x2)

1st Level — *comprehend languages*, *hypnotism*, *obscure object*, *remove fear*, *sleep*

2nd Level — *calm emotions*, *detect thoughts*, *misdirection*, *owl's wisdom*, *see invisibility*

3rd Level — *dispel magic*, *invisibility purge*, *locate object*, *zone of truth*

4th Level — *detect scrying*, *discern lies*, *scrying*, *spell immunity*

5th Level — *break enchantment*, *true seeing*

Possessions: 200 gp in a pouch, electrostatic rapier, 2 clockwork servants, natural philosopher apparatus (apothecary of Chiron and Nessus, cap of Mesmer), pocket galvanic lantern, *ring of protection* +3

FRANCIS L'OLLONAI PIRATE CAPTAIN

3rd-Level Male Human Sorcerer/8th-Level Soldier/4th-Level Sea Captain

Buccaneer, Social Rank 2 (Laborer)

CR 15; SZ M (humanoid); HD 3d4+3 + 12d10+12; hp 81; Init +3 (Dex); Spd 30 ft.; AC 14 (+3 Dex, +1 armor), touch 13, flat-footed 11; Base Atk +13; Grp +16; Atk +20 melee (1d6+8/crit 19–20/x2, +3 *rapier*) or +17 ranged (1d8/crit 18–20/x2, snaphance pistol) or +16 ranged (3d6/crit x3, grenade); Full Atk +20/+15/+10 melee (1d6+8/crit 19–20/x2, +3 *rapier*) or +17 ranged (1d8/crit 18–20/x2, snaphance pistol) or +16 ranged (3d6/crit x3, grenade); Space 5 ft.; Reach 5 ft.; SA Buccaneer Abilities, Soldier Abilities, Sorcerer Abilities; SQ Buccaneer Abilities, Soldier Abilities, Sorcerer Abilities; AL CE; SV Fort +13, Ref +6, Will +4; Str 17, Dex 16, Con 13, Int 15, Wis 7, Cha 17

Skills: Balance +15*, Climb +19*, Concentration +7, Intimidate +12, Jump +10*, Knowledge (arcana) +10, Listen +3, Knowledge (navigation) +7, Profession (sailor) +7*, Spellcraft +5, Spot +4*, Swim +18*

* includes cultural bonus

Feats: Artillery, Both Barrels, Brew Potion, Combat Casting, Combat Reflexes, Dodge, Fencing, Guns, Leadership, Mobility, Power Attack, Surefire, Weapon Focus (rapier), Weapon Focus (snaphance pistol), Weapon Specialization (rapier), Proficiencies (simple weapons, martial weapons, grenades, light armor, medium armor, guns)

Languages: Français, Spanish, English

THE OPENER REVOLUTIONARY LEADER

Francis L'Ollonais is the most notorious pirate captain of Petit Guaves, on the island of Hispaniola in the Carib Sea. Français by birth, he ran away to sea at an early age to escape Church persecution for his sorcerous abilities. Soon he was rising through the ranks of the Buccaneers, using both his fighting skills and his arcane powers to eliminate his rivals. He has become the scourge of Espaniard shipping in the area, and has a hefty price on his head.

L'Ollonais is a grim-looking man with a neatly trimmed beard in the Espaniard fashion, and straight, dark hair parted in the middle. He wears a loose-fitting linen shirt, wide trousers, and heavy boots.

Buccaneer Culture: As a Buccaneer, L'Ollonais receives Artillery as a free feat, +1 Balance, +1 Climb, +1 Jump, +2 Profession (sailor), +1 Spot, +1 Swim, +1 Use Rope, and +1 AC and +1 Reflex save while onboard a ship. He can also take 10 on Climb checks even when rushed or threatened. His traditional weapons are the cutlass and knife. As a Buccaneer soldier, he gains the Both Barrels feat free at 1st level, and is treated as if he has the Cleave feat when attacking with a cutlass or knife.

Sea Captain Abilities: As a sea captain, L'Ollonais receives Ship Command, Sense Weather, Weapon Focus 2, SocR 2, and Expert Gunnery +1. See *Northern Crown: New World Adventures* for full descriptions of these abilities.

Soldier Abilities: As a soldier, L'Ollonais has Military Training (grenadier: Exotic Weapon Proficiency (grenade) and Medium Armor Proficiency free, +2 Dex checks) and four bonus feats. See *Northern Crown: New World Adventures* for full descriptions of these abilities.

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

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

0 Level — *dancing lights, daze, detect poison, ghost sound, mending*

1st Level — *charm person, mage armor, ventriloquism*

Summon Familiar: L'Ollonais has a parrot named Fiona as his familiar, which gives him a +3 bonus to Appraise checks. It has the following stats (based on a raven): SZ T (Magical Beast); 15 HD; hp 40; Init +2; Spd 10 ft., fly 40 ft. (average); AC 16 (+2 size, +2 Dex, +2 natural), touch 16, flat-footed 14; Base Atk +13; Grp +0; Atk claws +18 melee (1d2-5); Full Atk claws +18 melee (1d2-5); Space 2 1/2 ft.; Reach 0 ft.; SA none; SQ Speak Français, Alertness, Improved Evasion, Share Spells, Empathic Link (1 mi.), Deliver Touch Spells, Low-light Vision; AL N; SV Fort +11, Ref +8, Will +8; Str 1, Dex 15, Con 10, Int 7, Wis 14, Cha 6; Skills: Balance +13, Climb +10, Concentration +6, Intimidate +7, Jump +1, Knowledge (arcana) +6, Listen +7, Knowledge (navigation) +3, Spellcraft +1, Spot +7; Feats: Weapon Finesse

Possessions: 500 gp in coin, +3 rapier, two +1 grenades, two snaphance pistols, *cloak of minor displacement, elixir of fire breath, water elemental gem*

8th-Level Male Human Commoner/2nd-Level Soldier/4th-level Firebrand
Cimarron, Social Rank 15 (Burgess)

CR 9; Size M (humanoid); HD 8d8 + 6d10; hp 55; Init +0; Spd 30 ft.; AC 16 (+1 Dex, +5 armor), touch 11, flat-footed 15; Base Atk +11; Grp +12; Atk +12 melee (1d6+1/crit x3, cutlass) or +11 ranged (1d8/crit 18-20/x2, snaphance pistol); Full Atk +12/+7 melee (1d6+1/crit x3, cutlass) or +11 ranged (1d8/crit 18-20/x2, snaphance pistol); Space 5 ft.; Reach 5 ft.; SA Firebrand Abilities, Soldier Abilities; SQ Firebrand Abilities, Soldier Abilities; AL LG; SV Fort +9, Ref +3, Will +8; Str 12, Dex 12, Con 10, Int 16, Wis 13, Cha 18.

Skills: Diplomacy +13, Handle Animal +10, Knowledge (Geography) +4, Knowledge (History) +10, Knowledge (Strategy and Tactics) +12, Profession (Farmer) +8, Ride +5, Sense Motive +13, Spot +3

Feats: Guns, Iron Will, Leadership, Mounted Combat, Ride-By Attack, Skill Focus (Diplomacy), Spirited Charge, Proficiencies (simple weapons, martial weapons, light armor, heavy armor, guns)

Languages: Français Creole, Français, Latin, English

Son of a Nyamban captive laborer upon a plantation in the Français colony of St. Dominique, the charismatic leader known as the Opener educated himself by studying the books and maps of his aristocratic captors, becoming familiar with the work of the Français freethinkers and taking a special interest in military history. When a mass insurrection of Nyamban captives found itself without a leader, he took charge, quickly rising to the highest levels of leadership by virtue of his genius as a tactician and his courage and patience under fire. With an army of 50,000 Cimarrons under his command, the Opener is poised to sweep the island and establish a Nyamban republic in the place of the Français colony.

As a youth, the Opener was known for his skill at riding and his rapport with animals, especially horses. His patience is legendary, and his grasp of strategy and understanding of the flow of battle is virtually unmatched. Tall and slender of build, he wears the uniform of a field commander, with a breastplate, riding boots, red-and-blue sash, cutlass, and pistol.

Cimarron Culture: As a Cimarron, the Opener has +1 attack bonus against creatures of lawful evil alignment and +2 Knowledge (local). His traditional weapon is a cutlass.

Firebrand Abilities: As a firebrand, the Opener has Fervor 1/day, Rallying Cry 30 ft., Detect Adherents, Banner, and Gather Allies (1st level). See *Northern Crown: New World Adventures* for full descriptions of these abilities.

Soldier Abilities: As a soldier, the Opener has Military Training (hussar: Heavy Weapon Proficiency and Mounted Combat free, +4 to Ride when trying to control mount in battle, leap, spur their mount, or make a soft fall) and one bonus feat. See *Northern Crown: New World Adventures* for full descriptions of these abilities.

Possessions: 200 gp in coin, cutlass, snaphance pistol, breastplate, banner, light warhorse

TECUMPEASE LEADER OF THE WOODLAND CONFEDERACY

12th-Level Female Human Paladin

Shawnee, Social Rank 44 (Great Sachem)

CR 12; SZ M (humanoid); HD 12d10+24; hp 99; Init +3 (Dex); Spd 20 ft.; AC 19 (+3 Dex, +4 armor, +2 *tattoo of protection*), touch 13, flat-footed 16; Base Atk +12; Grp +15; Atk +20 melee (1d6+8/crit 20/x2, +5 *holy club*) or +15 ranged (1d8+3/crit 20/x3, mighty longbow); Full Atk +20/+15/+10 melee (1d6+8/crit 20/x2, +5 *holy club*) or +15/+10/+5 ranged (1d8+3/crit 20/x3, mighty longbow); Space 5 ft.; Reach 5 ft.; SA Paladin Abilities; SQ Paladin Abilities; AL LG; SV Fort +15, Ref +12, Will +9; Str 17, Dex 16, Con 14, Int 14, Wis 10, Cha 20

Skills: Concentration +8, Craft (basketweaving) +8, Diplomacy +20, Handle Animal +11, Heal +4, Knowledge (religion) +10, Listen +2, Move Silently +4, Spot +5, Survival +5*, Swim +6

* includes cultural bonus

Feats: Cleave, Endurance, Leadership, Power Attack, Run, White Manito, Proficiencies (simple weapons, martial weapons, light armor, medium armor, heavy armor, shields other than tower shields)

Languages: Shawnee, English, Français

Tecumpease, the Shooting Star, is the co-founder of the Woodland Confederacy, along with her brother, Tenskwatawa. She has made a tireless circuit of the First Ones nations of the interior, between the Appalachian Mountains and the Espiritu Santo, alerting the people to the menace of the advancing Uropans and to the need to unite against them. She is known for her leadership, but also for a rash, bold streak in her character that sometimes expresses itself in impulsive words and deeds; this tendency has somewhat harmed her efforts to recruit more allies.

Tecumpease wears warrior's armor and adornment. She is tall and long-limbed, and sports the protective tattoos of a pniese champion. She is always accompanied by her manito, a white panther.

Shawnee Culture: As a Shawnee, Tecumpease has Heal as a class skill with a +2 bonus when attempting first aid or long-term care, +1 AC and +1 Reflex in forest terrain, and +1 Survival. She also has a personal pawawka that once per day can be used to *detect evil*, give +4 to one saving throw, or use as a *doom* effect. If her hit points go below 0, there is a 2% chance that a celestial bison will arrive to defend her for 12 rounds. Her traditional weapon is the longbow. As a Shawnee paladin, she has Wild Empathy in hardwood forests, and has a Special Mount with which she can merge once per day. See *Northern Crown: New World Adventures* for a full description of this ability.

Paladin Abilities: As a paladin, Tecumpease has Aura of Good, *detect evil*, Smite Evil 1/day, Divine Grace, Lay on Hands, Aura of Courage, Divine Health, Turn Undead, Smite Evil 3/day, Special Mount, *remove disease* 3/week, and can cast spells.

Spells: (4/4/3) As a paladin, Tecumpease can cast divine spells. The save DC, where applicable, is 10 + spell level. She normally has the following spells prepared:

1st Level — *divine favor*

2nd Level — *shield other*

3rd Level — *prayer*

Special Mount: As a Shawnee, Tecumpease can merge with her white panther mount named Morning Star once per day. It cannot be ridden, but gains all the abilities of a paladin's mount. It has the following stats: SZ M (Magical Beast); 9d8+18 HD; hp 63; Init +7 (+3 Dex, +4 Improved Initiative); Spd 50 ft., climb 30 ft., swim 20 ft.; AC 22 (+3 Dex, +9 natural), touch 21, flat-footed 19; Base Atk +5; Grp +7; Atk bite +9 melee (1d6+4); Full Atk bite +9 melee (1d6+4), 2 claws +4 melee (1d4+2); Space 5 ft.; Reach 5 ft.; SA Pounce; SQ Empathic Link (1 mi.), Improved Evasion, Share Spells, Share Saving Throws, Improved Speed, Command Felines (6/day), Low-light Vision, Scent; AL N; SV Fort +8, Ref +9, Will +4; Str 18, Dex 17, Con 15, Int 8, Wis 12, Cha 7; Skills: Balance +6, Climb +6, Hide +6, Jump +22, Listen +6, Spot +8, Swim +6; Feats: Improved Initiative

Possessions: 500 gp in wampum, tobacco pouch, +5 *holy club*, mighty longbow, slat armor, +2 *tattoo of protection* (functions as +2 *ring of protection*), *tattoo of shooting stars* (functions as *ring of shooting stars*)

TENSKWATAWA PROPHET OF THE WOODLAND CONFEDERACY

11th-Level Male Human Druid

Shawnee, Social Rank 43 (Great Sachem)

CR 11; SZ M (humanoid); HD 11d8+22; hp 78; Init +3 (-1 Dex, +4 Improved Initiative); Spd 30 ft.; AC 14 (-1 Dex, +5 *tattoo of protection*), touch 9, flat-footed 14; Base Atk +8; Grp +8; Atk +10 melee (1d6+2/crit 20/x2, +2 *club*) or +12 ranged (1d6/crit 20/x2, +5 *returning javelin*); Full Atk +10/+5 melee (1d6+2/crit 20/x2, +2 *club*) or +12/+7 ranged (1d6/crit 20/x2, +5 *returning javelin*); Space 5 ft.; Reach 5 ft.; SA none; SQ Druid Abilities; AL CN; SV Fort +9, Ref +2, Will +10; Str 10, Dex 9, Con 14, Int 14, Wis 17, Cha 19

Skills: Concentration +10, Craft (bowmaking) +5, Diplomacy +5, Handle Animal +8, Heal +17, Intimidate +5, Knowledge (local) +4, Knowledge (nature) +18, Listen +4, Sense Motive +5, Spellcraft +16, Survival +20*, Swim +4

* includes cultural bonus

Feats: Enlarge Spell, Improved Initiative, Leadership, Silent Spell, Still Spell, Proficiencies (club, dagger, dart, quarterstaff, scimitar, sickle, shortspear, sling, spear, longbow, natural attacks, light armor, medium armor, shields except tower shields)

Languages: Shawnee, English, Français

Tenskwatawa, the Open Door, brother of Tecumpease, is the co-founder of the Woodland Confederacy. While Tecumpease is the confederacy's political leader, he is its spiritual leader, sometimes called the Shawnee Prophet. He preaches a return to traditional ways, abandoning the weapons, tools, and trade goods of the Uropans, which he considers morally harmful. He also preaches against First Ones who follow Uropan religions. His hundreds of followers live in a settlement in the Ohio Vale known as the Town of the Prophet.

NORTHERN CROWN

Tenskwatawa is an intimidating presence, with one sightless eye maimed in a childhood mishap. He wears the tattoos and adornments of a powwow druid, and favors the colors red and black.

Shawnee Culture: As a Shawnee, Tenskwatawa has Heal as a class skill with a +2 bonus when attempting first aid or long-term care, +1 AC and +1 Reflex in forest terrain, and +1 Survival. He also has a personal pawawka that once per day can be used to *detect evil*, give +4 to one saving throw, or use as a *doom* effect. If his hit points go below 0, there is a 2% chance that a celestial bison will arrive to defend him for 11 rounds. His traditional weapon is the longbow. As a Shawnee druid, he receives some spells normally reserved for clerics, and *detect evil* in hardwood forests. See *Northern Crown: New World Adventures* for full descriptions of these abilities.

Druid Abilities: As a druid, Tenskwatawa has Animal Companion, Nature Sense, Wild Empathy, Woodland Stride, Trackless Step, Resist Nature's Lure, Wild Shape (4/day, Large, Tiny, & plant), Venom Immunity, Spells, and Spontaneous Casting. Druids who wear metal armor or who use shields made of anything other than wood are unable to cast druid spells or use their supernatural or spell-like class abilities.

Spells: (6/6/5/5/3/2/1) As a druid, Tenskwatawa can cast divine spells, but not lawful spells. The save DC, where applicable, is 13 + spell level. He normally has the following spells prepared:

0 Level — *detect magic, detect poison, guidance, know direction, light, mending, purify food and drink, resistance, virtue*

1st Level — *animal friendship, cure light wounds (x2), entangle, goodberry (x2)*

2nd Level — *animal messenger, barkskin, charm person or animal, lesser restoration, summon swarm*

3rd Level — *cure moderate wounds, neutralize poison, remove disease (x2), summon nature's ally III*

4th Level — *reincarnate, resting grasp, scrying*

5th Level — *cure critical wounds, hallow*

6th Level — *transport via plants*

Animal Companion: Tenskwatawa's animal companion is an eagle named Cloud with the following stats: SZ S

(Magical Beast); 7d8+7 HD; hp 42; Init +8 (+2 Dex, +6 natural); Spd 10 ft., fly 80 ft. (average); AC 14 (+1 size, +2 Dex, +1 natural), touch 13, flat-footed 12; Base Atk +7; Grp +3; Atk 2 talons +12/+12 melee (1d4+1/1d4+1); Full Atk 2 talons +12/+12 melee (1d4+1/1d4+1) and bite +7 melee (1d4); Space 5 ft.; Reach 5 ft.; SA Multiattack (2nd primary attack); SQ 4 Bonus Tricks, Link, Share Spells, Evasion, Devotion, Low-light Vision; SV Fort +5, Ref +5, Will +2; Str 13, Dex 18, Con 12, Int 2, Wis 14, Cha 6; Skills: Listen +2, Spot +14; Feats: Weapon Finesse; Tricks: Attack, Come, Defend, Down, Fetch, Guard, Heel, Perform, Seek, Stay

Possessions: 300 gp in wampum, +2 club, +5 returning javelin, +5 tattoo of protection (functions as +5 ring of protection)

STOCK NPCs

This section contains statistics for low-level NPCs likely to be encountered by players in the course of their adventures. Intended as a GM's resource for random encounters and for planning adventures, it includes warrior-class versions of some of the troop types mentioned under the soldier core class, as well as sample NPCs belonging to a number of identities unique to the campaign.

ADVENTURER

Adventurer NPCs can belong to any culture and character class. The tables given here allow GMs to generate NPC adventurers for random encounters during wilderness travel. "First Ones" is given as a single entry; the particular First Ones culture of an NPC adventurer should be determined by the GM based on the location and context of the encounter. Appropriate classes are weighted more heavily for each identity, but the possibility exists for any combination of class and identity. Roll once to determine the NPC's culture, then roll again to determine character class. If a result of "Rare" is obtained, roll again on the NPC Adventurer Rare Class table on the next page.

NPC ADVENTURER CULTURE & CHARACTER CLASS

Roll	Culture	Rai	Brd	Clr	Drd	Sol	Sco	Rak	Rare*
01-09	Albian	01	02-18	19-20	21-25	26-50	51-60	61-75	76-00
10-25	First Ones	01-25	26-40	41-43	44-60	61-64	65-80	81-84	85-00
26-28	Buccaneer	01-30	31-35	36	37	38-60	61-62	63-97	98-00
29-36	Carolingian	01	02-10	11-20	21-22	23-65	66-80	81-90	91-00
37-42	Cimarron	01-10	11-24	25-40	41	42-60	61-75	76-90	91-00
43-49	Commonwealther	01	02-05	06-30	31	32-60	61-73	74-80	81-00
50-59	Coureur	01-40	41-50	51-54	55	56-58	59-85	86-90	91-00
60-68	Espaniard	01	02-15	16-35	36	37-70	71-77	78-87	88-00
69-76	Français	01	02-15	16-35	36	37-75	76	77-86	87-00
77-81	Kelt	01-40	41-55	56-57	58-68	69-72	73-76	77-90	91-00
82-85	Nederlander	01	02-06	07-30	31	32-60	61-62	63-73	74-00
86-94	Sophian	01-02	03-06	07-10	11-13	14-45	46-60	61-66	67-00
95-97	Vinlander	01-45	46-53	54-60	61-62	63-70	71-80	81-90	91-00
98-00	Witchling	01-30	31	32	33	34-40	41-45	46-50	51-00

* roll again on the NPC Adventurer Rare Class table.

NPC ADVENTURER RARE CLASSES

Culture	Nph	Age	Pal	Sor	Wit	Wiz
Albian	01–20	21–25	26–28	29–50	51–53	54–00
First Ones	01–02	03	04–25	26–95	96–99	00
Buccaneer	01–02	—	03	04–70	71–90	91–00
Carolingian	01–25	26–40	41–45	46–60	61–65	66–00
Cimarron	01–02	03–08	09–20	21–70	71–90	91–00
Commonwealther	01–05	06–15	16–80	81–90	91–95	96–00
Coureur	01	—	02–05	06–70	71–95	96–00
Espaniard	01–20	21–40	41–75	76–85	86–90	91–00
Français	01–20	21–40	41–75	76–85	86–90	91–00
Kelt	01–20	—	21–22	23–60	61–95	96–00
Nederlander	01–35	36–45	46	47–55	56–60	61–00
Sophian	01–40	41–60	61–66	67–70	71	72–00
Vinlander	01	—	02	03–70	71–98	99–00
Witchling	01	02–10	—	11–20	21–90	91–00

BANDIT

1st-Level Human Soldier
Any Uropan, Social Rank 0

CR 1; SZ M (humanoid); HD 1d10; hp 5; Init +5 (+1 Dex, +4 Improved Initiative); Spd 30 ft.; AC 13 (+1 Dex, +2 armor), touch 11, flat-footed 12; Base Atk +1; Grp +1; Atk +1 melee (1d6/crit x2, club) or +2 ranged (1d10/crit 18–20/x2, matchlock caliver); Full Atk +0 melee (1d6/crit x2, club) or +2 ranged (1d10/crit 18–20/x2, matchlock caliver); Space 5 ft.; Reach 5 ft.; SA none; SQ Soldier Abilities; AL any; SV Fort +2, Ref +1, Will +0; Str 10, Dex 12, Con 10, Int 10, Wis 10, Cha 10

Skills: Climb +2, Intimidate +2, Ride +2, Survival +1

Feats: Guns, Improved Initiative, Mounted Shot, Weapon Focus (caliver), Proficiencies (simple weapons, martial weapons, light armor, guns)

Languages: Any single Uropan language

Bandits are robbers who set ambushes for travelers in remote areas. Their objectives may include ransom in addition to simple robbery. They usually maintain a secret lair within ten miles of their ambush spot, preferably a hidden cave or cluster of huts. Although the stats given here are for a soldier, scouts and raiders are sometimes found among bandit gangs.

Soldier Abilities: As a soldier, this character has Military Training (dragon: Mounted Shot and Weapon Focus (matchlock caliver) free, +1 competence bonus to Ride checks for fast mount, dismount, or to use mount as cover). See *Northern Crown: New World Adventures* for a full description of this ability.

Possessions: Matchlock caliver, club, knife, and buff coat

DRAGOON

2nd-Level Human Warrior
Any Uropan, Social Rank 4

CR 1; SZ M (humanoid); HD 2d8; hp 8; Init +1 (Dex); Spd 30 ft.; AC 13 (+1 Dex, +2 armor), touch 11, flat-footed 12; Base Atk +1; Grp +2; Atk +3 melee (1d8+1/crit 19–20/x2, broadsword) or +3 ranged (1d10/crit 18–20/x2, matchlock caliver); Full Atk +3 melee (1d8+1/crit 19–20/x2, broadsword) or +3 ranged (1d10/crit 18–20/x2, matchlock caliver); Space 5 ft.; Reach 5 ft.; SA none; SQ none; AL any; SV Fort +3, Ref +1, Will +0; Str 12, Dex 12, Con 10, Int 10, Wis 10, Cha 10

Skills: Climb +1, Handle Animal +5, Intimidate +3, Ride +5, Swim +1

Feats: Guns, Point Blank Shot, Proficiencies (simple weapons, martial weapons, all armor, all shields)

Languages: Any single Uropan language

These riders function as mounted infantry, riding to the battle but fighting on foot. They are used to scout, forage, and make raids on enemy camps. They have a reputation as the rowdiest and most bloodthirsty of all soldiers. In times of peace, they often resort to pillaging or banditry to survive.

Possessions: Light warhorse (includes bit and bridle, riding saddle, and saddlebags), matchlock caliver, broadsword, and buff coat

FIGHTER NYAMBAN

1st-Level Human Gamba Fighter
Cimarron, Social Rank 6

CR 1; SZ M (humanoid); HD 1d12+1; hp 8; Init +5 (+1 Dex, +4 Improved Initiative); Spd 40 ft.; AC 12 (+1 Dex, +1 sangar feat), touch 12, flat-footed 11; Base Atk +1; Grp +2; Atk +3 melee (1d6+1/crit 20/x2, cutlass) or +2 ranged (1d10/crit 18–20/x2, matchlock caliver); Full Atk +3 melee (1d6+1/crit 20/x2, cutlass) or +2 ranged (1d10/crit 18–20/x2, matchlock caliver); Space 5 ft.; Reach 5 ft.; SA none; SQ Gamba Fighter Abilities; AL any; SV Fort +3, Ref +1, Will +0; Str 12, Dex 12, Con 12, Int 10, Wis 10, Cha 10

NORTHERN CROWN

Skills: Hide +2, Knowledge (local) +4*, Move Silently +1, Spot +2, Swim +4, Survival +2

* includes cultural bonus

Feats: Guns, Improved Initiative, Sanguar, Proficiencies (simple weapons, martial weapons including the cutlass, light armor, shields)

Languages: Any single Nyamban language, plus one Creole language

This NPC type represents members of the active military force of a typical Cimarron settlement. They are often encountered guarding the perimeter of fortified *palenques*, or traversing wilderness areas on raids against nearby mines and plantations.

Cimarron Culture: As a Cimarron, this character has +1 attack vs. lawful evil creatures and +2 Knowledge (local). His traditional weapon is a cutlass.

Gamba Fighter Abilities: As a gamba fighter, this character has Fast Movement and Sanguar. See *Nyambe: African Adventures* for full descriptions of these abilities.

Possessions: 50 gp, greataxe, matchlock caliver

FLIGHT MOTHER WITCHLING

4th-Level Human Witch
Witchling, Social Rank 9

CR 4; SZ M (humanoid); HD 4d4; hp 10; Init +0; Spd 30 ft./fly 90 ft.; AC 13 (+1 armor, +1 *bracers of armor*, +1 black garb), touch 10, flat-footed 13; Base Atk +2; Grp +2; Atk +3 melee (1d4/crit 19–20/x2, dagger) or +2 melee (0 damage + poison, poisoned thorn) or +5 ranged (1d8/crit 20/x2, masterwork longbow); Full Atk +3 melee (1d4/crit 19–20/x2, dagger) or +2 melee (0 damage + poison, poisoned thorn) or +5 ranged (1d8/crit 20/x2, masterwork longbow); Space 5 ft.; Reach 5 ft.; SA Poisoned Arrows and Thorns, Witch Abilities; SQ Low-light Vision 60 ft., Witch Abilities; AL any lawful; SV Fort +2, Ref +2, Will +4; Str 10, Dex 10, Con 10, Int 10, Wis 13, Cha 12

Skills: Concentration +5, Disguise +3, Hide +2, Knowledge (arcana) +3, Knowledge (planes) +3, Move Silently +2, Sense Motive +5*, Spellcraft +4

* includes cultural bonus

Feats: Combat Casting, Still Spell, Weapon Focus (longbow), Proficiencies (quarterstaff, shortspear, dagger, shortbow, longbow)

Languages: Any single Uropan language

Witchling flight mothers command a seven-member flight of flying skirmishers. They are slightly better equipped and possess more spells than the other flight members.

Witchling Culture: As a Witchling, this character has +2 to saves vs. fear, Low-light Vision to 60 ft., and +1 Sense

Motive. Her traditional weapons are the dagger and longbow. As a Witchling witch, she has +2 to skill checks with Charisma as the key ability when interacting with Witchlings.

Witch Abilities: As a witch, this character has Spells, Summon Imp, and Black Garb +1, Share Spells, Empathic Link (5 mi.), and *cause fear*. Witches wearing armor are subject to arcane spell failure. See *Northern Crown: New World Adventures* for full descriptions of these abilities.

Spells: (4/4/2) Witchling flight mothers can cast arcane spells. The save DC, where applicable, is 11 + spell level. They normally have the following spells prepared:

0 Level — *daze*, *fizzle*, *ghost sound*, *lullaby*

1st Level — *bane*, *charm person*, *cure minor wounds*, *disguise self*

2nd Level — *invisibility*, *web*

Poison Arrows and Thorns: Each Witchling flight mother's quiver contains three arrows doctored with black adder venom (Injury DC 12, secondary damage 1d6 Str). Each witch also carries a concealed poisoned thorn (Injury DC 15, 1d6 Con, secondary damage 2d6 Con).

Possessions: 20 gp, masterwork padded coat, masterwork longbow, dagger, poison thorn, potion of *feather fall*, potion of *invisibility*, broom of flying, bracers of armor +1

FLYING SKIRMISHER WITCHLING

3rd-Level Human Witch
Witchling, Social Rank 8

CR 3; SZ M (humanoid); HD 3d4; hp 7; Init +0 Spd 30 ft., fly 90 ft.; AC 12 (+1 armor, +1 black garb), touch 10, flat-footed 12; Base Atk +1; Grp +1; Atk +2 melee (1d4/crit 19–20/x2, dagger) or +1 melee (0 damage + poison, poisoned thorn) or +4 ranged (1d8/crit 20/x2, longbow); Full Atk +2 melee (1d4/crit 19–20/x2, dagger) or +1 melee (0 damage + poison, poisoned thorn) or +4 ranged (1d8/crit 20/x2, longbow); Space 5 ft.; Reach 5 ft.; SA Poisoned Arrow and Thorn, Witch Abilities; SQ Low-light Vision 60 ft., Witch Abilities; AL any lawful; SV Fort +1, Ref +1, Will +4; Str 10, Dex 10, Con 10, Int 10, Wis 12, Cha 10

Skills: Concentration +4, Disguise +2, Hide +2, Knowledge (arcana) +3, Knowledge (planes) +2, Move Silently +2, Sense Motive +5*, Spellcraft +3

* includes cultural bonus

Feats: Combat Casting, Still Spell, Weapon Focus (longbow), Proficiencies (quarterstaff, shortspear, dagger, shortbow, longbow)

Languages: Any single Uropan language

Witchling covens use broom-mounted witches as skirmishers to patrol the outskirts of their territory, to delay and confuse trespassers, and to make raids on enemy settlements. They organized in flights of seven, commanded by a 4th-level flight mother.

Downed skirmishers are rescued at great cost by their fellow flight members. As a last resort, a captured witch will

use her poisoned thorn upon herself rather than face torture and execution. The brooms of slain witches are also fiercely defended by surviving flight members — it is considered a great humiliation to lose a *broom of flying* in combat.

Witchling Culture: As a Witchling, this character has +2 to saves vs. fear, Low-light Vision to 60 ft., and +1 Sense Motive. Her traditional weapons are the dagger and longbow. As a Witchling witch, she has +2 to skill checks with Charisma as the key ability when interacting with Witchlings.

Witch Abilities: As a witch, this character has Spells, Summon Imp, and Black Garb +1, Share Spells, Empathic Link (1 mi.), and *cause fear*. Witches wearing armor are subject to arcane spell failure. See *Northern Crown: New World Adventures* for full descriptions of these abilities.

Spells: (4/3/1) Witch skirmishers can cast arcane spells. The save DC, where applicable, is 11 + spell level. They normally have the following spells prepared:

0 Level — *daze*, *fizzle*, *ghost sound*, *lullaby*

1st Level — *bane*, *cure minor wounds*, *disguise self*

2nd Level — *invisibility*

Poison Arrows and Thorns: Each Witchling skirmisher's quiver contains one arrow doctored with black adder venom (Injury DC 12, secondary damage 1d6 Str). Each witch also carries a concealed poisoned thorn (Injury DC 15, 1d6 Con, secondary damage 2d6 Con).

Possessions: 10 gp, masterwork padded coat, longbow, dagger, poison thorn, potion of *feather fall*, potion of *invisibility*, *broom of flying*

GREATSWORD

1st-Level Human Warrior
Any Uropan, Social Rank 4

CR 1/2; SZ M (humanoid); HD 1d8+1; hp 5; Init +1 (Dex); Spd 30 ft.; AC 12 (+2 armor), touch 10, flat-footed 12; Base Atk +1; Grp +3; Atk +3 melee (2d6+2/crit 19–20/x2, greatsword); Full Atk +3 melee (2d6+2/crit 19–20/x2, greatsword); Space 5 ft.; Reach 5 ft.; SA none; SQ none; AL any; SV Fort +4, Ref +0, Will –1; Str 14, Dex 10, Con 12, Int 10, Wis 9, Cha 10

Skills: Craft (any) +2, Intimidate +4, Profession (military) +2

Feats: Improved Sunder, Power Attack, Proficiencies (simple weapons, martial weapons, all armor, all shields)

Languages: Any single Uropan language

Also called double-pay men, greatswords are hired to do the dangerous work of breaking up enemy pike units simply by wading into them and hacking away at the pike shafts. They are also employed to guard the company colors from capture. This occupation attracts characters of great courage or recklessness — greatswords seldom live to old age.

Possessions: 20 gp, greatsword, buff coat

GRENADIER

1st-Level Human Warrior
Any Uropan, Social Rank 4

CR 1/2; SZ M (humanoid); HD 1d8+1; hp 5; Init +1 (Dex); Spd 25 ft.; AC 16 (+1 Dex, +5 armor), touch 11, flat-footed 15; Base Atk +1; Grp +1; Atk +2 ranged ((3d6/crit x3, grenade) or +2 ranged (1d8/crit 18–20/x2, matchlock caliver); Full Atk +2 ranged (3d6/crit x3, grenade) or +2 ranged (1d8/crit 18–20/x2, matchlock caliver); Space 5 ft.; Reach 5 ft.; SA none; SQ none; AL any; SV Fort +4, Ref +3, Will +0; Str 10, Dex 12, Con 12, Int 10, Wis 10, Cha 10

Skills: Craft (any) +2, Intimidate +4, Spot +2

Feats: Guns, Lightning Reflexes, Proficiencies (simple weapons, martial weapons, all armor, all shields)

Languages: Any single Uropan language

Grenadiers are trained to use hand grenades on the battlefield, in addition to the weapons of the musketeer. This dangerous occupation attracts characters of great daring and nerves of steel; they are often used as assault troops against enemy trenches and other fixed positions.

Gear: 20 gp, satchel with 4 grenades, matchlock caliver, breastplate

HALBERDIER

1st-Level Human Warrior
Any Uropan, Social Rank 4

CR 1/2; SZ M (humanoid); HD 1d8+1; hp 5; Init +1 (Dex); Spd 30 ft.; AC 12 (+2 armor), touch 10, flat-footed 12; Base Atk +1; Grp +2; Atk +3 melee (1d10+1/crit 20/x3, halberd); Full Atk +3 melee (1d10+1/crit 20/x3, halberd); or –1 melee (1d10+1/crit 20/x3, halberd head) and –5 melee (1d6+1/crit 20/x2, halberd shaft); Space 5 ft.; Reach 10 ft.; SA none; SQ none; AL any; SV Fort +4, Ref +0, Will +0; Str 13, Dex 10, Con 12, Int 10, Wis 10, Cha 10

Skills: Craft (any) +2, Intimidate +4, Spot +2

Feats: Polearms, Weapon Focus (halberd), Proficiencies (simple weapons, martial weapons, all armor, all shields)

Languages: Any single Uropan language

These heavy infantry are armed with halberds or other polearms. They are used as shock troops or guards.

Possessions: 20 gp, halberd, buff coat

HIGHWAYMAN

3rd-Level Human Rake
Any Uropan, Social Rank 0

NORTHERN CROWN

CR 3; SZ M (humanoid); HD 3d8+3; hp 16; Init +1 (Dex); Spd 30 ft.; AC 12 (+2 Dex), touch 12, flat-footed 10; Base Atk +2; Grp +3; Atk +3 melee (1d8+1/crit x3, broadsword) or +5 ranged (1d8/crit 18–20/x2, snaphance pistol); Atk +3 melee (1d8+1/crit x3, broadsword) or +5 ranged (1d8/crit 18–20/x2, snaphance pistol); Space 5 ft.; Reach 5 ft.; SA Rake Abilities; SQ Rake Abilities; AL any neutral or evil; SV Fort +2, Ref +5, Will +0; Str 12, Dex 15, Con 13, Int 14, Wis 8, Cha 14

Skills: Appraise +8, Bluff +4*, Diplomacy +3, Disguise +10*, Gather Information +3, Hide +8, Intimidate +8, Knowledge (local) +8, Listen +7, Move Silently +6, Ride +8, Search +8, Sense Motive +7, Spot +7

* includes class bonus

Feats: Guns, Hair Trigger, Mounted Shot, Point Blank Shot, Weapon Focus (snaphance pistol), Proficiencies (broadsword, dagger, cutlass, rapier, saber, smallsword, wheellock belt pistol, snaphance pistol)

Languages: Any single Uropan language

Highwaymen (the profession attracts both men and women) specialize in robbing travelers on lonely stretches of road between towns. Their cry of "Stand and deliver!" strikes fear into the hearts travelers everywhere. They prefer to target coaches, which can not pursue them cross-country and are likely to hold wealthy passengers. In Northern Crown they are most frequently encountered in Carolingia, where good riders and fast horses are common.

Some of the most notorious highwaymen are country squires in disguise who seek thrills and extra income, but they may come from nearly any social class. They work alone, almost without exception.

Rake Abilities: As a rake, this character has Craven Attack +1d6, Guns as a feat free, Just a Scratch 1/day, Fortune My Mistress, Dueling Style (pistols), and Sworn Enemy 1. Rakes wearing armor lose their Just a Scratch and Craven Attack abilities. See *Northern Crown: New World Adventures* for full descriptions of these abilities.

Possessions: Broadsword, 2 snaphance pistols, light warhorse (includes bit and bridle, riding saddle, and saddlebags).

HUSSAR

2nd-Level Human Warrior

Any Uropan, Social Rank 11

CR 1; SZ M (humanoid); HD 2d8+2; hp 11; Init +1 (Dex); Spd 30 ft.; AC 18 (+1 Dex, +7 armor), touch 11, flat-footed 17; Base Atk +2; Grp +3; Atk +3 melee (1d6+1/crit 19–20/x2, saber) or +3 melee (1d8+1/crit x3, heavy lance); Full Atk +3 melee (1d6+1/crit 19–20/x2, saber) or +3 melee (1d8+1/crit x3, heavy lance); Space 5 ft.; Reach 5 ft.; SA none; SQ none; AL any; SV Fort +4, Ref +1, Will +0; Str 12, Dex 12, Con 12, Int 10, Wis 10, Cha 10

Skills: Handle Animal +5, Intimidate +5, Ride +6

Feats: Fencing, Mounted Combat, Proficiencies (simple weapons, martial weapons, all armor, all shields)

Languages: Any single Uropan language

Hussars, also called lancers, are professional cavalry troops. They are used for battlefield charges against enemy cavalry and infantry, but they are of limited value against well-directed pikes. Hussars are known for their colorful uniforms and for their skill in riding. Note that a lance does double damage if charging.

Possessions: 60 gp, light warhorse (includes bit and bridle, riding saddle, and saddlebags), saber, heavy lance, cuirass with tassets



MUSKETEER

1st-Level Human Warrior

Any Uropan, Social Rank 4

CR 1/2; SZ M (humanoid); HD 1d8+1; hp 5; Init +1 (Dex); Spd 25 ft.; AC 16 (+1 Dex, +5 armor), touch 11, flat-footed 15; Base Atk +1; Grp +1; Atk +1 melee (1d8/crit 19–20/x2, broadsword) or +2 ranged (1d12/crit 17–20/x2, matchlock musket); Full Atk +1 melee (1d8/crit 19–20/x2, broadsword) or +2 ranged (1d12/crit 17–20/x2, matchlock musket); Space 5 ft.; Reach 5 ft.; SA none; SQ none; AL any; SV Fort +4, Ref +1, Will +0; Str 10, Dex 12, Con 12, Int 10, Wis 10, Cha 10

Skills: Intimidate +2, Listen +1, Spot +2

Feats: Guns, Take Aim, Proficiencies (simple weapons, martial weapons, all armor, all shields)

Languages: Any single Uropan language

Musketeers are the key offensive weapon of most military companies. They are deployed in a single line at the front of the company. Vulnerable to melee attack, they retreat into nearby pike units when cavalry threaten to overrun them. In the absence of pikes, they can convert their muskets into -1 shortspears by fixing plug bayonets into the barrel.

Possessions: 20 gp, matchlock musket with rest, broadsword, plug bayonet, breastplate

PIRATE

1st-Level Human Warrior
Any Uropan, Social Rank 0

CR 1/2; SZ M (humanoid); HD 1d8+1; hp 5; Init +0; Spd 30 ft.; AC 10, touch 10, flat-footed 10; Base Atk +1; Grp +1; Atk +1 melee (1d6/crit x3, cutlass) or +1 ranged (1d8/crit 18-20/x2, snaphance pistol); Full Atk +1 melee (1d6/crit x3, cutlass) or +1 ranged (1d8/crit 18-20/x2, snaphance pistol); Space 5 ft.; Reach 5 ft.; SA none; SQ none; AL any; SV Fort +3, Ref +0, Will +0; Str 10, Dex 10, Con 12, Int 10, Wis 10, Cha 10

Skills: Climb +4, Intimidate +4, Profession (sailor) +1, Spot +1

Feats: Artillery, Guns, Proficiencies (simple weapons, martial weapons, all armor, all shields)

Languages: Any single Uropan language

Pirates are simply water-borne bandits. In Northern Crown, they frequent the Espiritu Santo and Ohio rivers, the Great Lakes, and the coast from Nouvelle Orleans to Vinland. Riverine pirates favor small, flat-bottomed vessels outfitted with a simple sailing rig and one or two small artillery pieces. Lake- and ocean-going pirates prefer fast sloops with slightly heavier armament.

Only 50% of a typical pirate crew will have the stats listed above. The remainder can be filled by rogues, raiders, or any other character class suited to sea robbery. For every 20 pirates, there will be a 2nd-level mate. Regardless of size, a pirate ship will be under the command of a rogue, raider, or fighter of at least 3rd level.

Possessions: Snaphance pistol, cutlass, and knife

ROWDY

1st-Level Human Commoner
Any Uropan, Social Rank 1d6

CR 1/2; SZ M (humanoid); HD 1d4+5; hp 8; Init +0; Spd 30 ft.; AC 10, touch 10, flat-footed 10; Base Atk +0; Grp +2; Atk +2 melee (1d6+2/crit x3, club) or +2 melee (1d3+2 nonlethal, unarmed); Full Atk +2 melee (1d6+2/crit x3, club) or +2 melee (1d3+2 nonlethal, unarmed); Space 5 ft.; Reach 5 ft.; SA none; SQ none; AL any neutral or evil; SV Fort +2, Ref +0, Will -1; Str 14, Dex 10, Con 14, Int 10, Wis 9, Cha 10

Skills: Bluff +1, Craft (any) +2, Hide +2, Intimidate +2

Feats: Power Attack, Toughness, Proficiency (club)

Languages: Any single Uropan language

Rowdies are young folks out looking for trouble. They roam city streets and hang around alehouses, picking fights with other gangs of rowdies, harassing strangers, and taunting the town watch. Although they may shake their victims down for beer money, their primary motive is gaining bragging rights and releasing aggression, rather than larceny. Each gang of rowdies is usually led by a commoner of 3rd level or higher.

Possessions: Club

ROYAL GUARD

2nd-Level Human Warrior
Any Uropan, Social Rank 11

CR 1; SZ M (humanoid); HD 2d8+2; hp 11; Init +1 (Dex); Spd 25 ft.; AC 16 (+1 Dex, +5 armor), touch 11, flat-footed 15; Base Atk +2; Grp +3; Atk +3 melee (1d6+1/crit 19-20/x2, rapier) or +3 ranged (1d10/crit 18-20/x2, snaphance musketoon); Full Atk +3 melee (1d6+1/crit 19-20/x2, rapier) or +3 ranged (1d10/crit 18-20/x2, snaphance musketoon); Space 5 ft.; Reach 5 ft.; SA none; SQ none; AL any; SV Fort +4, Ref +1, Will +0; Str 12, Dex 12, Con 12, Int 10, Wis 10, Cha 12

Skills: Climb +2, Handle Animal +6, Intimidate +6, Ride +6

Feats: Fencing, Guns, Proficiencies (simple weapons, martial weapons, all armor, all shields)

Languages: Any single Uropan language

Royal guards belong to an elite unit under the control of a member of a royal family, or a high-ranking religious official such as a cardinal. They are used as couriers and escorts, as well as for routine guard duty. They wear distinctive uniforms with plumed hats, wide-cuffed boots and square cassock-type cloaks.

Possessions: 40 gp, light warhorse (includes bit and bridle, riding saddle, and saddlebags), snaphance musketoon, rapier, and breastplate

SETTLER UROPAN

1st-Level Human Commoner
Any Uropan, Social Rank 1d6+1

CR 1/2; SZ M (humanoid); HD 1d4+4; hp 7; Init +0; Spd 30 ft.; AC 10, touch 10, flat-footed 10; Base Atk +0; Grp +1; Atk +1 melee (1d6+1/crit x2, sickle) or +1 melee (1d3+1 nonlethal, unarmed); Full Atk +1 melee (1d6+1/crit x2, sickle) or +1 melee (1d3+1 nonlethal, unarmed); Space 5 ft.; Reach 5 ft.; SA none; SQ none; AL any; SV Fort +1, Ref +0, Will +0; Str 12, Dex 10, Con 12, Int 10, Wis 10, Cha 10

Skills: Handle Animal +2, Knowledge (local) +2, Profession (farmer) +6, Survival +2

Feats: Skill Focus [Profession (farmer)], Toughness, Proficiency (sickle)

NORTHERN CROWN

Languages: Any single Uropan language

Uropan settlers are found in farmland areas and adjacent wilderness. They live on small farmsteads built within forest clearings, usually without permission from nearby First Ones groups, who may consider them an unwelcome presence. A typical group of settlers includes an extended family, with the addition of several hired laborers. Neighboring settlements are usually within walking distance from a farmstead in farmland environments, but may be a day's ride or more away in wilderness areas.

Possessions: Handaxe, matchlock caliver

SKIRMISHER FIRST ONES

1st-Level Human Warrior

Any First Ones, Social Rank 6

CR 1/2; SZ M (humanoid); HD 1d8+1; hp 5; Init +1 (Dex); Spd 30 ft.; AC 12 (+1 Dex, +1 armor), touch 11, flat-footed 11; Base Atk +1; Grp +2; Atk +2 melee (1d6+1/crit 20/x2, club) or +3 ranged (1d8/crit 20/x2, longbow) or +2 ranged (1d10/crit 18–20/x2, matchlock caliver); Full Atk +2 melee (1d6+1/crit 20/x2, club) or +3 ranged (1d8/crit 20/x2, longbow) or +2 ranged (1d10/crit 18–20/x2, matchlock caliver); Space 5 ft.; Reach 5 ft.; SA none; SQ none; AL any; SV Fort +3, Ref +1, Will +0; Str 12, Dex 12, Con 12, Int 10, Wis 10, Cha 10

Skills: Climb +4, Craft (bowmaking) +3, Intimidate +3, Swim +4

Feats: Guns, Weapon Focus (longbow), Proficiencies (simple weapons, martial weapons, all armor, all shields)

Languages: Any single First Ones dialect

Skirmishers armed with both melee and ranged weapons form the bulk of First Ones military forces. The proportion of those armed with guns increases in areas where those weapons can be easily traded with Uropan.

This NPC type can be used for any encounter with a traveling party of First Ones, including hunters and traders. If encountered in a Great Lakes or riverine environment skirmishers will be equipped with canoes, each holding six to eight individuals and their gear.

Possessions: 50 gp, club, longbow or matchlock caliver (equal chance of each), small wooden shield

VOYAGEUR

1st-Level Human Raider

Coureur, Social Rank 5

CR 1; SZ M (humanoid); HD 1d12+1; hp 5; Init +1 (Dex); Spd 40 ft.; AC 13 (+1 Dex, +2 armor), touch 11, flat-footed 12; Base Atk +1; Grp +2; Atk +2 melee (1d6+1/crit 20/x2, throwing axe) or +2 ranged (1d12/crit 17–20/x2, snaphance musket) or +2 ranged (1d6+1/crit 20/x2, throwing axe); Full Atk +2 melee (1d6+1/crit 20/x2, throwing axe) or +2 ranged (1d12/crit 17–20/x2, snaphance musket) or +2 ranged (1d6+1/crit 20/x2, throwing axe); Space 5 ft.; Reach 5 ft.; SA none; SQ Raider Abilities; AL any; SV Fort +3, Ref +1, Will +0; Str 12, Dex 12, Con 12, Int 10, Wis 10, Cha 10

Skills: Climb +1, Craft (boat building) +1, Handle Animal +6, Intimidate +3, Swim +6, Survival +6

Feats: Endurance, Guns, Run, Proficiencies (simple weapons, throwing axe, light armor)

Languages: Français, any single First Ones language

Voyageurs are long-distance Coureur traders of the cold rivers and lakes of the north. They travel in canoes of up to 20 individuals into the interior to exchange their trade goods for First Ones beaver pelts.

Coureur Culture: As a Coureur, this character has Run free, and +2 to Hide, Listen, and Move Silently in forest terrain. His traditional weapons are the knife and throwing axe. As a Coureur raider, he can run at five time normal speed even when carrying a medium or heavy load. Also, his maximum Dexterity bonus under a medium load is +4, and +2 for a heavy load, with a check penalty of –1 and –3, respectively.

Raider Abilities: As a raider, this character has Fast Movement, Illiteracy, and Rage 1/day. Raiders who wear heavy or medium armor lose some of their class abilities. See *Northern Crown: New World Adventures* for full descriptions of these abilities.

Possessions: 50 gp, club, snaphance musket, buff coat

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APPENDIX C

INDEX

- Adirondacs, High 66
 adventurer NPC stats 157–158
 aeolipilic mill 137
 aerial helix 137
 aerostatic ship 137–138
 Albermarle, Duchy of 60
 Albion 44
 Algonkia maps 47–48
 Allegashe 46
 Amoskeag 46
 animals, existing 91
 animals, new 116–119
 Animated Form 125, 131
 Apalachee 46
 Appalachia Mountains 52
 Appalachia maps 49–50
 Applesseed, Johnny NPC stats 149
 arcanostatic rod 138
 Armor table, First Ones Magic 123
 Armor table, Uropan Magic 130
 armor, magic 123–124
 Art Objects, Random
 table 120–121
 Arthur, King 7
 artifacts 132–134
 Ascutney 52
 Attawapiskat 52
 Attikamek 52
 automaton horse 138–139
 automaton servant 139–140
 automaton soldier 140
 Bahamia 52
 bandit NPC stats 158
 Baye des Hurons 53
 Baye des Puans 53
 bayonet, ring 147
 bear effigy 126
 beaver, giant 116–117
 Beothuk 53
 Bermuda 53
 Beversrede, Castle 55
 Biloxi 53
 black book 132
 Blackwood, Rebecca
 NPC stats 149–150
 Blue Hills 54
 Blue Ridge 54
 Bog Wilderness
 Encounters table 22
 bone dancer 93
 bone gorget 132
 Book of Belial 132
 boots & gauntlets, galvanic 142
 Boreal Forest Wilderness
 Encounters table 22
 Boston 33, 54
 Brendyn 8
 Brobdignag 10
 Brunswick, Duchy of 61
 Bunyan, Paul NPC stats 150–151
 calumets of the Moundraisers 133
 Camden 32, 54
 Campbell, Earldom of 61
 Campbellton 32, 54
 cannon, electrostatic 141
 Cape Cod 55
 Cape Hatteras 55
 Carillon 55
 Carolingia 32–33
 Castle Beversrede 55
 Castle Frontenac 56
 Castle James 56
 Castle Massanutten 56
 Castle Oranj 57
 Castle William 57
 Castle, Onandaga 78
 catamount 94
 Catawba 57
 Cathay 45
 Challenge Rating table,
 New Creatures by 92
 chants, magic 125
 Charles Town 32, 57
 Cherokee 58
 Chesapeake Bay 58
 Chickasaw 58
 Chippewa 58
 Chisca 59
 Choctaw 59
 Cibola 11
 City of the Prophet 43
 cloak of the great sachem 129
 cloak the bear 129
 Commonwealth 33–34
 copper gorget 132
 creating magic items,
 First Ones variants 123
 Creatures by Challenge
 Rating table, New 92
 Creatures by Type and
 Subtype table, New 92
 creatures, existing 88–92
 creatures, new 92–119
 Cree 59; *see also Eastern Cree
 and Western Cree*
 Creek 59
 Cristina 36, 59
 Cristina, Princess NPC stats 153
 Crystal Hills 60
 crystal mountain 8
 Cumberland 60
 Delaware 60
 demanax 140
 Denmark 45
 disease 11
 Diseases of Northern
 Crown table 11
 Dismal Swamp 60
 Don de Dieu 133
 Dragon Rouge 18
 dragoon NPC stats 158
 dread rattler 94–95
 Duchy of Albermarle 60
 Duchy of Brunswick 61
 Duchy of Hatteras 61
 dupligraphic pen 141
 eagle effigy 126
 Earldom of Campbell 61
 earth effigies 125–126
 earthquake engine 141
 East Algonkia map 48
 East Appalachia map 50
 Eastern Cree 61; *see also Cree
 and Western Cree*
 Eastern Ojibwa 61; *see also
 Ojibwa and Nothern Ojibwa*
 Eden Town 32, 62
 effigies, earth 125–126
 eidetic shadow box 141
 Eire 45
 electrostatic cannon 141
 electrostatic gunlock 141
 electrostatic sword 141–142
 Elizabeth's Isle 62
 Encounter tables, Wilderness 22–31
 environments 22–31
 Erie 62
 Extra Wild Shape 125
 Falls of the Ohio 62
 Far East 45
 Farmland Wilderness
 Encounters table 23
 fighter, Nyamban
 NPC stats 158–159
 Fink, Mike NPC stats 151
 First Ones Magic Armor table 123
 First Ones magic items 123–129
 First Ones Magic
 Weapons table 124
 First Ones Random Magic Item
 Generation table 122
 First Ones skirmisher
 NPC stats 163
 Five Nations 34–35
 flight mother, Witchling
 NPC stats 159
 Florida 63; *see also Straits of La Florida*
 flying skirmisher, Witchling
 NPC stats 159–160
 Foret des Loups 63
 Fort Maurepas 63
 Fou Sang 10
 fountain of youth 8
 France 44
 Franklin, Chiron NPC stats 152
 frog effigy 126
 Frontenac, Castle 56
 galvanic boots & gauntlets 142
 galvanic lantern 142
 galvanic vest 142–143
 Garacantie of Onandaga
 NPC stats 153–154
 gauntlets & boots, galvanic 142
 Gems, Random table 120
 General First Ones
 Magic Weapons table 124
 General Uropan
 Magic Weapons table 130
 giant beaver 116–117
 giant pike 118–119
 giant porcupine 119
 giant snapping turtle 119
 Golden's Isle 63
 Golfe du Mexique 64
 gorgets of the Makers 132
 gougou 95–96
 Grand Chasm 11
 Great Cahokia 64
 Great Falls 64
 Great Lake Wilderness
 Encounters table 24
 Great Lakes 69–70
 Great Notch 64
 Great Swamps 64
 greatsword NPC stats 160
 green calumet 133
 Green Hills 64
 Green Swamp 65
 Greenbrier 65
 grenadier NPC stats 160
 Grimoire of Honorius 132
 gun, volley 148
 gunlock, electrostatic 141
 Habsburg Empire 44
 haint 96–97
 halberdier NPC stats 160
 Hardwood Forest Wilderness
 Encounters table 25
 Hart's Ford 33, 65
 Hatteras, Cape 55
 Hatteras, Duchy of 61
 haunted scarecrow 97–98
 Havana 39, 65
 headless rider 98–99
 healing salve 143
 heliopyritic mirror 143
 Hellfire Club 18
 Henrietta 32, 65
 herculean tincture 143
 High Adirondacs 66
 highwayman NPC stats 160–161
 Hispaniola 66
 history *see specific nations and
 locations, and Northern Crown:
 New World Adventures*
 Holy Yoke 33, 66
 Hood of the Animal Master 134
 horse, automaton 138–139
 Hudson's Bay 66
 Huron 66
 Hurons, Baye des 53
 hussar NPC stats 161
 hy-dry tortoise 99–100
 Illini 67
 Illustrados 18
 Inventions by Science and
 Minimum Inventor Level
 table 135
 inventions 135–148
 Inventions, Random
 Generation table 135
 Isle du Sable 67
 Isle Minong 67
 jade gorget 132
 Jamaica 67
 James, Castle 56
 Jamestown 67
 Jeferson, Philathelias
 NPC stats 154
 Jerusalem 33, 67
 K'tahdin 68
 Kanawa Vale 68
 Kats Kills 68
 kawkontwawk 100
 Keweenaw 68
 Key of Solomon 132
 Kikapo 69
 knightly orders 15
 Knights of Malta 45
 L'Ollonais, Francis
 NPC stats 154–155
 L'Ordre du Sang 19
 Lac Champlain 69
 Lac des Illinois 69
 Lac des Kilistinons 69
 Lac du Chat 69
 Lac Ontario 70
 Lac St-Jean 70
 Lac Superieur 70
 Lacs du Main 70
 Lake Nipissing 70
 lantern, galvanic 142
 lanternjack 100–101
 Laputa 11

- Laurentides 70
 Lazarus box 143
 Leni-Lenapi 71
 Ley-line generation 131
 Logstown 71
 lynx 117
 Madoc 8
 Magic Armor table, First Ones 123
 Magic Armor table, Uropan 130
 Magic Item Random
 Generation tables,
 First Ones and Uropan 122
 magic items, First Ones 123–129
 magic items, Nyamban 132
 magic items, Uropan 129–132
 Magic Shields table, Uropan 130
 Magic Weapons, General
 First Ones table 124
 Magic Weapons, General
 Uropan table 130
 Manassas 71
 maps, campaign 46–50
 Markland 71
 Massanutten, Castle 56
 Maushop's war club 125
 medusa's oil 144
 Melungeon Pass 71
 Menomini 72
 Mer Douce 72
 mercurial tincture 144
 Merrymount 72
 mesmeric disk 144
 Miami 72
 mica gorget 132
 Michilimackinac 72
 Micmac 72
 Mille Isles 73
 Mingo 73
 misig'nwa 102
 Misinawba-ai 9
 Missisauga 73
 Moghul Empire 45
 Mohawk 73
 money 120
 monster templates, existing 92
 Monsters by Challenge Rating
 table, New 92
 Monsters by Type and Subtype
 table, New 92
 monsters, existing 88–92
 monsters, new 92–119
 Mont Real 38, 73
 Montagnais 73
 Monts du Fer 74
 moose 117–118
 Moosoni 74
 moos-soogit 102–103
 morphitic spirit 144
 Mother Stone 9, 134
 Mounds 74
 Mountains of Smoke 74
 Mountains Wilderness
 Encounters table 26
 Mt. Tremblant 74
 Mundane Items, Random table 121
 Muscovy 45
 musket, quick-firing 146–147
 musketeer NPC stats 161–162
 Naraganset 74
 Naskapi 75
 natatory helmet 144
 Natchez 75
 Natchez-sur-Terre 75
 nations 32–45
 Natoket 75
 Natural Power Enhancement
 125, 131
 Naumkeag 35–36, 76
 necklace of lightning stone 129
 Nemaska 76
 Neticut Stream 76
 Neutrals 76
 New Sweden 36–37, 76
 Niagara 76
 Niantic 77
 Nieu Amsterdam 37, 77
 Nieu Nederlands 37–38
 Nipmuc 77
 nocturnal lenses 144
 Northern Crown map 46
 Northern Ojibwa 77; *see also*
 Ojibwa and Eastern Ojibwa
 Northern Peaks 78
 northwest passage 9
 Nouvelle France 38–39
 Nouvelle Orleans 78
 Novgorod 45
 NPCs 149–163
 Nueva España 39–40
 nunne'hi 104–105
 nyah-gwaheh 105
 Nyamban fighter
 NPC stats 158–159
 Nyamban magic items 132
 occan's blade oil 144
 Ocean Wilderness
 Encounters table 26
 Ogeechie Marches 78
 Ohio, Falls of the 62
 Ojibwa 78; *see also Eastern*
 Ojibwa and Northern Ojibwa
 okanangan 106
 Onandaga Castle 78
 Onandaga 34
 Opener NPC stats 155
 Oranj, Castle 57
 Order of the Temple
 of Solomon 19
 ornithoptical wings 144
 osmotic mirrors 145
 Ottawa 79
 Ottoman Empire 44
 Pamlico Sound 79
 panopticon 145
 panther effigy 126
 panther 118
 pauguk 106–107
 Pawtucket 79
 pen, dupligraphic 141
 Penn's Wood 79
 periscopic viewer 145
 Petun 80
 Piankeshaw 80
 Pied-a-Mont Marches 80
 pike, giant 118–119
 Pine Barrens 80
 pipes, magic 126–127
 pirate NPC stats 162
 pirates 9
 Piscataqua 80
 piscatoform ship 145–146
 plague server 111–112
 Plimoth 33, 81
 Pocumuk 81
 poison 11–12
 Poisons of Northern
 Crown table 12
 Poland 45
 Polar Sea Wilderness
 Encounters table 27
 pomola 107–108
 Popham 81
 porcupine, giant 119
 Portugal 44
 Potawatomi 81
 potions 127
 Pottomacke Vale 81
 Powhatan League 81
 Prairie Wilderness
 Encounters table 27
 prohibited magic items 124,
 125, 127, 129, 131
 Prospero's isle 10
 Puans, Baye des 53
 pukwudgee 108–109
 Quapaw 82
 Québec 38, 82
 quick-firing musket 146–147
 Random Art Objects table 120–121
 Random Gems table 120
 Random Inventions
 Generation table 135
 Random Magic Item
 Generation tables,
 First Ones and Uropan 122
 Random Mundane Items table 121
 razorback hogge 109–110
 red calumet 133
 Red Dragon 132
 Renegadoes 82
 Richelieu 82
 Richmond 40, 82
 rifle 147
 ring bayonet 147
 rings, magic 127
 Riverine Wilderness
 Encounters table 28
 rods, magic 126–127
 rowdy NPC stats 162
 royal guard NPC stats 162
 runestones 10
 Saco Vale 83
 San Agostin 39
 San Agostino 83
 San Felipe 39, 83
 sanauk 110–111
 Sauk 83
 Scions of the Tree of Liberty 20
 Scotia 45
 servant, automaton 139–140
 server, plague 111–112
 server, strife 112–113
 settler, Uropan NPC stats 162–163
 Seven Golden Cities 11
 Shawnee 83
 shell gorget 132
 Shick-Shock Mts. 83
 Shields table, Uropan Magic 130
 shields, magic 124, 129
 simulacrumatorium 147
 skirmisher, First Ones
 NPC stats 163
 snake effigy 126
 snapping turtle, giant 119
 societies 17–21
 soldier, automaton 140
 Sons of Cincinnatus 20
 Sophia 40–41, 84
 Sophia's Bell 133
 Southern Pine Forest Wilderness
 Encounters table 28
 Spirit Mask Society 20
 spirit vane 147
 standing stones 131
 Ste-Croix 84
 Ste-Dominique 84
 Storm King 84
 Straits of La Florida 84; *see also Florida*
 strife server 112–113
 Subtropical Swamp Wilderness
 Encounters table 29
 Summoned Guardian 125
 Suskehana 84
 Sweden 45
 sword, electrostatic 141–142
 sympathetic ears 147
 sympathetic mirrors 147
 tattoos, magic 127
 Tecumpease NPC stats 156
 Tennessee 85
 Tenskwtawa NPC stats 156–157
 Teutonic Knights 45
 thanatopic mill 148
 thunderbird 113–114
 Timagami 85
 timeline 4–6
 tortoise, hy-dry 99–100
 totems, magic 127
 transmateral lenses 148
 transmogrifix 148
 treasure 120–122
 trickster 114
 Trois Rivières 38, 85
 Tropical Island Wilderness
 Encounters table 30
 Tundra Wilderness
 Encounters table 30
 turtle effigy 126
 turtle shield 124
 Tuskegee 85
 Types table, New Creatures by 92
 u'tlun'ta 115
 Unseen Hand of the Lord 21
 Urban Wilderness
 Encounters table 31
 Uropa 44–45
 Uropan Magic Armor &
 Shields tables 130
 Uropan magic items 129–134
 Uropan Random Magic Item
 Generation table 122
 Uropan settler NPC stats 162–163
 vaccinary needle 148
 Vandalia 85
 Venice 45
 vermin, existing 91–92
 Vermont 41–42
 vest, galvanic 142–143
 Vinland 42–43, 86
 volley gun 148
 voyageur NPC stats 163
 Wampanoag 86
 wands, magic 127
 warfare, First Ones 15–15
 warfare, Nyamban 15
 warfare, Uropan 13–15
 Weapons table, General
 First Ones Magic 124
 Weapons table, General
 Uropan Magic 130
 weapons, magic 124–125, 130–131
 Weeping Eye 21
 wendigo 116
 West Algonkia map 47
 West Appalachia map 49
 Western Cree 86; *see also Cree*
 and Eastern Cree
 white calumet 133
 White Hills 86
 Wilderness Encounter tables 22–31
 William, Castle 57
 Winnebago 87
 Winooski 41, 87
 Witches' City 35
 Witchling flight mother
 NPC stats 159
 Witchling flying skirmisher
 NPC stats 159–160
 wondrous items 128–129
 Woodland Confederacy 43–44
 Wyandot 87
 Xipangu 45
 yellow calumet 133
 Yuchi 87
 Zwaanendael 87