

# Introduction,

*Being a generall survey and description of the author's novel role-playing entertainment.*

This is the first edition of the *Septentrionalis d20 Sourcebook*, a resource for creating role-playing campaigns in an alternate history 17th century North America. It is available only at the URL <http://www.catspawcomics.com/sept/sept.html> – if you received this sourcebook from any other source, please tell me at [dougmander@earthlink.net](mailto:dougmander@earthlink.net), especially if you paid for it. This is a FREE resource.

For those of you already familiar with my website, some of this material will be familiar to you, but much will be wholly new. The page numbering indicates the order in which the sourcebook should be assembled. Missing page numbers between chapters do not mean missing pages – they are a consequence of occasional updates to a particular chapter.

## The Campaign World

Septentrionalis, and the larger world of which it is only a small part, is equal parts utopia and uchronia: a place that never was, full of events that never happened. Neither its history nor its geography are quite the same as those of our own world, although they agree in many places. Much of it will be familiar to even a casual student of history or lover of historical adventure fiction and film, but, as you will see, there are differences. In short, it is a distorted mirror of history, one that magnifies adventure, drama, and mystery, at the expense of the tedious, the depressing and the mundane.

### In the year 1666 A.D. ...

When does the campaign take place, exactly? Well, the almanacs say it's the Year of our Lord Sixteen Hundred and Sixty Six, but it's not the one we know from the history books. Many liberties have been taken with historical timelines, with people, nations, and ideas appearing earlier or lingering later than their real-life counterparts.

The colonies of Carolina and Georgia are now the Kingdom of Carolingia, ruled by Charles II, formerly of England. An eternally young queen with fairy blood sits on the throne of that island nation, now called Albion. Viking raiders from Vinland the Great prowl the coast of the Commonwealth of New England, beneath witch-haunted skies. Inland, the mighty forests ring with the sound of battle between the First Peoples and their animal allies, and the armies of the Old World, seeking to carve out an empire in the New. And beyond the mountains, the maps show only rumors of a vast continent, with unknown perils and riches, and perhaps, even a sea route to the distant shores of Far Cathay and Xipangu, the lands of silk and spice.

The characters who stride upon this epic stage are men and women of action, style, and wit, from a dozen different lands, engaged in a titanic struggle for victory, fame, wealth, knowl-

### What does "Septentrionalis" mean?

"Septentrionalis" is short for "America Septentrionalis", which is how North America is labelled on many maps of the period. The word literally means, "of the seven plow-oxen", referring to the seven stars of the Big Dipper, which dominates the night sky of the northern hemisphere. So, "America of the seven plow-oxen" is the the part of America from which the Big Dipper (an asterism comprising the tail of Ursa Major) is visible.

### The Origins of Septentrionalis

This campaign world is an outgrowth of our interest in the Elizabethan and Jacobean ages, fantasy literature, early American history and folklore, old maps, historical adventure fiction and film, and Native American culture. Much of the inspiration for the campaign came during several road trips we have made across Massachusetts, upstate New York, and Vermont. The romance and splendid setting of Fort Ticonderoga in New York was especially inspiring. It is one of those rare places where you feel that mythic, epic events could actually have happened here. This campaign is an attempt to conjure up some of that romantic spirit, and make America a stage for heroic adventure again, if only in a game.

### Historical Disclaimer

Warning: this is a work of fiction, intended only as entertainment. Historical people, events, ideas, and places have been omitted, distorted, conflated and falsified in the interests of creating a compelling and enjoyable role-playing campaign. This means when Charles II is mentioned, for example, I am not referring to the historical Stuart king of that name, but to a fictionalized version of him. By longstanding legal tradition, such public figures have no immunity from inclusion in works of fiction.

This work also mentions certain cultures, nations, and faiths of the real world. Such representations are not intended to show how such cultures, nations, and faiths are or were historically, but rather how they might appear in a fictional setting based on classic adventure stories like *The Three Musketeers* and *Captain Blood*. No offense is intended toward any contemporary ethnic, racial, political, or religious affiliation.

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edge, and power. The player characters are destined to join this struggle, and take their place among the legends of the age – if they can survive long enough.

Your *Septentrionalis* player character can be a buccaneer from the Carib Sea, a sorcerous witch, a swashbuckling gentleman adventurer, an intrepid scientist, a charming court spy, a courageous Algonkian warrior, a grim witch-hunter... the possibilities are vast. Your weapons will be broadsword, bullet, faith, and spell. Your foes will be colorful, cunning courtiers, devil-spawned fiends, and base rogues. Nearly all of them will share a sense of honor, a belief in fate, fortune, and the supernatural, and a desire for glory – or infamy. And the spoils: the favor of kings, the command of entire armies, the gold and silver of ancient kingdoms of unimaginable wealth, the secrets of life and death itself. Only bravado, fortune, and skill will win them. For the losers, there is only disgrace, misery, and mortal peril.

### Your *Septentrionalis* Campaign

Like any roleplaying setting worth its salt, the land of *Septentrionalis* can encompass many different kinds of adventures to suit the taste of the players and DM. This book is not intended as a ready-made adventure, but as a resource to create your own adventures or play any of the adventures I have written and made available through my web site (other DMs are welcome to distribute their own *Septentrionalis* adventures as long as no money changes hands and no property rights are claimed over the unique characters and concepts I have created). Here are some suggested campaign types for your own version of this campaign setting:

#### The Military Campaign

In a military campaign, the PCs will be soldiers or mercenaries in the service of one of the states of *Septentrionalis*, 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 wilderness. This type of campaign includes pitched battles, sieges, raids, and rescue operations, with an emphasis on violent action, tactics, and glory, with less emphasis placed on intrigue and puzzle-solving. Fighter-class characters will predominate, with a smattering of rogues and rangers. 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.

#### The Exploration Campaign

A campaign focused on treks into the unknown will involve first contacts with unknown cultures of the interior, 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 campaign, rangers are invaluable, but barbarians 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.

## The Supernatural Campaign

In a supernatural campaign, characters may either be allied with the forces of magic, or committed to battling the hidden armies of darkness that threaten to corrupt the New World. This campaign style emphasizes confrontations with evil outsiders and their minions, encounters with powerful forces of the wilderness, and investigations of lost cities in search of magical artefacts and the secrets of life and death. The setting of Spectral Boston is an example of such a campaign. A typical party of PCs in a supernatural campaign might be a troop of paladins and priests, or a cabal of witches, wizards, and sorcerors. As the characters advance, they attract the attention of increasingly powerful supernatural foes, even as they themselves gain in power and reputation. Eventually the PCs may take their place among the defenders of humanity or among the great magi of the age.

## The Political Campaign

In a political campaign, characters navigate the maze of courtly intrigue, either within a single state, or within a complex and subtle power struggle 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, rogues, fighters, priests, 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 within the state, as administrators, ambassadors, or secret agents of the crown.

## The Grand Campaign

The most enjoyable *Septentrionalis* campaign might include elements of two or more campaign types. An exploration campaign, for example, can easily become a political one, 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 PC's 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 DM remembers to provide a strong incentive for them to work together. 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.

# Character Creation,

*being the method of creating a Persona for purposes of Role Play in the Septentrionalis Campaign.*

In *Septentrionalis*, player characters are created following the rules outlined in the Third Edition D&D Players Handbook, with additional rules to adapt them to a historical rather than a fantasy campaign setting. This chapter will lead you step by step through the character creation process, with details on character identity, new classes, skills, feats, and equipment.

## Ability Scores

Ability scores are rolled according to standard D&D rules.

## Identity

In a *Septentrionalis* campaign, all PCs are human beings, so the D&D concept of “race” does not apply. Rather than choosing to be a human, elf, or gnome, players choose an identity that represents their character’s political, religious and social background, training, and early life experience. A PC’s identity affects them in the following ways:

- Each character class within an identity is given a unique set of skill bonuses, to represent that identity’s particular interpretation of the class. For example, all Carolingian fighters get a +3 Ride bonus, because Carolingian culture particularly values horsemanship.
- Some identities confer a universal bonus to all characters within that identity. It can be a bonus to attack rolls against a particular enemy, a minor spell-like ability, a skill bonus, or a combination of two or more. For example, all Albian characters receive a bonus to Bluff skill checks, and they can cast a cantrip as a spell-like ability. These universal bonuses stack with any other bonuses determined by a belonging to a particular character class.
- Each identity is assigned a die roll to determine the PCs initial social rank (SocR). For example, the initial social rank of an Algonkian druid is 1d4+10.
- Most importantly, a character identity represents the political, religious, and cultural influences in a character’s young life. A PC may choose to rebel against these influences or embrace them as the campaign progresses, but you cannot ignore them -- in this era, the battle lines on matters of faith and nationality have been drawn in blood, and to straddle the line is a dangerous enterprise.

The following table shows the identities and classes available to player characters:

## What’s Different

For experienced players and DMs, here’s a summary of how a *Septentrionalis* character differs from a standard D&D character:

- the D&D concept of “race” has been replaced by *character identity*, which represents a character’s cultural background, education and early experiences;
- the Monk character class is not available, but new character classes include three Witch classes, Natural Philosopher, and the Sea Wolf and Officer prestige classes.
- new feats are available, including Craft Invention, Fencing, Greatsword, Polearm, Cloak, and Lantern.
- all characters have a social rank (SocR), which determines their place in the social order. A character’s SocR can improve as she advances in experience level.
- not all standard D&D equipment is available to player characters, but many new items are, including guns, different armor types, and scientific instruments.

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**Table: Identities and Allowed Character Classes**

Identity	Bbn	Brd	Clr	Drd	Ftr	NPh	Pal	Rgr	Rog	Sor	Wit	Wiz
Albian		Yes		Yes	Yes	Yes		Yes	Yes	Yes		Yes
Algonkian	Yes	Yes		Yes			Yes	Yes		Yes		
Buccaneer	Yes				Yes				Yes			
Carolingian		Yes	Yes		Yes	Yes		Yes				
Commonwealther			Yes		Yes		Yes	Yes				
Coureur	Yes	Yes						Yes				
Espaniard		Yes	Yes		Yes		Yes		Yes			
French		Yes	Yes		Yes	Yes	Yes		Yes	Yes		Yes
Gael	Yes	Yes		Yes					Yes	Yes		
Nederlander			Yes		Yes	Yes			Yes			Yes
Sophian				Yes	Yes		Yes					
Witchling	Yes	Yes			Yes			Yes	Yes	Yes	Yes	

## Player Character Identities

### Dual-Identity Characters

At the DM's discretion, a player may create a character with a dual identity, for example, a Commonwealther who has spent much of her childhood in Algonkian society. Such a PC gains the universal bonuses of both identities, but only gains the class-related bonuses of one identity (DM's choice). Using the above example, the Commonwealther-Algonkian PC would get the +1 AC bonus in woodlands, +1 to wilderness lore skill checks, and personal manito from her Algonkian heritage, plus literacy, the +1 attack bonus against Witchlings, and the +2 to knowledge (religion) from her Commonwealther side. If she belongs to the ranger class, she would have to choose either Algonkian Ranger or Commonwealther Ranger, receiving only the class-related bonuses from one or the other identity.

### What about other Identities?

The identities listed on the table represent the types of character most likely to appear in a Septentrionalis campaign, but by no means the only ones. A character from the Ottoman Empire, an African city-state, Russia, or even distant Cathay (China) or Xipangu (Japan) could appear in the campaign, but she would have to have an extraordinary background story to explain her presence there! Some of these character identities will be detailed in the sequel to *Septentrionalis*, tentatively titled *Europa 1666*.

### Albian

*Universal Bonuses:* +2 to Bluff skill rolls; cast one Sorcerer/Wizard cantrip per 3 experience levels per day, up to 3/day

#### Allowed Classes Skill Bonuses

Bard	Gather Information +1, Innuendo +4, Spellcraft +1, Diplomacy +2
Druid	Heal +1, Knowledge(nature) +3, Scry +1, Wilderness Lore +1
Fighter	Ride +1, Double Arm'd Fighting Style
Natural Phil.	Alchemy +1, Scry +2
Ranger	Ride +2
Rogue	Diplomacy +1, Innuendo +3, Perform +1, Sense Motive +1
Sorcerer	Spellcraft +1
Wizard	Alchemy +1

### The Albian Character:

Albians are citizens of the English-speaking parts of island of Albion, formerly called England. They have an aura of the fey about them – after all, their queen, Gloriana, is herself of fairy blood, and the power of Faerie runs strong in her subjects. Since the Greening of Albion began under Gloriana's reign, Albion has become a place where the past and present walk side by side, the magic and the mundane together.

Albians are known both for their eloquence in speech and boldness in action. They like to think of themselves as witty, whimsical, merry, brave and courteous. In some Albians, this attitude leads to excesses of wordplay and swordplay alike, even to buffoonery and foolhardiness. When tempered with wisdom, however, the Albian character produces daring sea wolves, dashing courtiers, and brilliant men and women of letters and magic.

*Universal Bonuses:* As natives of a Fairy-touched nation, all Albian PCs have access to 0-level sorcerer and wizard spells. An Albian can cast one such cantrip per day, for every three expe-

rience levels, rounded up, to a limit of three per day. The DC is equal to 10 + the caster's Charisma ability modifier.

The Fairy-charmed air of Albion also contributes to Abian PCs' ability to enchant with the power of their speech: they receive a +2 to all Bluff skill rolls.

**Albian Bard** (*Social Rank 3d6+3*)

Albian bards tend to work in the written word rather than in music. Poets and dramatists of extreme subtlety, their Innuendo skill bonus applies only to their poetry and drama, not to extemporaneous speech. Their talents are appreciated by commoners and courtiers alike, giving them a unique mobility between the lowest and highest ranks of society.

Conscious of their appearance, Albian bards of either sex tend to dress in the height of male courtly fashion, with padded doublets, ruff collars, and hose, often highly ornamented. They seldom carry musical instruments, except perhaps for a simple wooden flute or recorder, but they are never caught without pen and paper, should inspiration strike them.

**Albian Druid** (*Social Rank d6+4*)

The Old Faith, as it called, has been allowed to re-enter Albion from its traditional Gael strongholds to the west and north, and with it have come its practitioners, the druids. Not yet as respected by the courtly ranks as their Gael counterparts, Albian druids tend to come from rural areas where the Greening is strongest. They live as wandering mendicants, healing the rural populace, helping farmers and herders, and protecting people from evil forces. The center of druid activity on the Isle of Albion is actually at Holy Head on the Isle of Anglesey, in northwest Cymru. This has replaced Canterbury as the most popular site of pilgrimage for Albians of all classes. Holy Head serves as a druidic college, where new druids are trained and invested, as a meeting place for the Seven Year Parliament of druids, and as the seat of the High Druid.

Albian druids dress in robes and long mantles dyed in one of several colors, appropriate to their status. Their sacred weaponry also varies depending upon their place in the druidic hierarchy. See the sidebar for details on Druidic costume and weapons.

**Albian Fighter** (*Social Rank 1d20+3*)

Soldiers of Albion, being from an island kingdom, are just as likely to find themselves serving on ships as in the field. At sea, they specialize in daring boarding operations and savage raids on coastal targets. On land, they fight en masse with the unique technique of "the double-arm'd man", carrying longbow and pike simultaneously. Fighters in Albion are traditionally looked upon fondly by their fellows as defenders of their kingdom, especially the stout yeoman archer, hero of Agincourt. Their garb is appropriate to their rank, but simpler than their counterparts in other nations. Initial gear and weaponry depends upon their social rank. See the sidebar for details.

**Albian Natural Philosopher** (*Social Rank 1d20+6*)

The tolerance of magic and the energy and confidence of the Albian character lends itself well to the pursuit of natural philosophy. From Roger Bacon to John Dee, Albion has produced many inquiring minds. Courtly natural philosophers often serve as advisors, policy-makers, and spies, with an emphasis on scrying, intelligence-gathering, and uncovering of plots against the queen or Parliament. Less well connected natural philosophers make a living by telling fortunes and practicing medicine. The lower classes tend to regard natural philosopher with a mixture of fear and awe, salted with a healthy scepticism, considering the exploits of such frauds as Kelly and Charnock.

**Druidic Costume, by Level:**

Level	Robe	Mantle	Brooch
1	plain	plain	copper
2	green	plain	copper
3	green	green	copper
4	blue	green	silver
5	blue	blue	silver
6	white	blue	silver
7	white	white	silver
8	white	white	gold
9+	white	gold	gold

**Druidic Weapons, by Level**

Level	Weapons
1-3	quarterstaff or halfspear, shortbow
4+	sickle, long spear, longbow

**Albian Fighter Armor, by Social Rank**

Social Rank	Armor
4-6 (Pikeman)	studded leather
7-10 (Musketeer)	buff coat, breastplate
11-15 (Halberdier)	buff coat, cuirass
16-20 (Dragoon)	as halberdier, plus tassets
21-25 (Knight)	3/4 plate

**Albian Fighter Weapons**

Pikeman: longbow, long spear, lt. hammer, dagger.  
 Musketeer: broadsword or cutlass, musket with rest, dagger.  
 Halberdier: broadsword, halberd, dagger.  
 Dragoon: rapier, 2 horse pistols, dagger.  
 Knight: heavy pick or warhammer, 2 horse pistols, dagger.

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### **Albian Ranger** (*Social Rank 3d6*)

Albion's hilly northern marches, her vast eastern fens, the high wastes of Exmoor and Dartmoor – these are the homelands of her rangers. Expert riders, trackers, and huntsmen, they are drawn from both the common and the gentry. If over SocR15, they will be hunters foremost; otherwise, they may be foresters, gamekeepers, wardens, bandits, or poachers. Rangers of 3rd level or higher with origins in the gentry can join the Queen's Own Foresters, an elite unit of rangers assigned to protect the queen when she is travelling through open country. See the sidebar for information about gear and weapons for Albian rangers.

### **Albian Rogue** (*Social Rank 1d6-1*)

Albian rogues are well-organized city-dwellers, with a strict hierarchy, an extensive and subtle thieves' cant, and a sophisticated training and fencing network. The great city of London draws almost all of Albion's rogues; it is said that entire neighborhoods of the city are under their control. London thieves are highly specialized; confidence men, pickpockets, second-story men, smugglers and so forth each have their own professional guild and hierarchy. First-level Albian Rogue PCs are assumed to have been trained in one of the thief's arts, and to maintain connections with the criminal underworld. Experienced Albian rogues often work their way into courtly company, as servants, attendants, scribes, physicians, or entertainers. They have enjoyed great success in padding their purses at the expense of credulous nobles, promising the secrets of alchemy, eternal life, or undying beauty.

### **Albian Sorcerer** (*Social Rank 1d20+3*)

Albion is one of the few nations where magic can be practiced openly, and the prevalence of Fairy blood gives rise to more than its share of sorcerors, drawing their power from their own semi-enchanted nature. Albian sorcerors come from all levels of society: regardless of social rank, they tend to be of an active, emotional temperament, rather than contemplative. Like sorcerors everywhere, they are often tempted to use their powers for personal gain, and this deserved reputation harms their status somewhat, especially in courtly society.

### **Albian Wizard** (*Social Rank 1d20+6*)

Most Albian wizards come from the great universities of Oxenford or Cantabrigia. They tend to have a scholarly bent, and are averse to travel or adventure (PCs being the exception). If associated with the University, they will wear the cap and gown of the scholar; other wizards will wear clothes appropriate to their station.

## **Algonkian**

*Universal Bonuses:* +1 AC bonus in woodland settings, Wilderness Lore +1, personal mania to spirit at level 2

### *Allowed Classes*    *Skill Bonuses*

Barbarian	Handle Animal +1, Intuit Direction +2, Wilderness Lore +1, Intimidate +2
Bard	Gather Information +2, Knowledge(nature) +2, Perform +1
Druid	Animal Empathy +2, Knowledge(nature) +2, protective tattooing, Heal +1, Handle Animal +1

### **Some Nations within the Algonkian PC Identity**

Detailed information on Algonkian characters is given later in this book, but to start, you might want to choose a homeland for your Algonkian PC from this partial list:

<i>Nation</i>	<i>Modern Location</i>
Abenaki	Maine
Catuga*	New York
Huron	Ontario, Canada
Massachusett	E Massachusetts
Mohawk*	New York
Mohegan	W Massachusetts
Narragansett	Rhode Island
Nipmuc	C Massachusetts
Oneida*	New York
Onondaga*	New York
Pennacook	S New Hampshire
Penobscot	Maine
Pequot	Connecticut
Seneca*	New York
Wampanoag	SE Massachusetts

\*denotes member of Five Nations confederacy, called the *Irroquois* by their enemies.

Paladin	none
Ranger	Animal Empathy +1, Handle Animal +1, Move Silently +2, Hide +2, Listen +2, Wilderness Lore +2.
Sorcerer	none

### The Algonkian Character:

This character identity represents a member of one of many native cultures living in the northeastern quadrant of Septentrionalis, including the Irroquois and their allies. The details of Algonkian society are described in a later chapter, but in brief, it is a culture organized around matrilineal clans, the most common of which are Bear, Tortoise, and Wolf. One or more extended families belonging to one or more clans are subject to the rule of a hereditary monarch, called a sachem, who in turn may be the subject of a grand sachem. Larger units may unite to form confederacies, or be coerced by a powerful neighbor into becoming a kind of vassal state.

Within this social and political framework are a wide variety of roles for player characters, but regardless of one's character class, one's public virtues include honesty, hospitality, honor, and physical courage. More details are given below.

*Universal Bonuses:* All Algonkian PCs receive a +1 AC bonus when in a woodland setting, due to their ability to use the land to their advantage. They receive a +1 bonus to Wilderness Lore checks, due to their familiarity with this environment. At 2nd level, they receive a personal totem spirit, called a manito (see sidebar this page).

#### Algonkian Barbarian (Sannops) (Social Rank 2d6 +1)

This character identity represents a typical Algonkian warrior, drawn from the sannops, or common members of the sachemdom. Their extensive wilderness experience allows them advantages in navigating forest terrain, handling wild animals, and knowing the lore of the wild. Initial weapons and equipment, include a longbow, a quiver with 10 arrows, a war club, small wooden shield, tobacco pouch, food pouch, and firemaking kit. PCs of SocR 6+ also receive a wheellock caliver and handaxe.

#### Algonkian Bard (Rakarota) (Social Rank d6+6)

The Algonkian bards, or rakarota, hold an honored place in Algonquian society. They travel from village to village and receive a warm welcome in exchange for stories, which they would preface by saying, "This is my story. Do you wish to hear it told?". They bind the culture together, as bringers of news, archivists, and entertainers. Initial gear includes: fine turkey-feather cloak, leggings, shoes, tobacco pouch, fire tools, pipe, a month's supply of tobacco, and food pouch.

#### Algonkian Druid (Powwow) (Social Rank d4+10)

The Algonkian druids, more properly called powwow, are the shamans and physicians of the tribe. The Europeans describe them variously as priests, wizards, and witches, trying to fit them into an archetype familiar to them, but their function is as both healer, spiritual leader, and magician. In some cases, the tribe's powwow is the sachem himself, possessing both political and spiritual prowess.

At level 3, a powwow gains the ability to inscribe protective tattoos on any person he chooses, including himself or herself. These tattoos provide a natural armor AC bonus of +1 per three experience levels of the powwow at the time of inscription, rounding up. One person per month can receive this benefit, and the ceremony takes three days.

### Personal Manitos

All Algonkian PCs and NPCs will obtain a personal manito upon reaching level 2. Often, it will first appear in a dream. Alternately, the DM can assign a PC a quest to discover the manito. Roll d20 on the following table to determine the type:

1-3	Bear
4	Otter
5-6	Fox
7-8	Wolf
9-10	Crow
11-12	Rabbit
13-14	Raccoon
15	Deer
16	Moose
17	Eagle
18	Hawk
19	Wildcat
20	Catamount (cougar)

As another option, a DM might let a player choose a manito for his or her PC, based on the character's class and personality. A brave warrior might choose a wolf or a wildcat, while a crafty, clever rakarota might prefer a crow or a rabbit.

All manito exist to act as intermediaries between the individual and his or her Creator. They are normally invisible and incorporeal, but their presence can be felt by their particular petitioner. One's manito is often called upon in times of need, and may grant one of the following powers, once per day:

- Heal d3 points of damage
- Give the supplicant a +1 to any single saving throw
- Give the supplicant a +1 to a single attack roll, when attempting to hit an enemy
- Give the supplicant a +1 to any single skill roll.

Other powers may be granted at the DM's discretion. If the PC is in immediate danger of serious injury or death, there is a 2% chance per experience level of the PC that the manito will manifest itself as a celestial animal, and come to the PC's aid.

### The Sorcerer's Black Manito

Roll d20 on the following table to determine the animal form taken by an Algonkian sorcerer's manito familiar:

1-10	Snake
11-14	Crow
15-16	Fox
17-18	Weasel
19	Hawk
20	Player's Choice

### The Algonkian World

You can read more about the society of Algonkian characters later in this book.



### **Algonkian Paladin (Pniese)** (*Social Rank $d4+8$* )

Some Algonkian cultures have specialized champions called pniese. The sachemdom cultivates this elite class from among its own children. Promising youths are given martial skills and subjected to spartan physical conditioning. They are held to the highest standards of conduct, and often are given special spiritual training, involving the ingestion of mind-altering plants. Once trained to adulthood, they form the sachem's bodyguard, participate in the council, and serve as the tribe's best warriors. Many pniese participate in ritual scarring or tattooing that was said to render them invulnerable and invincible (see Powwow, above).

Their courage is legendary, and they have the respect of friend and foe alike.

Pniese gain all the benefits of ordinary paladins, except that instead of a special mount, they receive a companion animal with all the abilities of a paladin's mount. Common companions include bears, wolves, bobcats, and mountain lions.

Initial equipment for a pniese is identical to that of a sannops.

### **Algonkian Ranger** (*Social Rank $2d6+1$* )

Members of the sannops who are particularly gifted at woodcraft are represented by the ranger class. They are typically the most skilled scouts and hunters within the community, and are often sent on special missions by the local sachem.

Algonkian rangers start with the weapons and gear of an ordinary sannops. Their companion animals are drawn from the wilderness creatures around them, including bears, wolves, eagles, foxes, bobcats, lynx, and mountain lions.

### **Algonkian Sorcerer (Maunetu)** (*Social Rank $2d6+2$* )

Natural magicians do exist among the Algonkians, and are known as maunetu. They are often multiclassed with any of the other common Algonkian character classes. Unlike ordinary sorcerers, they begin the game already accompanied by a familiar. This is a special black manito sent by the god Hobbamock to instruct and protect them. A black manito has stats similar to ordinary familiars, except that it may disappear and reappear at will. See the sidebar for more details about manitos.

## **Buccaneer**

*Universal Bonuses:* Knowledge(Seamanship)+2, +1 AC bonus when on shipboard, private cant

### *Allowed Classes*    *Skill Bonuses*

Barbarian	Climb +1, Intuit Direction +1, Jump +1, Swim +1, Intimidate +2
Fighter	Climb +1, Jump +1, Use Rope +1
Rogue	Balance/Climb +2, Intimidate +1, Jump +1, Swim +1, Use Rope +1

### **The Buccaneer Character:**

Buccaneers are members of a nomadic pirate culture that stretches from the Carib Sea to the Indian Ocean. Such a character can be a native of nearly any nation, but once at sea, his or her primary identity becomes that of the buccaneer, with its peculiarities of dress, speech, manner, law, and custom. The details of pirate life have been so often depicted in fiction and film that little needs to be said here (refer to the Sea Wolves rules for details on pirates), so I will instead concentrate on matters of temperament.

Buccaneers at first meeting often seem brash and rude, but they are loyal to their companions and true to their word. Although marked by a reputation for fierceness and casual cruelty, they can show generosity and maudlin sentimentality at the most surprising moments. They are drawn to charismatic leaders, but dislike taking direct orders from anyone, preferring a mob consensus. They like their justice to be swift and severe in execution, especially among their own kind. They are often motivated by the promise of riches, but tend not to hoard their wealth, but rather spend it quickly on fancies and entertainments.

*Universal Bonuses:* All buccaneers gain +2 to Knowledge (Seamanship) skill rolls. They also receive a +1 miscellaneous bonus to AC while on board ship, due to their familiarity with fighting at sea. The salty, jargon-strewn language of seafarers is known to all buccaneers, and can be used by them as a private cant among others of their kind.

**Buccaneer Barbarian** (*Social Rank d6*)

Among the buccaneer bands are fearsome Scots highlanders, Vinlander berserkers, and other warriors from beyond the pale of the so-called civilized lands. These barbarians form the core of the buccaneer fighting force, although they may be less adept at seamanship. They are the first over the rails in boarding actions, and the first to go ashore during raiding expeditions. They prefer to use large melee weapons, especially axes and broadswords.

**Buccaneer Fighter** (*Social Rank d6*)

Most pirates belong to the fighter character class; in their former lives, many were soldiers or bandits. Having learned the ways of the sea, they still retain their fighting skills, employing pistols, muskets, cutlasses, knives, clubs, and grenades during boarding actions, and firing the ships' cannons during sea battles.

**Buccaneer Rogue** (*Social Rank d6*)

Buccaneers who are less adept at fighting are likely to be rogues. They are skilled sailors, but less willing to risk their necks in combat, instead serving as spies, informers, clerks, or entertainers. They spend more time ashore in infamous pirate towns like Port Royal than their counterparts do, preying on their fellow buccaneers and other citizens with equal zeal.

**Carolingian**

*Universal Bonuses:* +2 to Knowledge (nobility and royalty) skill rolls; +1 to Ride skill rolls

<i>Allowed Classes</i>	<i>Skill Bonuses</i>
Bard	Bluff +1, Diplomacy +1, Knowledge(nobility and royalty) +3
Cleric	see Clerical Orders
Fighter	Ride +3
Nat. Philosopher	Diplomacy +1, Knowledge(nature) +2
Ranger	Handle Animal +1, Ride +1

**The Carolingian Character:**

Carolingians consider themselves to be the true heirs of the Kingdom of England, unlike their fairy-touched Albion cousins across the sea. Like Gloriana, Louis, and Philip, Charles II sets the tone for many of his subjects in terms of appearance, attitude, and temperament. As the Merry Monarch, he rules a land where comfort, ease, and diversion are the stuff of life for those at the top of the social heap, and the goal of those who serve them. The cavalier is

**Carolingian Fighter Initial Gear**

**Armor**

<i>Social Rank</i>	<i>Gear</i>
4-6 (Pikeman)	buff coat
7-10 (Musketeer)	buff coat
11-15 (Dragoon)	buff coat, breastplate
16+ (Cavalier)	buff coat, cuirass

**Weapons** (all fighters have a dagger, plus):

<i>Social Rank</i>	<i>Weapons</i>
4-6 (Pikeman)	broadsword, longspear
7-10 (Musketeer)	broadsword, musket w/rest
11-15 (Dragoon)	rapier; 2 horse pistols
16+ (Cavalier)	rapier; 2 horse pistols, caliver

**Horses**

<i>Social Rank</i>	<i>Horse</i>
11-15 (Dragoon)	light warhorse
16+ (Cavalier)	heavy warhorse

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perhaps the ideal of Carolingian society: exquisitely dressed, well mannered and gallant, skilled at hunting, shooting, fencing, and dancing. To their critics, the cavaliers are horse-obsessed, drunken fops, and in truth, a Carolingian PC may fall into either camp or land somewhere in between.

Carolingian society is highly class-conscious, with each citizen expected to know his or her place. The study of genealogy is also a special concern of Carolingians, who are always ready to recount their family trees and the deeds of their illustrious ancestors.

*Universal Bonuses:* All Carolingians receive a +2 bonus to their Knowledge (nobility and royalty) skill rolls, and a +1 to Ride skill rolls. Some classes (Bard, Fighter, Paladin, Ranger) receive higher bonus; they do not stack with the universal bonus.

### **Carolingian Bard** (*Social Rank 2d6+2*)

Although music, poetry, and especially the theater is immensely popular in Carolingia, it is much less desirable for one to actually be an entertainer of any sort. Carolingian bards may be accepted by the nobility as specialized servants (or in the case of the king, as mistresses), but they will find it hard to join the higher ranks of society, being rather disreputable in the eyes of their countrymen. Such bards often find themselves mere pawns or go-betweens at court, or if less presentable, wandering minstrels along the dusty back roads of the kingdom. A Carolingian PC may find much easier going as a multiclass bard/fighter, the soldier's trade being more respectable than that of the entertainer.

### **Carolingian Cleric** (*Social Rank 3d6+3*)

Most Carolingian cleric PCs will be members of the Anglican church. Although there is no politically guaranteed freedom of worship in Carolingia, there is a sizable Catholic community, too, which is quietly supported by the king, whose own private sympathies (as well as those of his brother James) are Catholic.

### **Carolingian Fighter** (*Social Rank 4d6*)

In Carolingia, soldiering is closely tied to horsemanship, and even infantry of low rank will know how to ride if called upon. A fighter PC might serve in an army regiment, a ship's crew, or stand guard upon the frontier. Less respectable fighters may become bandits or pistol-toting highwaymen, a romantic and popular career in Carolingia, especially among the poor, who champion the highwaymen as latter-day Robin Hoods.

Carolingian fighters of the gentry or higher (SocR 16+) may call themselves cavaliers, while those with SocR 11-15 are dragoons. They favor broad-brimmed plumed hats and wear sashes to denote their rank on the battlefield. Musketeers and pikemen fill out the lower ranks. Initial equipment includes:

### **Carolingian Natural Philosopher** (*Social Rank 4d6*)

Natural philosophy is pursued as a leisure interest by some members of the gentry, and rarely, as a full-time occupation. The establishment of the Royal Academy under Newton, the pre-eminent figure in the field, has done much to regulate the profession, and to standardize the training of natural philosophers. Most PCs of this class will be graduates of the Academy if over SocR 15; otherwise, they will have been apprentices to a master. Only Academy graduates can wear the ermine-trimmed black robes of their philosophy; others wear robes of grey or purple.

Carolingian natural philosophers are most often interested in the flora and fauna, geology, languages, people, and antiquities of Septentrionalis, especially of the interior beyond the Appalachian Mountains. They often sponsor expeditions to the wilderness, or go in person,

to collect specimens and make maps. Not surprisingly, multiclass natural philosopher/rangers are not uncommon.

**Carolingian Ranger** (*Social Rank d6+3*)

A country with so vast and unmapped a frontier as Carolingia has great need of rangers, as scouts, guides, and trailblazers. Many Carolingian rangers actually work within the interior of the kingdom on the great noble and royal estates, as foresters, grooms, and gamekeepers. A PC might begin with such a background, and be entrusted with a mission by his master, to explore a new land grant or find a missing family member. Or, as mentioned above, a ranger may be multiclassed as a natural philosopher.

In the tidewaters and wetlands of the kingdom dwell rangers of a different sort, known as Swamp Foxes. They are of a chaotic, antisocial bent, and are as likely to side with outlaws, pirates, or local natives as with their own countrymen. In their dress and manner they adopt a mix of English and native styles, much like the coureurs to the north. Most Carolingian rangers, however, dress in brown or rusty red, with a black cloth cap sporting a badge indicating their master's identity. Their companion animals are almost always horses, although the wildlife of the hedgerow and meadow can serve as well, especially foxes.

**Commonwealther**

*Universal Bonuses:* +1 to attack Witchlings; literacy; +2 to Knowledge(religion)

*Allowed Classes Skill Bonuses*

Cleric	see Clerical Orders
Fighter	Ride +1
Paladin	see Clerical Orders
Ranger	Handle Animal +2, Ride +2, Wilderness Lore +1

**The Commonwealth Character:**

Dour. Grim. Fatalistic. These are some of the terms used to describe the citizens of the Commonwealth of New England. It is a reputation not altogether undeserved. The Puritan mindset affects New Englanders deeply, in their manners, their speech, their dress, in almost every aspect of their lives. Simply put, Puritans believe in a direct relationship to God, without church hierarchies or priests, and the fewer distractions from one's relationship with God, the better. Religion is a deadly serious business, for all humans are terrible sinners awaiting hellfire unless they receive God's grace, their only hope of salvation. If that weren't daunting enough, the Evil One is omnipresent in the material world, sending misfortune and calamity in the hopes of breeding despair, and working evil through his servants, the devils of Hell and their earthly servants, the witches and sorcerors. Only the righteous can resist his attacks, and only the vigilant can recognize Evil and its servants in all their many forms. The hand of God, too, can be recognized by the wise, in the form of "signs and wonders" that take the form of rumblings in the earth, fantastic animal births, sightings of angels or armies in the clouds, or the blare of trumpets issuing from the hills. An understanding of Scripture is essential to interpreting signs and wonders, and the absence of priests or other intermediaries means that virtually all Commonwealthers are literate and very-well versed in religious matters.

It is understandable that their beliefs might lead to an intolerant, suspicious streak, and an absolute desire to suppress magic in all its forms, especially since the great witchling enclave of Naumkeag lies only a day's journey from Boston, City on a Hill. Their seriousness also

**Commonwealther Fighter Initial Gear**

**Armor**

<i>Social Rank</i>	<i>Gear</i>
4-6 (Pikeman)	buff coat, breastplate
7-10 (Musketeer)	as pikeman, plus tassets
11-15 (Dragoon)	buff coat, cuirass
16+ (Gentleman)	3/4 plate

**Weapons** (all fighters have a dagger, plus):

<i>Social Rank</i>	<i>Weapons</i>
4-6 (Pikeman)	broadsword, long spear
7-10 (Musketeer)	broadsword, musket w/rest
11-15 (Dragoon)	broadsword, 2 horse pistols
16+ (Gentleman)	rapier or broadsword, 2 horse pistols, caliver

**Horses**

<i>Social Rank</i>	<i>Horse</i>
11-15 (Dragoon)	light warhorse
16+ (Gentleman)	heavy warhorse

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leads to a taste for plain black clothes and sober, wide-brimmed hats, with only a hint of fine lace at the cuff and collar to distinguish the gentry from the commoner. In fact, the sumptuary laws stipulate fines for violations of this toned-down but still class-conscious dress code. Music? Only the voices of the congregation raised in song. Drink? Never in public, certainly.

But don't take the Commonwealther at face value. Out of sight of the church fathers, there are cheerful taverns, comfortable drawing rooms, and occasionally, something sinister. And things are changing -- the younger generation is less strict about such matters, with an increasing influence from both Carolingia and Albion bringing a desire for luxury and leisure. If a Commonwealther PC is from the outlying settlements, he will have almost as much in common with his Algonkian neighbors as with his city cousins, and chances are he won't attend church services every Sunday.

*Universal Bonuses:* Because of their fervor against the forces of evil, all Commonwealthers receive a +1 bonus to attack when fighting Witchlings or their allies. Commonwealthers are automatically considered literate, regardless of social rank; their study of Scripture gives them a +2 to all Knowledge(religion) skill rolls related to their own faith.

### **Commonwealther Cleric** (*Social Rank 1d10+10*)

In practice, Commonwealther clerics are usually "doctors of the church", educated at The College across the river from Boston. They are usually the children of well-to-do members of New England society, rather than commoners. Graduates of The College are well grounded in theology, history, Latin, Greek, and law, but have little training in other matters. They may be employed as preachers, government officials, or witch-finders, depending on their temperament.

As an alternative to this model, a Commonwealther cleric PC could be an iconoclastic preacher railing against the established Commonwealth church, calling for changes in religious practice and hoping to gather a congregation of her own.

### **Commonwealther Fighter** (*Social Rank 1d20+3*)

Cromwell's Roundheads (named for their close-cropped hair, not for their helmets as has been commonly put about) are the epitomé of the Puritan soldier: dedicated, professional, and full of fervor. In fact, many of the Commonwealth's military commanders are old veterans of Cromwell's New Model Army. The most redoubtable of this old guard are called "Ironsides", after their seeming invulnerability in battle. The ranks of New England's army are also filled by veterans of the Dutch Wars against Spain and France. And a good thing, too -- the Commonwealth has many enemies, from New France to the Witchlings of Naumkeag to New Amsterdam to the Irroquois and other Algonkian neighbors. To be ready at a minute's notice against these many threats, all New Englanders in good health belong to militia companies of about 20-40 men each, under the command of a New Model Army veteran. The standing army, on the other hand, is small but highly professional. See the sidebar for intial gear.

### **Commonwealther Paladin** (*Social Rank 3d6+1*)

Soldiers of the Commonwealth with the hearts of preachers, the paladin class PC represents a fighter who is also committed to battling the servants of the Evil One in all their forms. They are called "firebrands", or "soldiers of God," but they belong to no organized group, and can be found among ordinary soldiers. Their gear will be the same as that of an ordinary fighter, except that a firebrand of any social rank may ride a horse (see The Paladin's Mount, D&D PHB). Firebrands seek out witches, sorcerors, and demons, uncovering them at all

levels of society. Their enthusiasm leads to false accusations at times, and the public both admires and fears them.

### **Commonwealther Ranger** (*Social Rank 1d6+3*)

The attitude of the Commonwealther ranger towards the wilderness is that of a conqueror towards her conquest. The wilderness is an evil place that must be tamed and civilized. A Commonwealther ranger is the vanguard of settlement, not a wanderer, and may often have a small farm as a home base for her forays. When an area becomes settled, she moves on, to advance the frontier. Clashes with neighboring states are common.

Initial equipment, regardless of social rank, includes: buff coat, high boots, snaphance musket, broadsword, light horse, backpack fully stocked with wilderness gear. Clothes are of the European model, with few concessions to Algonkian styles. Companion animals tend to be domestic dogs, or horses.

Not all Commonwealther rangers have this attitude, of course, but those who have a more benign attitude toward the wilderness (and the Algonkians who dwell in it) should use the Coureur ranger model instead (qv).

## **Coureur**

*Universal Bonus:* +2 to Hide, Listen, and Move Silently in a wilderness environment

### *Allowed Classes*    *Skill Bonuses*

Barbarian	Handle Animal +1, Intuit Direction +1, Swim +1, Wilderness Lore +1
Bard	(only allowed as a second character class)
Ranger	Handle Animal +1, Intuit Direction +2, Swim +1, Wilderness Lore +2

### **The Coureur Character:**

People of the Septentrionalian wilderness, coureurs possess features of both French and Algonkian culture. They speak a mix of French and Algonkian, and likewise their customs, dress, and gear share elements of both halves of their dual heritage. “Coureur” is short for “*coureur de bois*”, or “forest runner”, but they are also called “*les voyageurs*” – “the travelers,” especially those who trade deep into the western interior.

Coureurs are independent, self-reliant folk by necessity, for they live far from the cities of New France, and travel deep into the wilderness, as traders, explorers, scouts, soldiers, hunters, and trappers. They are people of few words, but of many songs, jokes and tales – hence the addition of bard as a second character class. Coureurs aspire to strength in adversity, endurance, and cunning. They are highly practical, eschewing fancies and luxuries in favor of whatever helps them survive. They typically wear an Algonkian coat and trousers of deerskin, deerskin boots, a dressed deerskin cloak, plus a beaver hat, and one or more embroidered belts and gear pouches.

*Universal Bonus:* Because of their wilderness experience, all Coureur characters receive a +2 bonus to Hide, Listen, and Move Silently rolls in a wilderness environment (but not in the city).

### **Coureur Barbarian** (*Social Rank 1d3+3*)

The barbarian class represents those coureurs who specialize in guerilla fighting and soldiering, rather than in woodcraft. They are often found in companies of irregular infantry on the frontier, or as bandits preying upon wilderness trade routes. Initial equipment includes a matchlock caliver, throwing axe, broadsword, dagger, and studded leather armor, plus a

### **Other “Coureur” Cultures**

As an option, a coureur PC could come from one of several other cultural areas which have much in common with the French coureurs:

A *melungeon* coureur PC originates in the secluded valleys of the Mountains of Smoke on the borders of Carolingia. Melungeons (the term is considered perjorative in some circles) are said to be descended from shipwrecked Portuguese sailors, Espaniard renegades, and native peoples, now accustomed to life in the wilderness.

A *cimmeron* coureur PC is a member of a culture of escaped captives or servants of African, Espaniard, and native origin who have established settlements along the frontier between Carolingia and New Spain, especially in the Ogechee Marches.

knapsack full of wilderness gear.

### **Coureur Ranger** (*Social Rank 1d6+3*)

Most coureur PCs will be rangers. Coureur rangers have a legendary sense of direction and extensive knowledge of the wilderness. Their initial equipment includes a matchlock caliver, 2 throwing axes, dagger, and buff coat, plus a knapsack full of wilderness gear. Companion animals include bears, catamounts, raccoons, wolves, eagles, or hawks.

## Espaniard

*Universal Bonuses:* +1 attack bonus vs Albians, Buccaneers, Nederlanders, and Witchlings

### *Allowed Classes*    *Skill Bonuses*

Bard	Knowledge(religion) +1, Perform +2
Cleric	see Clerical Orders
Fighter	Armor Check Penalty reduced by 1, +1 AC group fighting bonus
Paladin	as Fighter, above
Rogue	none

### **The Espaniard Character:**

Spain, center of the Habsburg Empire, is so large and diverse that any attempt to generalize the character of its citizens would be misleading. It encompasses a grand courtly society, the rural aristocracy of the *caballeros*, a vast beaurocracy and military force, and many regional cultures from Catalonia to the Basque country, each with its own language and culture. I will instead concentrate on the styles, concerns, and mindset of the courtiers, soldiers, and administrators of the Emperor himself, Philip, who are most likely to become Espaniard PCs in a *Septentrionalis* campaign.

It must be said that Philip's own character and beliefs strongly color the lives of his servants and subjects, and that color is literally black. The "Black Costume", with its black silk coats, doublets, and hose, relieved only by white ruffs and collars, is the universal dress of the Empire, so ubiquitous and influential that it has become the fashion in other areas of Europe, even among Spain's enemies. Severe, sober, and elegant, it is the 17th century equivalent of the power suit for serious professionals. It makes a striking contrast with the courts of France and Albion, with their peacock splendor. Wearing The Black Costume is a sign that you mean business.

For running an empire is serious business indeed. Philip's servants see themselves as defenders of the faith, beset on all sides, by Turks to the east, Protestants to the north, and Moors to the south. Overseas, their efforts to extend the benefits of empire to Terra Novae Septentrionalis et Australus are challenged by the Carolingians and the Aztecs. And the Witchlings are the most feared enemy of all, for they are everywhere and nowhere, encouraging suspicion, paranoia, and inquisition. Buccaneers, Albians, and Nederlander pirates harass Spain's fleets from the Carib to the English Channel. With so many enemies, it is understandable why Philip's servants seldom give in to whimsies or jests.

*Universal Bonuses:* All Espaniard PCs receive a +1 attack bonus against certain enemies of the Empire: Albians, Buccaneers, Nederlanders, and Witchlings.

### **Espaniard Bard** (*Social Rank 3d6+3*)

Cervantes, author of Don Quixote and survivor of the battle of Lepanto, is proof that the

Espaniard bard character can be both a poet and an adventurer. Fighter/bard multiclass PCs are quite common within this identity. In general, entertainer/poets are valued and honored here, and have an international reputation for skilled musicianship, dancing, poetry, and songwriting.

Espaniard bards of low social rank tend to be wandering entertainers, skilled in the lute or the guitar, who perform in taverns or at social functions like weddings. Their repertoire is heavily weighted towards romantic ballads which can be either original compositions or traditional tunes. Bards of higher social rank (SocR 16 or better) are often troubadours, who sing and write poems on the subject of courtly love. These high-ranking bards receive a +2 to Knowledge (Nobility and Royalty) in addition to their other identity based skill bonuses. They are a welcome presence at the regional courts, but are frowned upon by the Emperor and his ministers.

*Note:* Like their French counterparts on the other side of the Pyrenees, all Espaniard bards can speak langue d'oc, the ancient language of Provence, as a private cant.

### **Espaniard Cleric** (*Social Rank 1d20+3*)

Espaniard clerics are not merely spiritual leaders but help run the day-to-day affairs of the Empire, as scribes, clerks, healers, translators, diplomats, and administrators. The great advantage to having a Espaniard cleric PC is the vast support network you have access to, the respect shown to you by other Espaniard PCs, and the opportunities for advancement in the Empire. All military expeditions, voyages of discovery, and diplomatic missions will include clerics. Cleric characters working for the Empire will almost certainly be Dominicans or Jesuits, while characters with no official ties to the Empire may be Franciscan mendicants instead.

### **Espaniard Fighter** (*Social Rank 1d20+3*)

As a Espaniard fighter PC, you are a member of the most professional and best-supplied military force in Europe. Your comrades have held together the first global empire for over a hundred years. Your reputation inspires both fear and admiration, your loyalty is to the Emperor, and your heart burns for glory.

As for the practicalities, Espaniard fighter PCs tend to favor heavy armor and heavy muskets. (See the sidebar for Commonwealther Initial Gear for details). As a benefit of their training, they receive a +1 reduction to any armor check penalty. And, when fighting adjacent to (within 5') of another Espaniard fighter, they receive a +1 miscellaneous AC bonus, due to their group defensive training.

### **Espaniard Paladin** (*Social Rank 2d10+6*)

The Espaniard paladin par excellence in fiction is represented by the ideals of Don Quixote, espousing the virtues of chivalry, and refusing to compromise despite the pressures of the modern world. A knightly or noble Espaniard paladin may be a member of a military order like the Knights of Malta, or else be a lone warrior, (except, of course, for the company of his faithful servant).

Espaniard paladin-class PCs receive all the bonuses of Espaniard fighter PCs.

### **Espaniard Rogue** (*Social Rank 1d6-1*)

Espaniard rogue-class characters can be daring bandits of the countryside, adventurers seeking fame and fortune overseas, renegade pirates, or urbane city-dwellers. They are often multiclassed with bards, since the career of a wandering entertainer provides good cover for roguish pursuits.



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### French Fighter Initial Gear

#### Armor

Social Rank	Gear
4-6 (Pikeman)	buff coat
7-10 (Musketeer)	buff coat
11-15 (Dragoon)	buff coat, breastplate
16-20 (Chevalier)	buff coat, cuirass
21+ (Gendarme)	full plate (horse and rider)

#### Weapons (all fighters have a dagger; plus):

Social Rank	Weapons
4-6 (Pikeman)	rapier, longsword
7-10 (Musketeer)	rapier, musket w/rest
11-15 (Dragoon)	rapier, 2 horse pistols
16-20 (Chevalier)	rapier, 2 horse pistols, caliver
21+ (Gendarme)	lt. hammer or pick, lance, 2 horse pistols

#### Horses

Social Rank	Horse
11-20	light warhorse
21+	heavy warhorse

## French

*Universal Bonuses:* +1 attack bonus against enemies of France

*Allowed Classes*    *Skill Bonuses*

Bard	Bluff +2, Disguise +2, private cant
Cleric	see Clerical Orders
Fighter	Climb +1, Jump +2,
Nat. Philosopher	Alchemy +1, Appraise, +1, Heal +1
Paladin	Ride +1, see Clerical Orders
Rogue	Appraise +1, Decipher +1, Disguise +1, Gather Info. +1, Read Lips +1
Sorcerer	none
Wizard	none

### The French Character:

France at this time is a large and powerful state, but her possessions in Septentrionalis are limited to the land of New France in the far north, and a chain of small outposts (and the city of D'Orleans) along the Ohio and Mississippi Rivers, supporting her tenuous claim to the interior of the continent. In the campaign, French PCs are most likely to be employed in the colonial enterprises of their mother country, whether as explorers, soldiers, churchmen, traders, administrators, diplomats, scientists, or spies.

The French rightfully consider themselves to be a sophisticated, highly refined culture, whether it be in the area of fencing, dress, cuisine, or manners. King Louis certainly sets a high standard for ostentation and elegance! Players may enjoy playing their French PCs as characters who are never at a loss for the right word or gesture, and never lose their poise or joie de vivre. Among other nations, the French have a reputation for charm and gallantry, even as adversaries, and the French certainly do have their adversaries in the region, including the Commonwealthers, the Nederlanders, and certain of their Algonkian neighbors.

#### French Bard (*Social Rank 3d6+2*)

French bards are often members of the court, valued for their skill as entertainers, poets, and musicians. They are often employed as go-betweens or private spies by individual nobles, requiring them to be adept in the arts of disguise and discretion. Bards with lower social ranks may be wandering minstrels or tavern dwellers, making a precarious living entertaining the common folk, or else they may find work as the servant of a musketeer or cavalier. Multiclass fighter/bards are quite common, combining the arts of music and of the sword in equal measure.

*Note:* All French bards speak the tongue of langue d'oc as a private cant.

#### French Cleric (*Social Rank 1d20+3*)

French clerics will most likely be secular priests or Jesuits, with a minority of Protestant (Huguenot) clerics. Like their Espaniard counterparts, French clerics are often involved in colonial administration, and may accumulate vast political power, like Cardinals Mazarin and Richelieu. French Jesuit PCs will often be involved in missions to the interior, which involve extreme hardship, and often risk tragedy or disaster for both the clerics and their Algonkian hosts, due to unscrupulous traders, deepening mistrust, and the upsetting of the complex political, environmental, and social balance between native peoples.

#### French Fighter (*Social Rank 2d6+3*)

French fighter-class PCs of SocR 16 or above will belong to an elite unit of musketeer guardsmen, attached either to the king's service, the queen's, the cardinal's, or some other noble or powerful cleric. Lower ranking fighters will most likely belong to a mercenary unit or less prestigious guard company or militia. Swordsmanship is prized among French fighters, and even the lowliest soldier will likely be skilled in one or more rapier techniques. See the sidebar for initial gear.

**French Natural Philosopher** (*Social Rank 2d10+3*)

French natural philosophers enjoy considerable prestige, being supported by a well-financed Academie. Medicine, mathematics, and alchemy are their most common areas of study, rather than practical inventions, mechanics, or astronomy. They are the only scientists to have an established peer review process for new ideas and discoveries, so respected that many foreign philosophers travel across land and sea to present their papers at the Academie's annual symposium -- even nations at war with France allow their scientists a special dispensation to do so!

French natural philosophers in Septentrionalis will likely be explorers interested in discovering new plants, animals, and minerals. They will often be multiclass clerics, and more rarely, wizards, like the famed Nostradamus.

**French Paladin** (*Social Rank 2d6+6*)

French Paladins of knightly or noble social rank will most often belong to a military order, such as the Knights of Malta. Lower ranking paladins will serve as guards to church missions or important cleric NPCs. Their initial equipment is similar to that of an ordinary French fighter.

**French Rogue** (*Social Rank d6*)

French rogue-class PCs will most likely be urbanites, practiced in the art of separating fools from their money. They tend to be independent operators under the pay of a patron rather than members of a thieves' guild. Those with higher aspirations may operate in other nations as spies for King Louis, gathering information, planting moles, and sowing confusion among the enemies of France.

**French Sorcerer** (*Social Rank d20+2*)

In a land with a powerful Church, sorcerers are persecuted for their practices, which are seen as demonically inspired. Any French sorcerer PC will be by necessity a secret practitioner, constantly risking arrest and execution. Multiclass sorcerer/natural philosophers, rogues, or even clerics are possible, especially among members of the court, who seek any advantage they can get.

**French Wizard** (*use Social Rank of primary class*)

Wizard is available to a French PC as a multiclass only, except in extremely rare cases, because of the tight control of magical instruction kept by the Academie. Unlike sorcery, wizardry is not outlawed in France, and is often considered part of a natural philosopher's course of study.

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### Gael Spell-like Abilities

Roll d20 on the following table to determine which spell-like ability your Gael PC has, by virtue of their fairy blood:

Die Roll	Ability
1-3	Cure Light Wounds
4-6	Animal Friendship
7-9	Faerie Fire
10-12	Invisibility to Animals
13-14	See Invisibility
15-16	Charm Person or Animal
17-18	Speak with Animals
19-20	Hold Animal

All spell-like abilities can be used once/day, as though the PC were a spellcaster of equivalent level.

### Gael Barbarian Initial Gear

#### Armor

Social Rank	Gear
all	small spiked wooden shield

#### Weapons (all fighters have a dagger, plus):

Rank	Weapons
4-6	longbow, longspear
7-10	longbow, broadsword or greatsword
11-15	2 wheellock pistols, broadsword or greatsword
16+	2 snaphance pistols, broadsword

## Gael

*Universal Bonuses:* +2 to Bluff, Hide, or Scry, (player's choice at character creation); one spell-like ability, determined randomly

#### *Allowed Classes*    *Skill Bonuses*

Barbarian	Climb +1, Intimidate +1, Wilderness Lore +1
Bard	Bluff +2, Innuendo +1, Gather Information +1, Sense Motive +1
Druid	Heal +1, Knowledge(nature) +3, Scry +1, Wilderness Lore +1
Ranger	Hide +2, Intuit Direction +1, Spot +1, Move Silently +1
Rogue	Bluff +2, Innuendo +1

### The Gael Character:

This character identity includes the cultures of Eire, Scotia, Cymru and Bretayne, each of whom have developed their own language and traditions, but whom all share a common Celtic heritage. Alternately, a Gael PC may come from the Scots enclaves that have arisen in the mountains of Carolingia, which have carried their traditions with them across the sea. The Gaels are a fairy-touched people, like the people of Albion, but are even more profoundly tied to the unseen world. In fact, most Gaels are said to have at least some fairy blood, which accounts for their uncanny powers. First, all Gael PCs get a +2 bonus to either Bluff, Hide, or Scry skill rolls, decided by the player when the character is created. These bonuses stack with any skill bonuses listed for a particular Gael character class. Second, all Gael PCs possess a single spell-like ability, determined randomly. See the sidebar for more.

#### **Gael Barbarian** (*Social Rank 2d8+2*)

The highlands of Scotia and the remote hills of Eire produce fierce barbarian warriors, sworn to protect their clansmen and their lord. PCs of this class may be on a mission for their clan, bodyguards for a Gael noble, or gallowglass (mercenary) troops employed by France or Carolingia. Gael barbarians are skilled wilderness fighters, but less accustomed to pitched battles. They dress in the tartans (colors) of their clan, typically wearing a loose-fitting linen shirt, kilt, cloak, wool socks, low shoes, and a soft cap with an eagle feather and clan badge. Initial gear is detailed in the sidebar on this page.

#### **Gael Bard** (*Social Rank 2d10+2*)

The bards of the Gael lands are no mere entertainers, but also historians, poets, advisors, and diplomats. Many bards serve as ministers or chief servants to Gael nobles. Even outside Gael lands, in France and Albion, they are welcome as members of the court. No character class within the Gael identity carries more prestige.

All practicing bards within Gael lands must be in good standing with their country's bardic college, which functions like a guild to ensure standards of musicianship, knowledge, and conduct. Applicants to a bardic college must enter and pass a performance test held annually in each Gael land. (PCs cannot apply until they reach 2nd level). Once accepted, young bards are allowed to wear the sky-blue cloak of the Gael bard. Leadership of the bardic college is determined at a yearly eisteddfod, a competition open to all bards. Judged by a panel of druids, the competitors prove their merit in harping, singing, and recital, and the best is appointed leader of the college until the next eisteddfod.

The head of the college has the power to banish bards who do not live up to bardic standards.

Banishment from one's college means disgrace and exile. (Gael bard PCs adventuring outside of Gael lands may well have been exiled in this way for some transgression).

Bard is also a common second character class for Gael barbarians, druids, rangers, and rogues. Such bards may not necessarily belong to a bardic college, but rather be entertainers and storytellers more akin to ordinary bards.

**Gael Druid** (*Social Rank 2d10+2*)

Gael druids belong to the same order as their Albian counterparts (see Albian Druid), but command more respect from their peers. Their ranks and costume are the same as Albian druids. Gael druids and bards are considered to be two branches of the same sacred order, with the latter subordinate to the former.

**Gael Ranger** (*Social Rank d6+3*)

Gael rangers ply their trade among the misty moors, crags, and green woods of the Gael lands. They work as scouts, herders, and huntsmen at need, but their prime mission is to protect folk from evil creatures of the wilderness, to help lost travelers, and to find escaped criminals or outlaws. Their speciality is the silent stalking of their quarry, whether animal or human. Initial gear includes a longbow, longspear, and broadsword or battleaxe. Animal companions are most often golden eagles, ravens, or other large birds of the wild.

**Gael Rogue** (*Social Rank d6*)

Gael rogues often use their mastery of words to gain mastery over others, rather than employing brute force. This talent, called blarney, is said to be a particular gift of those born in Eire. Possible roles for Gael rogue PCs might be as servant to a wealthy but easily duped master, a wandering confidence trickster, or a honey-tongued multiclass bard/rogue. (Some rogues are undoubtedly less subtle in their approach, but given the power placed on words in Gael culture, it seems out-of-place for a self-respecting Gael rogue to simply rob someone at the point of a sword!)

## Nederlander

*Universal Bonuses:* Knowledge(Seamanship)+1, +1 attack bonus against Espaniards

*Allowed Classes*    *Skill Bonuses*

Cleric	see Clerical Orders
Fighter	Knowledge (Warfare)+1
Nat. Philosopher	Knowledge (Nature) +1
Rogue	none
Wizard	none

**The Nederlander Character:**

Nederlanders often see themselves as cultivated and urbane, enjoying the finer things in food, clothing, and accommodation, but wise enough to avoid excess and intemperance. The Enlightenment is just catching fire here, with an emphasis on reason, pragmatism, and progress over superstition. The economic powerhouses of the Hague, Bruges, and Antwerp have produced a society of merchants and tradesmen who are steadily overtaking a weak, marginalized "old money" gentry. With this in mind, Nederlander PCs with a Social Rank above 20 are more likely to be from powerful merchant families than actual gentry, and may not be recognized as courtly by other nations. As for religion, the Protestant faith is strong

here, but *Nederlanders* are more tolerant of religious dissenters than most of their contemporaries.

*Nederlander* characters in a *Septentrionalis* campaign are likely to be employed in some capacity by the Dutch *Septentrionalis* Company, operators of a trade network headquartered in Nieu Amsterdam, at the mouth of Hudson's River. The primary goal of the *Nederlander* Republic in the New World is not colonization, but trade with the nations of *Septentrionalis*, especially the *Irroquois Confederacy*, who supply the *Nederlanders* with valuable furs for the European market in exchange for guns and other metal tools, cloth, and grain.

*Universal Bonuses:* As citizens of a land laced by waterways and surrounded by the sea, all *Nederlanders* receive a +1 Knowledge(Seamanship) bonus. They also receive a +1 attack bonus against *Espaniards*, due to their longstanding enmity.

### ***Nederlander Cleric*** (*Social Rank 2d6+3*)

*Nederlander* cleric PCs will nearly always be Protestant. Their most likely role as a player character is ministering to the servants of the Dutch *Septentrionalis* Company, not an easy task, given the reputation of Nieu Amsterdam as a place of avarice and intrigue. A number of *Nederlander* puritan sects have established communities in the New World, away from the major trade centers – PCs from these communities will have much in common with their *Commonwealth* counterparts. The cleric/natural philosopher multiclass PC is also a possible character background, given that many learned folk still receive their education from the church.

### ***Nederlander Fighter*** (*Social Rank 2d6+3*)

The *Nederlanders* have honed their fighting skills over decades of warfare to establish their independence from the *Espaniards*. Their army is composed of volunteer militia and mercenaries, both native and foreign. *Fighter*-class PCs from this identity tend to have the latest snaphance weapons. They may either be members of the militia, a mercenary company, or else freebooters, the infamous outlaws equally comfortable plying their trade as high seas pirates or land-based bandits.

### ***Nederlander Natural Philosopher*** (*Social Rank 3d6+2*)

*Nederlanders* are among the greatest practical inventors of the age, as well as formidable scientists. Most *Nederlander* natural philosopher PCs will focus on creating or refining practical tools, weapons, and scientific instruments, but some may specialize in astronomy, chemistry, or another scientific discipline. A *Nederlander* natural philosopher is never without her scientific apparatus, often beautifully made and compact enough to fit in a small case. As mentioned above, *Nederlander* natural philosophers are often multiclass clerics.

### ***Nederlander Rogue*** (*Social Rank d6-1*)

Many *Nederlander* rogue PCs will be swindlers, thieves, pickpockets, or forgers, trying to make a killing on the rough-and-tumble unpaved streets of Nieu Amsterdam. It's a rogue's paradise: a big town full of people trying to make a quick fortune, including the officials who are willing to look the other way, as long as they get their share. Alternately, rogue PCs could be highwaymen, freebooters, or pirates, or perhaps government officials on the take.

### ***Nederlander Wizard*** (*Social Rank 2d6+2*)

*Nederlander* wizards usually lack formal schooling, being self-taught or having apprenticed to a single master rather than attending a university. Since magic is frowned upon by the

Protestant church, these wizards tend to live reclusive lives, often serving the underworld and the marginal folk of the city. A rare few are multiclassed wizard/natural philosophers, usually with a social rank of SocR 11 or better: these folk often serve powerful merchant families as spies, engineers, craftsmen, and tutors. Wizard-artists, who combine artistic wizardry with real magic to create paintings with magical properties, are a unique subclass of this character identity. Other artistically-minded Nederlander wizards create animated statues, toys, and other playthings for the entertainment of wealthy clients.

## Sophian

*Universal Bonuses:* +1 attack bonus against enemies of Sophia

### *Allowed Classes Skill Bonuses*

Fighter	Aimed Shot Bonus +1
Nat. Philosopher	Diplomacy +1, Knowledge(engineering) +1, Knowledge(nature)+2
Ranger	Diplomacy +1, Knowledge(nature)+1, Wilderness Lore +1

### The Sophian Character:

The Republic of Sophia is a new kind of state -- one where the ideals of freethinking radical philosophers have been put into practice in a kind of grand experiment in freedom and rational government. Sophian PCs are often iconoclasts, free-spirits, radicals, or idealists, who are willing to live and let live -- unless you deprive them of their freedom or threaten the survival of the Republic itself. Their loyalty is seldom to an individual, but rather to a cause or ideal. They are often seen as upstarts or ingrates by the established governments of other nations, and may not be welcome in areas with a strong monarchy, such as Carolingia.

*Universal Bonus:* All Sophians receive a +1 attack bonus against the agents of any nation in a state of war with the Republic of Sophia.

### Sophian Fighter (*Social Rank 2d10 +3*)

All adult Sophians receive basic military training as members of the militia, but only the best fighters are called to join her small professional army, serving either as musketeers or dragoons. Sophian fighter PCs may active soldiers or ex-soldiers, but seldom mercenaries, since such troops are outlawed in the Republic. However, the government does allow foreign "patriots" to serve in the professional army, so a Sophian fighter may actually be French, Moorish, Algonkian, or from another sympathetic nation.

Note: Because they are used to being outnumbered, Sophian fighters are trained to make every shot count; they receive a +1 attack bonus if they spend a round aiming as a full action before making any ranged attack other than casting a spell.

For initial gear for Sophian fighters, see the sidebar on this page.

### Sophian Natural Philosopher (*Social Rank d10+10*)

Sophian natural philosophers are highly respected by most of their fellow citizens for their contributions to everyone's comfort, health, and safety. The emphasis of many Sophian scientists' work is toward practical inventions that improve the quality of life for all people, rather than the pursuit of esoteric questions. Others study political science, seeking to perfect the process of government. The study of the natural world is also important, especially regarding the usefulness of plants for agriculture and medicine. In this capacity, natural philosophers are often attached to Armie of Discoverie missions into the interior. Their diplomatic skills also are of use when making contact with other cultures west of the moun-

### Sophian Fighter Initial Gear

#### Armor

Social Rank	Gear
4-6 (Pikeman)	buff coat
7-10 (Musketeer)	buff coat
11-15 (Dragoon)	buff coat
16+ (Cavalier)	buff coat, cuirass

#### Weapons (all fighters have a dagger; plus):

Rank	Weapons
4-6	broadsword, musket w/rest
7-10	broadsword, snaphance musket
11-15	broadsword, 2 horse pistols
16+	rapier or broadsword, 2 horse pistols, caliver

#### Horses

Social Rank	Horse
11-15	light warhorse
16+	heavy warhorse

### Sophian Ranger Organization, by Experience Level

Level 1-2	Ranger
Level 3	Ensign
Level 4	Seargent
Level 5+	Captain of Rangers

Initial equipment for all Sophian rangers includes a snaphance musket, hand axe, dagger, compass, mapping tools, and full wilderness gear.

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tains.

Sophian natural philosophers of level 3+ may become associate members of the Virtuosi, a society dedicated to advancing the sciences for the benefit of humanity. Full membership is conferred only by invitation of Chiron Franklin, the society's president.

### Sophian Ranger (*Social Rank d8+3*)

Situated on the edge of the wilderness, Sophia needs many skilled rangers to guard her borders against foreign spies, to open trade routes to the interior, and to guide her regular troops in times of war. Sophian rangers are like the Coureurs in many respects, affecting a mix of European and native survival strategies and gear, but they are typically better equipped, with snaphance muskets, compasses, and surveying tools.

Rangers form the backbone of Philathelias Jeferson's Armie of Discoverie, whose mission is to explore the interior of the continent. They may be called on to make first contact with other nations, to map the wilderness, to capture foreign spies, or blaze a path for later traders to follow. The Armie is organized along military lines; see the sidebar for more info.

## Witchling

*Universal Bonuses:* +2 morale bonus on saving throws against fear; 60' darkvision

### *Allowed Classes*    *Skill Bonuses*

Barbarian	Intimidate +3
Bard	Sense Motive +2
Fighter	none
Ranger	Animal Empathy +1, Hide +2
Rogue	Disguise +2, Hide +2, Sense Motive +1
Sorceror	Scry +2, Spellcraft +2
Witch	Sense Motive +2, Scry +2
Wizard	Knowledge(arcana) +2, Scry +1, Spellcraft +1

### Witchling Witch Gear, by Experience Level

Level	Gear
1st	shortbow with arrows one poisoned arrow one poisoned thorn dagger
2nd	Add broom of flying Add one poisoned arrow
3rd - 7th	Add one poisoned arrow per level
8th	Add flying mount (goat)

### The Witchling Character:

People of magic, mystery, and the night, Witchlings are feared and hated by their neighbors, but they are by no means inherently evil or even magical. In a Witchling stronghold, such as Naumkeag or Edinburgh, one can find ordinary soldiers, servants, and tradesmen, as well as sorcerors and witches. No one can deny, however, that all Witchlings share a tolerance of sorcery and trafficking with the spirit world. "Do as you will" is the Witchling credo, "(but harm none)" many will add, although there are indeed truly wicked witches among the Witchlings, as there are truly evil people everywhere). An attitude of laissez-faire is typical of Witchling society, of minding one's own affairs.

Witchlings tend to be clannish, and keep to themselves when traveling away from their strongholds. They have no identifying costume, other than perhaps favoring black clothing with black lace, because simply to be recognized as a Witchling is fatal in many lands. A Witchling PC will tend to be cautious, discreet, and not easily befriended by non-Witchlings. Multiclass characters combining sorceror or witch with a second class such as bard, fighter, or ranger are quite common among the Witchlings, as one might expect in a society where magical ability is cultivated. The combination of wizard class with sorceror or witch is also common, since witches value the added knowledge that comes from academic magic.

*Universal Bonuses:* Due to their familiarity with magic and the spirit world, all Witchling PCs receive a +2 bonus to saving throws against fear. Their proximity to the World of Shadows

gives them 60' darkvision as well.

**Witchling Barbarian** (*Social Rank 1d20+3*)

From the Highlands of Scotland and the shores of the Dniepr come formidable warriors who engage in solemn pacts to protect the witches of their homeland, in exchange for charms and healing magic. Those who leave their clan to serve the witches become Witchlings in the eyes of their former countrymen, unwelcome in their own homelands, cursed and feared. Their battle prowess and ferocity earn them important positions as bodyguards to members of the coven, and in exchange, they receive treasure and magical power from their new masters. Many stories are told of love affairs between clansmen and witches; children of such unions are usually raised as witches or soldiers, depending on their aptitude.

Witchling barbarians wear native costume, usually with the addition of a black feather to their headgear, to indicate their loyalty. (See Gael barbarian for initial equipment).

**Witchling Bard** (*Social Rank 3d6+3*)

As in many other lands, Witchling strongholds have their performers and poets. They are not as free to wander as are other bards, but the witches appreciate the magic within rhyme and music, and hold their bards in high esteem. Those who do dare ply their trade in other lands often act as spies for the witches, or at the very least, gatherers of news. It is said that the witches give them something of their gift for human intuition and the reading of hearts.

**Witchling Fighter** (*Social Rank 3d6*)

The arts of war are not held in as high regard among the Witchlings as in other lands, but they do recognize the value of trained soldiers as a practical matter. With little chance of rising to the aristocracy, Witchling soldiers tend to be outlaws or desperate men and women, with no place else to go. Often, veteran soldiers will enter service with the witches in exchange for some magical service: the lifting of a curse, the curing of an old wound, or a few extra years of youth and vigor.

Those born to Witchling parents, however, are of a different character entirely: not proficient in magic, they put a certain zeal into defending their homeland and striking out against their enemies. Multiclass witches who combine sorcery and fighting are quite common; they are usually from the upper levels of Witchling society, and act as captains of ordinary Witchling companies.

For initial equipment for a Witchling fighter, see the entry for Commonwealth fighters.

**Witchling Ranger** (*Social Rank 2d6*)

Witchling rangers are almost always multiclass witch/rangers or sorcerer/rangers. They lead patrols of witches along the perimeter of Witchling lands, or conduct forays into enemy territory as scouts and spies. They wear gray jackets and hose, with black cloaks, broad hats, and high black boots. Their companion animals tend to be ravens, crows, adders, or wolves.

**Witchling Rogue** (*Social Rank 1d6-1*)

Like other Witchling PCs, rogues are often multiclass sorcerors or witches. A Witchling rogue can either be a true rogue, working outside the system as a thief, a swindler, or a spy for one of the many dissident factions that typically breed in a Witchling stronghold; or a legitimate servant of the coven, hired to act as a spy or mischief-maker in neighboring enemy lands. Because anonymity is limited within the typically small population of a Witch enclave, Witchling rogues often become masters of disguise, and are particularly adept at staying hidden. Witchling darkvision gives them an edge in foreign territory, but is obviously not as



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### Why do I need Social Rank in my Campaign?

It is strongly recommended that all PCs acknowledge the rules of social conduct in the game, and that the DM provide consequences when the rules are flouted in the presence of NPCs. The period feel of a historical game largely depends on the willingness of the players to accept the social conventions of the era, and on a consistent treatment of these conventions by the DM. To ignore social ranks is to rob the campaign of much of its tension, and to take away an incentive for PC advancement in the form of privileges accorded to PCs of higher rank. The plots of classic adventure fiction set in this era often hang on matters of rank and privilege, the social ambitions of low-born characters, and schemes involving impersonation of the nobility.

### Social Rank for Algonkians, Buccaneers, and Witchlings

The social ranks described in this chapter are based on the cultures of Europe, because they are familiar, and apply to nearly all of the character identities in the game. Notably absent is the social system of Algonkians, Buccaneers, and Witchlings. These societies are covered in their own chapters later in this book. For now, just roll your initial social rank and record it on your character sheet. The DM will give you information about it before the start of the campaign.

### Applying Social Rank to the Game

How does social rank actually work in the course of a *Septentrionalis* campaign? At its most basic level, social rank strongly influences the kind of relationships which are proper between characters of different ranks. For example, a knight PC should not publicly associate with a laborer PC unless there is an easily accepted explanation, such as the laborer being his tenant or servant. If other knights were to see him chumming around in a tavern with a laborer, he would lose "credit" with them, meaning they would no longer accept him as an equal. And the laborer would lose credit among his peers, too, for being too familiar with someone above his station in life.

All this talk of rules and ranks doesn't mean that you can't have a party of PCs with widely differing social ranks. It just means that players may have to maintain some ruses or fictions in public to avoid negative reactions from NPCs.

useful in Witchling lands, where nearly everyone has the same advantage.

### Witchling Sorcerer (*Social Rank 2d6+6*)

As one of the few lands where such practices are not punishable by death or even frowned upon, Witchling strongholds attract more than their share of sorcerers. However, they do not carry the prestige of witches, and tend to remain in the middle of the social order, outside of the inner circle of the coven (although exceptions exist, especially for multiclass sorcerer/witches, whose relatively high charisma and wisdom makes them natural coven leaders). As a result, Witchling sorcerers are often loners, and are said to consort with rogues to work for their own profit rather than for the good of the coven.

To keep charismatic sorcerers at a safe distance, the coven often sends them on errands to the outside world, as secret agents or message-carriers to foreign covens. They can pass as ordinary citizens more easily than witches, and unlike wizards, they need no incriminating spellbooks.

Witchling sorcerers usually dress in the black-upon-black garb of the witches, but are said to carry it off with more flare and flash, suitable to their character.

### Witchling Witch (*Social Rank 2d6+10*)

Hunted down on sight in other areas, witches are at the top of the social order in Witchling lands. They form the core of the coven, the governing body of a Witchling enclave. They also make up the Flight, which is the airborne army of the witches, mobilized to defend an enclave or punish the transgressions of a neighbor. To clarify a matter of some debate, witches can be either male or female, but the talent seems to run most strongly among daughters rather than sons; only about 1 in 10 witches is a male, known as a warlock. For more information on witches, read the description of the witch character classes later in this book.

### Witchling Wizard (*Social Rank 2d6+4*)

Wizards in Witchling lands are often looked upon as mere technicians, rather than as true practitioners of the Art, but multiclass wizards/witches are highly respected, for they are considered to have cultivated their native talent through academic study. Many witches find wizards vaguely threatening, perhaps because they learn their magic without the risk of trafficking with evil spirits, which seems an easy out to them.

## Social Rank

In this era, society is divided into the courtly and the common, with several degrees of rank within these two major distinctions. Every man and woman is expected to know his or her place in this social order, and to dress, eat, speak, and behave appropriately. It is not unusual for a person of ambition to advance within the social order, but he or she had better know the rules, or such advancements will be short-lived.

After choosing your PC's identity and class, make a die roll as indicated in the identity/class description to determine the character's social rank (SocR):

### Table: Social Ranks

#### Courtly Ranks:

Class	SocR	Earnings/Month	Expenses/Month
Royal	41+	SocR x 16 gp (income, rents & preferments)	500 gp
Noble	26-40	SocR x 6 gp (income, rents & preferments)	100 gp
Knight	21-25	SocR x 4 gp (income, rents & preferments)	50 gp
Gentry	16-20	SocR x 3 gp (income & rents)	30 gp

#### Common Ranks:

Class	SocR	Earnings/Month	Expenses/Month
Burgess	11-15	SocR x 3 gp (income & rents)	20 gp
Tradesman	7-10	SocR x 2 gp (wages)	10 gp
Yeoman	4-6	SocR x 1 gp (income)	3 gp
Laborer	1-3	SocR x 1/4 gp (wages)	0
Marginal	0 or less	1d3g (charity)	0

### Royal

Royal rank is restricted to members of the immediate family of the reigning monarch and his or her predecessors, including spouses, siblings, and their children. To have royal blood sets one so high above even the nobility, that all but the most powerful individuals will treat a royal character as another species, remote, mysterious, even divine. Either that, or they will consider you a ripe target for bribery, abduction, or assassination. Certes, to be a member of this class is a mixed blessing.

As a royal, you live in one of several palaces or great castles. Unless you are the monarch herself, you are most likely a prince or princess. You spend your days in the leisure pursuits of the nobility: hunting, hawking, riding, dancing, wrestling, and fighting, and you are also inevitably involved in the highest intrigues of the court.

### Noble

Nobles are titled members of the courtly ranks, fit to associate with the royal family, but less isolated from the vicissitudes of real life. The most important offices of State are usually held by members of this class, providing them with additional power, prestige, and income.

Nobles have titles like duke or duchess, marquis or marchioness, earl or countess, viscount or viscountess, baron or baroness. These are usually territorial titles, meaning that they are associated with an area of land, called a duchy, march, earldom, county, or barony. A noble's title passes to his or her eldest child, while younger children become part of the gentry once they achieve their maturity.

### A List of Courtly Titles

#### Royal:

King	Queen
Royal Prince	Royal Princess

#### Noble:

Duke	Duchess
Marquis	Marchioness
Earl/Count	Countess
Viscount	Viscountess
Baron	Baroness

#### Knightly:

Knight Banneret	(no equivalent)
Knight Bachelor	Dame

Gentleman

Gentlewoman

### Sources of Earnings for Player Characters

#### Charity:

You have no steady source of income other than handouts. Requires you to work seven days a week, 4-6 hours per day.

#### Wages:

You perform physical labor for others and receive pay for it. Requires you to work six days a week, 10 hours per day.

#### Income:

You make money from your investments in various business ventures. Requires no work.

#### Rents:

You own properties or land and charge others rent to live on it. Requires no work.

#### Preferments:

You possess one or more appointed offices which come with an important-sounding title and a stipend. Requires typically no more than one day of work per week.

### Do you receive Earnings during Adventures?

A character only receives earnings from wages and charity if he spends the required hours working. Typically, this is only possible between adventures. But a character who receives earnings from income and rents collects them regardless of whether he is at home or not. Preferments can typically be left in charge of an appointed subordinate for several months, but cannot be abandoned indefinitely -- it is considered ill-mannered not to show up at your office at least a few times a year!

As a noble, you live on a great estate, either manor or castle, depending on the stability of the local populace and your proximity to hostile neighbors. You may spend much of your time away at court, attending the royal family and vying for favor against your fellow nobles. That is, of course, unless you have offended the monarch, in which case you may be imprisoned, exiled, stripped of your title, or executed.

### **Knight**

Neither noble nor common, knights are a class in themselves. Knights (the equivalent rank for women is “Dame”) are created at the will of the monarch, usually for some great service to the crown. They do not pass their knightly rank to their children, who instead become members of the gentry. A distinction is made between the ordinary knight, called a Knight Bachelor, and the very rare Knight Banneret, who wins his title on the battlefield for doing great honor for his monarch.

As a knight, you will have a modest estate with a comfortable house. Your duties will include serving at court when summoned, and defending the nation as a soldier in times of war.

### **Gentry**

The gentry is composed of families who are descended from titled nobility and knights. All that is required is a single noble or knightly ancestor. The gentry is the class of the country squire, sometimes scarcely more prosperous than his common neighbors, but with an aura of pomp and grandeur, however slight or faded.

As a gentleman or lady, you will maintain a small family estate, and live off the income of your tenants, plus whatever old money that hasn't been squandered by your ancestors. Your manor house is probably in need of repair, but still quite comfortable by common standards.

### **Burgess**

Burgesses represent the wealthiest of the new mercantile classes. They signal a shift in the centers of power from rural landholders to urban men and women of commerce. Burgesses are powerful enough to have a say in city government, and perhaps national government as well, though as “new money” they lack the prestige of the nobility.

As a burgess, you live in a grand townhouse, perhaps occupying an entire city block. Your income comes from overseas trade, banking, and the rent paid to you as landlord of city properties.

### **Tradesman**

Tradesmen form the backbone of the skilled crafts, formally organized into powerful guilds, but now losing power to the burgesses. As skilled workers, they retain more status than ordinary farmers and laborers.

As a tradesman or tradeswoman, you live in a modest house in a city or town, with the ground floor occupied by your workshop and the upper floors as your family's living quarters. You earn good wages for your work, but the hours are long and the conditions often difficult.

## Yeoman

The yeoman is the freeman farmer, meaning that he is free to farm the land as he pleases, even though it is likely rented from a knight or gentleman. Many of the soldiery are drawn from this class; in former times, they supplied longbowmen to the royal army, but now, they often become mercenaries or else leave the farm for opportunities in the city or overseas.

As a yeoman, you live in a well-kept cottage near the land that your family farms. You earn a little money selling your produce at market, but most of your labor goes simply to feed your family and maintain your farm.

## Laborer

Also known as a mechanical or peasant, the laborer works entirely for the benefit his lord, either as a manual laborer or servant. The work is often dirty and exhausting, even dangerous, and life is often short and brutal.

As a laborer, you sleep in an attic, a barn, or on your master's floor, as you can. The little money you earn is barely sufficient to keep you in the necessities of life.

## Marginal

You are a vagrant, a wanderer, maybe even a criminal. Your home is the street, and you rely on charity and your own wits to scrape by.

## How Social Rank affects Play:

All PCs start with a Social Rank (SocR) randomly determined within the range indicated by their identity and character class. This initial social rank determines:

- your rules of conduct (how you are expected to behave)
- your privileges of rank (how others are expected to treat you)
- your monthly earnings and expenses
- the sources of your income

## The Rules of Conduct:

Especially among the courtly ranks, the standard of behavior for individuals can be strict and quite complex with regards to dress, speech, entertainments, and vocation. For the lower ranks, the rules are perhaps less complex but no less strict. The following rules are universal in polite culture:

- It is considered impertinent to address members of a non-adjacent higher rank without being spoken to first, (eg., a tradesman cannot address a member of the gentry).
- It is considered indecent to associate with members of a non-adjacent lower class, for example, a nobleman associating with members of the mere gentry. The exception is if the person of lower rank is clearly one's servant or employee.
- You must show courtesy to all ranks. See "Privileges of Rank", below.

## Disguising Your Social Rank

It's very hard to pass yourself off as a member of a higher rank. Each rank has its own manners, speech, and dress, which are difficult to fake. A PC with a Disguise skill and the appropriate clothing can do it, with a base DC of 10+5 points for each difference in rank. For example, a yeoman impersonating a gentleman would have a DC of  $10+(3 \times 5)=25$ , because Gentleman is three ranks removed from Yeoman. Attempts to pass oneself off as a lower rank are just as difficult.

## Buying Your Way into a Higher Rank

If a PC has enough money, she can buy her way into the next higher rank by spending money for 6 months at the monthly expenses rate for the higher class. For example, the widow Cutler, a burgess, wishes to rise to the gentry. She begins spending 30gp per month on food, servants, and clothing, perhaps also renting a country estate. After 6 months at this level of expenses, her neighbors conclude she is in effect a member of the gentry, and treat her as such. However, her actual social rank does not increase, and real members of the gentry will certainly not be fooled, only members of her own rank of burgess and lower.

### Privileges of Rank

The coinage of social interaction is “courtesy”, meaning not only the gestures of politeness, but respect for one’s own place in the social order and for the place of others, whether higher or lower.

- When showing courtesy to someone of higher rank, you are expected to bow when greeting them, not speak unless addressed, and not leave until you are dismissed. You do not publicly challenge the decisions of higher individuals, and you do not adopt a familiar tone when speaking with them.
- Showing courtesy to someone of lower rank means not becoming too familiar with them, either. To treat a servant as a friend is demeaning to you and embarrassing to the servant — who would want a master who didn’t know his place in the world? It also means rewarding one’s servants with appropriate gifts for good service, and treating them well (without spoiling them, of course).
- Only among one’s peers (and maybe one’s spouse) can a PC really relax and adopt a more informal manner. A burgess in a meeting with his fellow merchants, a yeoman rubbing elbows with his mates in a tavern, or a duchess riding through the park with her cousin the Countess, can all drop their formal personae. Unless of course, there are servants around, who must never be exposed to their masters’ casual side!

### Earnings

It is assumed that most PCs will have one or more sources of income. Depending on your social rank, your monthly earnings come from one or more sources. See the sidebar for details about the various ways that PCs make money.

### Expenses

Your clothes, food, and chambers must be suitable to your rank. The monthly expenditure listed in the Social Rank table indicates the minimum amount of money you must spend each month to keep up the appearances of your rank. Failure to do so drops your SocR to the top of the next-highest rank for purposes of whom you may associate with and receive courtesy from. Your SocR is restored only when you begin to spend money appropriate to your class.

### Advancement:

Central to the idea of social rank is the idea that PCs can climb in rank as they advance in experience. In this era, people of ambition and talent can indeed rise above their station in life, even making the transition from common to courtly in rare cases! The details of social rank advancement are as follows:

- Each time a PC gains an experience level, add +1 to his or her SocR.
- A PC of common rank cannot rise above burgess (SocR 15) unless given a knighthood or other title.
- A PC of courtly rank cannot rise above the highest SocR of his initial rank unless knighted or given a title. For example, a knight can’t rise above SocR 25 unless elevated to the nobility. To be “created” a lord happens in one of two ways: either as a reward from the monarch

for some great service to the realm, or by purchasing a vacant title. The selling of titles was a common practice in the 17th century, as a means of raising quick money for the royal treasury, despite warnings that this practice devaluated the prestige of the court by packing it with overmoneyed social climbers of low birth.

## New Character Classes: Witch, Natural Philosopher

In addition to the standard D&D classes (minus monk, which is not appropriate for the campaign setting), *Septentrionalis* offers three new witch classes and a natural philosopher class for player characters.

### Witch Character Class

The witch class actually includes three very different types of witch: wild witch, coven witch, and hexe. Most PCs will be coven witches or wild witches, since the hexe class is of evil alignment, but all three types are described below.

#### Wild Witch

*A spellcasting character class that features some druid abilities, limited weapon and armor proficiency, and sorcerer-style casting from the druid spell list. Must be chaotic good or chaotic neutral.*

In the deep forests, in the tangled swamps, on fog-shrouded moors they dwell, in caves, in trees, in holes in riverbanks. They are daughters of earth, wood, water, and sky. Even the druids dread the natural forces at their command. To meet one upon a lonely road is to know fear, for their curses have the power of all nature behind them, and their prophecies never err. To have one as an ally is a gift indeed, for they seldom take up with others, not even their own kind.

**Adventures:** Wild witches only cooperate with others to protect their fellow inhabitants of the wild, whether they are animals, trees, or other people of field and forest, like herders, druids, rangers and farmers. If some outrage has been committed against the natural world, wild witches become vengeful furies until the transgressor has been found and punished, preferably with a nasty curse. Common incentives for risking life and limb, like fame, power, or treasure mean nothing to them. They are only interested in restoring balance to the wild, and failing that, to exact a price upon those who upset it.

**Characteristics:** Wild witches draw their arcane spell power from nature. They are in effect a sentient extension or avatar of the living world around them, and therefore they see nothing supernatural in the druid-like abilities that they gain as they advance. They do not learn their powers from books, but rather from listening to and observing natural phenomena, like the play of wind through the leaves, the angry clash of lightning, and the strength of a mighty oak. This experience of oneness with nature allows them to develop deep bonds with the ani-

mals who become their companions, guides, and protectors. Their limited contact with civilization restricts wild witches to the use of a few simple weapons.

**Alignment:** Wild witches tend strongly to chaos, being opposed to the aims of civilization. They can be good or neutral, depending on whether they see themselves as active caretakers of the wilderness, or merely as an integral part of it, just as subject to its laws as any other creature.

**Religion:** The faith of the witch is that of the earth as universal mother. They see divinity in every aspect of nature, as though the world itself were literally the body of a divine being. Consequently, they have little use for the organized faiths of the civilized world, which often have sought to persecute them.

**Background:** Wild witches often begin life, it is said, as children who become lost or abandoned in the woods. They are raised by the forest itself, and groomed to serve as its guardian and avenger. Others are adopted as young children by an older witch who needs a successor. In some rural or nomadic cultures, the child is given as an offering by its parents; in other places, a child whose parents have been slain by forest animals or have met a fatal accident is rescued in by the older witch and raised as her own.

Wild witches have no organization or governing body; they live independently of one another, seldom crossing paths, each one being associated with a particular forest, moor, or swamp. Only a great threat can overcome their chaotic tendencies and inspire them to work as a group, and then, only until the threat is overcome.

**Identities:** Wild witches are found along the margins of settled areas, where the human and natural worlds meet. In the Septentrionalis campaign setting, they occur in all lands, but infrequently. In Algonkian lands, where they are revered and feared, they are known as skwannit, after the name of the women's goddess of that culture.

**Other Classes:** Wild witches don't particularly like to associate with anyone, but they find the company of barbarians, druids, and rangers more tolerable than others. They tend to dislike clerics of lawful alignment, and especially paladins, whose focus on protecting people rather than preserving life as a whole seems shortsighted to them.

### Wild Witch Game Rule Information

Wild witches have the following game abilities:

**Abilities:** Wisdom determines the power of a wild witch's spells, how many she can cast, and the spell resistance. The number of spells she knows, and the number she can cast per day are determined according to the rules for sorcerer class characters in the D&D Player's Handbook.

**Alignment:** Chaotic good or chaotic neutral.

**Hit Die:** d4

**Base Attack Bonus, Saving Throws:** As druid.

**1st-Level Skill Points:** (3 + Wisdom modifier) x 4

**Higher Level Skill Points:** 3 + Wisdom modifier

**Class Skills:** Animal Empathy (Cha), Concentration (Con), Handle Animal (Cha), Heal (Wis), Hide (Dex), Intuit Direction (Wis), Swim (Str), Wilderness Lore (Wis).

**Excluded Skills:** Decipher Script, Read Lips, Use Magic Device.

## Wild Witch Class Features

**Weapon and Armor Proficiency:** Limited to: quarterstaff, halfspear, shortspear, dart, dagger, and javelin. Wild witches are not proficient with armor or shields. They follow the same rules for spell failure while wearing armor as wizards and sorcerors.

**Spells:** A wild witch casts divine spells, limited to a certain number per day, determined by her class level. She does not need to prepare the spell ahead of time, but simply casts it. To learn or cast a spell, a wild witch must have an Wisdom score of at least 10 + the spell's level. Her bonus spells are based on her Wisdom score (see Table 1-1, D&D Player's Handbook, page 8). The number of spells she knows is equal to a sorceror-class character of the same level. The Difficulty class for saving throws against a wild witch's spells is 10 + spell level + the witch's Wisdom modifier.

**Nature Sense, Animal Companion, Woodland Stride, Trackless Step, Resist Nature's Lure, Timeless Body:** A wild witch acquires these abilities as she increases in class level, per druids.

**Wild Witch Spell List:** Wild witches use the standard druid spell list.

**Ex-Wild Witches:** A wild witch who changes to a lawful or evil alignment loses all spells and druid-derived abilities, and cannot gain levels as a wild witch until she atones (see atonement spell description in the D&D PHB).

## Coven Witch

*A variant of the wizard class, using the bard spell list, with slightly improved combat abilities and a fiendish servant. Coven witches can share spells and maintain an empathic link among themselves.*

Black cats and broomsticks. Moonlight meetings in a forest glade. The coven witch is the witch of popular imagination, dressed in black and accompanied by her devil-sent imp. She is a member of an ancient sisterhood, said to reach back to the dawn of time, when arcane knowledge was wrested from powerful and dangerous outsiders, rather than learned from books. Although not necessarily evil, coven witches certainly traffick with fiends to gain their powers, either binding the evil spirits and forcing them to reveal their secrets, or signing infernal compacts to gain a measure of their power in exchange for one's soul.

**Adventures:** Coven witches usually choose quests that will benefit their coven as a whole: to rescue a captive witch, to avenge some harm done to a coven member, or to contain a chaotic force that threatens to upset the balance of the natural order. They often travel in disguise, for fear of arrest by church officials. Subtlety and secrecy are the hallmarks of a coven witch on a mission, using her magic to confuse, delay, and distract, then choosing her foe's most vulnerable moment to attack.

**Characteristics:** Coven witches are spellcasters. Like wizards, they memorize spells ahead



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of time, but learn them not from a book but from their imp. They are able to use most magic items, although they cannot make their own, unless multiclassed as a wizard or sorcerer (a common practice).

Coven witches are somewhat more adept at fighting than wizards, having been forced to defend themselves as a people from many enemies over the centuries. They are skilled in a limited range of weapons, but wear no armor.

**Alignment:** Coven witches may be of any lawful alignment, whether good, neutral, or evil. This is reflected in the hierarchy of the coven, with a well-defined order of seniority seldom challenged by junior members. The laws of the coven are strict, and punishments severe -- witches of chaotic alignment seldom remain in a coven for very long.

**Religion:** As it is for wild witches, the faith of the coven witch is that of the earth as universal mother, but with more of an emphasis on the responsibilities of humans as children of mother earth rather than on reverence for the earth itself. Evil coven witches are said to worship the outsiders who grant them their powers, which makes them foolish and contemptible in the eyes of good witches everywhere.

**Background:** Most coven witches have been raised in a Witchling enclave from birth, learning their skills from their parents and other coven members, who raise them communally. Young coven witches often find a mentor in an older witch, who guides them through their first attempts to harness the powers of the spirit world, and sponsors their admission into the coven.

**Identities:** The world's great Witchling enclaves are on the coast of Septentrionalis at Naumkeag, and in the Witch-kingdom of the Scots. Smaller covens exist in Albion, the Gael lands, France, and many other places, usually in secret, for fear of persecution.

**Other Classes:** A Witchling enclave includes people of many character classes, all of whom are sympathetic to (or at least willing to serve) the coven. As a result, coven witches are agreeable to working with other classes, including barbarians, fighters, rangers, rogues, and sorcerers, as long as they are not opposed to the practice of witchcraft. Druids are respected for their connection with nature, as long as the druid is not of an opposed alignment. Clerics and paladins are likely to provoke extremely negative reactions from coven witches, who are always mindful of the many persecutions they have suffered at the hands of the church. Cooperation in this case is only possible if the witch feels she has a powerful motive to suppress her anger and resentment, like a common enemy, or the chance to restore balance between the spirit world and the visible world. Wizards can expect to receive a cool reaction from coven witches, who consider them mere dabblers who perform magic by rote, rather than by heart. (However, it is not uncommon for a witch to augment her own power by being a multiclass witch/wizard)!

### Coven Witch Game Rule Information

Coven witches have the following game abilities:

**Abilities:** Intelligence determines the power of a coven witch's spells, how many she can cast, and the spell resistance. The number of spells she knows, and the number she can cast per day are determined according to the rules for wizard class characters in the D&D

Player's Handbook.

**Alignment:** Lawful (any).

**Hit Die:** d4

**Base Attack Bonus, Saving Throws:** As wizard.

**1st-Level Skill Points:** (2 + Intelligence modifier) x 4

**Higher Level Skill Points:** 2 + Intelligence modifier

**Class Skills:** Alchemy (Int), Concentration (Con), Craft (Int), Disguise (Cha), Hide (Dex), Knowledge (any), Move Silently (Dex), Scribe (Int), Spellcraft (Int)

**Excluded Skills:** Decipher Script, Read Lips, Use Magic Device.

## Coven Witch Class Features

**Weapon and Armor Proficiency:** Limited to: quarterstaff, halbspear, shortspear, dart, dagger, shortbow, and javelin. Coven witches are not proficient with armor or shields. They follow the same rules for spell failure while wearing armor as wizards and sorcerers.

**Spells:** A coven witch casts arcane spells, limited to a certain number per day, determined by her class level. She must learn her spells ahead of time, by communicating with her imp for one hour following a full night's rest. To learn or cast a spell, a coven witch must have an Intelligence score of at least 10 + the spell's level. Her bonus spells are based on her Intelligence score (see Table 1-1, D&D Player's Handbook, page 8). Like a wizard, she may know any number of spells. The Difficulty class for saving throws against a coven witch's spells is 10 + spell level + the witch's Intelligence modifier. Coven witches earn bonus feats at the same rate as wizards.

**Share Spells, Empathic Link with other Witches:** At level 1, a coven witch gains the ability to share spells with other coven witches within 5 feet. She also gains an empathic link with other coven witches with a range of up to one mile. (See the ability descriptions for familiars on page 51 of the D&D PHB).

**Timeless Body:** A coven witch acquires this ability at level 15, per druids.

**Imp:** At the time the character is created, a coven witch receives an imp, which she uses in lieu of a spell book to memorize spells. The imp appears to be a Tiny or Small animal, usually a cat, rat, bat, toad, crow, adder, or dog. As the witch advances in level, the imp receives more spells from its devilish superiors. This is the only way a coven witch gains access to new spells -- she cannot learn them from other spellcasters, or from books or scrolls.

The rules for creating an imp are the same as those for a fiendish servant in the D&D DMG.

The imp gains the same abilities as the witch advances in level as though she were a blackguard of equivalent level, except that the witch can speak with the imp at level 1, rather than at level 13.

If a witch's imp is captured or separated from her, she cannot memorize spells until they are reunited. If slain, an imp returns to its native plane, and the witch must bargain with its irate masters for a replacement. This usually requires a sacrifice of 100gp x the witch's class level, and a loss of 50 XP x the witch's class level. Evil witches are exempt from these costs; since they have already sworn their allegiance to their outsider masters, they will receive an immediate replacement.

**Coven Witch Spell List:** Coven witches use the standard bard spell list.

**Ex-Coven Witches:** A coven witch who changes to a chaotic alignment, most commonly by disobeying her elders or harming another witch, loses all spells and druid-derived abilities, loses her imp, is exiled from her coven, and cannot gain levels as a coven witch until she is readmitted.

### **Hexe**

*A chaotic evil witch, with limited spellcasting abilities and some barbarian class abilities.*

Hexes are said to be human hags, and they do indeed share many characteristics, especially their malevolence and hatred of mankind. They live in dark, noisy enclaves far from settled lands, where they plot the destruction of mankind and the domination of the earth by their demonic allies.

**Adventures:** Hexes are motivated by greed, revenge, and personal gain. They do not risk their lives for the sake of others unless they are under the domination of a strong leader whom they fear.

**Characteristics:** Hexes, like all witches, are spellcasters. Like coven witches, they rely on their fiendish servants to grant them magical power. The constant struggle for survival and dominance within a hexe enclave cultivates more formidable physical skills than other witches enjoy, but with a corresponding limitation in the number of spells available to them.

**Alignment:** Hexes are always chaotic evil. They are violent, underhanded, and avaricious for power. Their society is organized by tyranny of the strong over the weak, or alternately by mob rule when no strong leader is present.

**Religion:** Unlike the earth-based faith of other witches, the religion of the hexe is based on the worship of demonic forces. It is thought that hexes are descended from coven witches who were seduced into abandoning their respect for the natural order in exchange for greater magical power.

**Background:** A typical hexe has been raised in the rough-and-tumble, tooth-and-claw environment of a hexe enclave, hidden in a remote swamp or mountain range. Her fighting skills will have been honed by the need to defend herself from other hexes and stay on top of the heap, while her spellcasting abilities will have been granted to her upon her taking an demon-imp as a fiendish servant. To survive, most young hexes ally themselves with an older hexe to receive protection in exchange for servitude.

**Identities:** Hexe enclaves are said to exist in the marshes of Eastern Europa and the frozen north, although none have ever been seen by outsiders. In a Septentrionalis campaign, hexes are extremely rare, although rumors of a secret effort by the hexes to establish themselves on the continent are spreading.

**Other Classes:** Hexes are often revered by local barbarians, who provide the muscle for hexe attacks on civilized areas. Otherwise, hexes have little contact with other character classes, and do not cooperate with them easily, unless they are totally cowed by superior force. Clerics and paladins are especially feared and hated, and wild witches are considered deadly enemies, because of their opposed alignment.

### Hexe Game Rule Information

Hexes have the following game abilities:

**Abilities:** Intelligence determines the power of a hexe's spells, how many she can cast, and the spell resistance. Like a wizard, she may know any number of spells. The number of spells she can cast per day are determined according to the following table:

**Alignment:** Chaotic evil

**Hit Die:** d4

**Base Attack Bonus, Saving Throws:** As wizard.

**Class Skills:** Alchemy (Int), Concentration (Con), Craft (Int), Disguise (Cha), Hide (Dex), Knowledge (any), Move Silently (Dex), Scry (Int), Spellcraft (Int)

**Excluded Skills:** Decipher Script, Read Lips, Use Magic Device.

### Hexe Class Features

**Weapon and Armor Proficiency:** Limited to: dagger, punching dagger, spiked gauntlet, light mace, club, halfspear, shortspear, shortbow. They are proficient with light armor and shields, and follow the same rules for spell failure while wearing armor as wizards and sorcerers.

**Table: Hexe Spell Progression**

Level	0	1	2	3	4	5	6	7	8	9
1	2	1								
2	3	1								
3	4	2								
4	4	2	1							
5	4	3	2							
6	4	3	2	1						
7	4	3	3	1						
8	4	4	3	2						
9	4	4	4	2	1					
10	4	4	4	3	1					
11	4	4	4	3	2					
12	4	4	4	4	3	1				
13	4	4	4	4	3	2				
14	4	4	4	4	3	2	1			
15	4	4	4	4	4	3	2			
16	4	4	4	4	4	3	2	1		
17	4	4	4	4	4	4	3	2		
18	4	4	4	4	4	4	3	2	1	
19	4	4	4	4	4	4	4	3	2	
20	4	4	4	4	4	4	4	3	2	1

**Spells:** A hexe casts arcane spells, limited to a certain number per day, determined by her class level. She must learn her spells ahead of time, by communicating with her imp for one

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### Natural Philosopher Spell List

The following spells represent the natural philosopher's spell-like effects. The associated science is listed in the right-hand column.

#### 0-Level

Cure Minor Wounds	Health
Daze	Mentalism
Detect Magic	Antimagic
Detect Poison	Health
Inflict Minor Wounds	Death
Ghost Sound	Physics
Light	Physics
Mending	Matter
Open/Close	Magnetism
Purify Food and Drink	Health
Ray of Frost	Matter
Virtue	Health

#### 1st Level

Alarm	Physics
Color Spray	Physics
Comprehend Languages	Mentalism
Cure Light Wounds	Health
Detect Undead	Antimagic
Endure Elements	Matter
Entropic Shield	Magnetism
Hypnotism	Mentalism
Inflict Light Wounds	Death
Invisibility to Undead	Antimagic
Mage Armor	Magnetism
Obscuring Mist	Matter
Shocking Grasp	Magnetism
Tenser's Floating Disk	Physics

#### 2nd Level

Augury	Mentalism
Bull's Strength	Health
Calm Emotions	Mentalism
Cure Moderate Wounds	Health
Darkness	Physics
Detect Thoughts	Mentalism
Endurance	Health
Find Traps	Mentalism
Gentle Repose	Health
Hold Person	Magnetism
Inflict Moderate Wounds	Death
Lesser Restoration	Health
Levitate	Magnetism
Make Whole	Matter
Remove Paralysis	Health
Resist Elements	Matter
See Invisibility	Antimagic
Shatter	Physics
Silence	Physics
Sound Burst	Physics
Speak with Animals	Mentalism

#### 3rd Level

Blindness/Deafness	Mentalism
Blink	Physics
Contagion	Death
Continual Flame	Matter
Cure Serious Wounds	Health
Daylight	Physics
Deeper Darkness	Physics
Dispel Magic	Antimagic
Fly	Physics
Hold Person	Magnetism
Inflict Serious Wounds	Death
Invisibility Purge	Antimagic
Lightning Bolt	Magnetism
Locate Object	Mentalism
Negative Energy Protection	Antimagic
Obscure Object	Mentalism
Protection from Elements	Matter
Remove Blindness/Deafness	Mentalism
Remove Disease	Health
Searing Light	Physics
Suggestion	Mentalism
Water Breathing	Matter

(continued next page)

hour following a full night's rest. To learn or cast a spell, a hexe must have an Intelligence score of at least 10 + the spell's level. Her bonus spells are based on her Intelligence score (see Table 1-1, D&D Player's Handbook, page 8). The number of spells she knows is equal to a wizard-class character of the same level. The Difficulty class for saving throws against a hexe's spells is 10 + spell level + the hexe's Intelligence modifier.

**Barbarian Rage, Fast Movement, Uncanny Dodge:** Hexes can enter a barbarian rage once per day at 1st level, and twice per day at 6th level. They gain fast movement at 2nd level, and uncanny dodge at 5th level. See the class features for barbarians in the D&D PHB.

**Timeless Body:** A hexe acquires this ability at level 15, per druids.

**Imp:** see Coven Witch, above.

**Hexe Spell List:** Hexes use the standard wizard/sorcerer spell list.

**Ex-Hexes:** A hexe who changes to a lawful or good alignment loses her imp and access to spells, and will be considered an enemy by members of her enclave. If she joins a coven of lawful witches, she will gain the spellcasting abilities and imp of a coven witch of equivalent level, but will lose her hexe spellcasting abilities permanently.

## Natural Philosopher Character Class

The natural philosopher character class represents the kind of inquiring, scientifically-minded thinker who began to replace the wizard or sage as the archetype of the learned person as the middle ages faded and the modern era began. Historical examples include Leonardo, More, Bacon, Newton, Descartes, and Franklin, among many others. As a bridge between medieval superstition and modern science, natural philosophers have some characteristics of each. They uphold reason, or logic, as the greatest power at mankind's disposal, capable of solving any problem. But at the same time, they may employ alchemy, numerology, or divination as problem-solving tools, making few distinctions between what we would call magic and the scientific method used by today's researchers and engineers.

Natural philosophers may pursue the mysteries of the life force and the body, the secrets of alchemy, or challenges of engineering and invention. Leonardo is the epitome of this type. Characters favoring the mystical aspects of the character class may try to travel to other planes, control the powers of the mind, predict the future, or codify the laws of magic. The fictional Dr. Frankenstein, although slightly later than the campaign period, is very much in this mould.

**Adventures:** A natural philosopher adventures in the interests of knowledge and discovery, seldom solely for material gain or fame. The promise of new lands, with unknown flora, fauna, people, and things often calls young natural philosophers to the adventuring life. Or, the political arena may beckon, tempting them to test their theories of good government in the ruthless, dangerous world of courtly society.

**Characteristics:** To the untrained eye, natural philosophers seem capable of duplicating some of the divine powers of clerics, with miraculous feats of healing, divination, and control

of the elements. But their spell-like abilities are the product of their well-honed minds and scientific equipment, rather than supernatural power. They also have the power to turn undead creatures and resist magical spells, simply by the power of reason, which can suppress arcane forces.

**Alignment:** Natural philosophers may be of any alignment, but their rational minds tend to draw them towards law and away from chaos.

**Background:** All natural philosophers have a background of extensive study, whether at a university, with the help of a mentor, or simply through self-teaching from texts. Generally, if the PC has a social rank of burgess or higher, she has been to university, and will probably hold a minor chair there, as assistant to an older master. Characters with lower social rank will have apprenticed to a master, or else learned on their own.

As a group, natural philosophers share intense rivalries over academic prowess, but are quite willing to share their published results in the interests of peer review and the advancement of their art. A natural philosopher PC will likely be a junior member of at least one academy or philosophical society that may meet regularly to discuss new discoveries or argue theories, and publish yearly journals summarizing their findings.

**Other Classes:** Natural philosophers enjoy the company of their own kind, with whom they share a common mindset and language. They also respect wizards' dedication to study, although they may disagree with their ends. They often enjoy debating clerics over philosophical matters. As for other classes, barbarians, druids, and rangers may be admired for their understanding of the natural world, and other classes are met with indifference. Clerics, druids, paladins, witches, and sorcerers often find it hard to get along with natural philosophers, who consider their spell-casting abilities unnatural.

### Natural Philosopher Game Rule Information

**Hit Die:** d4

**Alignment:** Any

**Base Attack Bonus, Saves:** As Wizard

**Class Skills:** Alchemy (Int), Appraise (Int), Concentration (Con), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Heal (Wis), any Knowledge (Int), Profession (Wis), Scribe (Int), Spellcraft (Int)

**Skill Points at 1st Level:** (4 + Int. Modifier) x 4

**Skill Points at each additional level:** 2 + Int. Modifier

### Natural Philosopher Class Features

**Weapon and Armor Proficiency:** Natural philosophers are proficient with the weapons of the educated gentleman or lady, namely: dagger, rapier, and light guns. They have no armor or shield proficiency. They are not prohibited from learning any weapon and armor feats as they advance.

**Turn Undead:** As masters of the laws of nature, members of this character class have a cleric-like ability to turn undead creatures, which are the embodiment of un-nature. Natural philosophers can turn undead as if they were clerics of equivalent level. They use their

#### 4th Level

Air Walk	Magnetism
Cure Critical Wounds	Health
Dimension Door	Physics
Dimensional Anchor	Physics
Discern Lies	Mentalism
Divination	Mentalism
Enervation	Death
Inflict Critical Wounds	Death
Minor Globe of Invulnerability	Antimagic
Neutralize Poison	Health
Otiluke's Resilient Sphere	Magnetism
Poison	Death
Rainbow Pattern	Physics
Repel Vermin	Mentalism
Restoration	Health
Scrying	Mentalism
Sending	Mentalism
Shout	Physics
Spell Immunity	Antimagic
Status	Mentalism
Tongues	Mentalism

#### 5th Level

Break Enchantment	Antimagic
Cone of Cold	Matter
Ethereal Jaunt	Physics
Fabricate	Matter
Hold Monster	Magnetism
Plane Shift	Physics
Raise Dead	Health
Slay Living	Death
Spell Resistance	Antimagic
Telekinesis	Mentalism
Teleport	Physics
True Seeing	Mentalism
Wall of Force	Magnetism

#### 6th Level

Antilife Shell	Mentalism
Chain Lightning	Magnetism
Control Weather	Matter
Disintegrate	Matter
Etherealness	Physics
Globe of Invulnerability	Antimagic
Greater Dispelling	Antimagic
Harm	Death
Heal	Health
Mass Suggestion	Mentalism
Repulsion	Magnetism

#### 7th Level

Destruction	Matter
Finger of Death	Death
Greater Restoration	Health
Greater Scrying	Mentalism
Insanity	Mentalism
Regenerate	Health
Repulsion	Magnetism
Resurrection	Health
Spell Turning	Antimagic
Teleport without Error	Physics
Vanish	Physics

#### 8th Level

Antimagic Field	Antimagic
Clone	Death
Discern Location	Mentalism
Earthquake	Matter
Etherealness	Physics
Fire Storm	Matter
Forcecage	Magnetism

#### 9th Level

Astral Projection	Mentalism
Energy Drain	Death
Foresight	Mentalism
Gate	Physics
Implosion	Physics
Storm of Vengeance	Matter
Teleportation Circle	Physics

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### Natural Philosopher Apparatuses

Science	Apparatus
Antimagic	Copernican Clock
Death	Apothecary of Nessus
Health	Apothecary of Galen
Magnetism	Galvanic Belt
Matter	Sympathetic Fork
Mentalism	Cap of Mesmer
Physics	Prismatic Rod

#### Sympathetic Fork (*Matter*)

A metal fork consisting of two parallel rods, one made of gold and filled with sulphur, the other made of silver and filled with mercury, set into a handle of wood, ivory, or bone. When properly struck, the rods vibrate in sympathy with nearby matter, enabling the wielder to manipulate it with spell-like effects.

#### Prismatic Rod (*Physics*)

A 12" rod of faultless quartz crystal, cut and polished into a triangular prism, and set into a wooden handle. When struck, the rod can create and amplify sound; when used as a prism, it can produce optical effects. When both methods are combined, it can create resonances that open portals to other planes or transport the wielder incredible distances.

#### Galvanic Belt (*Magnetism*)

A leather belt studded with magnets. Combined with the proper gestures, the wearer of the belt can create and manipulate magnetic forces, to draw, repel, or suspend surrounding objects and people, or to create and shape electrical energy.

#### Cap of Mesmer (*Mentalism*)

A skullcap made of finely woven, flexible silver thread. A properly trained wearer of the cap can project one's thoughts, read the thoughts of others, and receive images of things far distant in space and time.

#### Copernican Clock (*Antimagic*)

A clockwork sphere about the size of an apple, containing many dials, gears, and wheels. When the dials are set to the proper marks by a trained operator, the motion of the gears can cancel or repel nearby supernatural forces.

#### Apothecary of Chiron (*Health*)

Named for the wise centaur of ancient myth, this small wooden case contains a selection of salves, powders, and pills, which, in the proper dosage and sequence, can restore health, and even life itself.

#### Apothecary of Nessus (*Death*)

Named for the centaur whose poisoned blood slew Hercules, this small wooden case contains a selection of salves, powders, and pills, which, in the proper dosage and sequence, can injure or kill, even at a distance, with the aid of a small bellows included in the kit.

Intelligence modifier for turning checks rather than their Charisma modifier, however.

**Spell Resistance:** Natural philosophers' power of reason gives them protection from the effects of magic; all natural philosophers have a Spell Resistance (SR) equal to 10 + their class level, to a maximum of SR 20.

**Spell-like Effects:** Natural philosophers can create spell-like effects using their understanding of the laws of nature. The number of effects they can create and the number of effects known are determined as though they were a sorcerer of equivalent level, but using their Intelligence rather than Charisma to determine bonus effects and effect save DCs. Like sorcerers, natural philosophers do not need to memorize effects ahead of time, and can cast the same effect any number of times up to the maximum number allowed per day for their class level. See the sidebar for a list of effects available.

At first level, natural philosophers are proficient in two of seven sciences: Antimagic, Death, Health, Magnetism, Matter, Mentalism, or Physics. They can only use spell-like effects belonging to those two sciences. At 3rd, 5th, 7th, 9th, and 11th level, natural philosophers add a science to their range of proficiencies, giving them access to spell-like effects within that additional science.

To produce a spell-like effects of a particular science, natural philosophers need to possess an apparatus appropriate to that science. This is a hand-held device capable of manipulating the energies associated with the science. At 1st level, a natural philosophers receive two apparatuses from their university or master. As they master new sciences (see above), they can construct a new apparatus for each one at a cost of 150 gp and one week of work. If an apparatus is lost or destroyed, no spell-like effects can be produced until a new one is built. See the sidebar next page for a list of apparatuses and their appearance.

**Inventions:** Unique among character classes, natural philosophers can create inventions. Inventions are similar to magic items, except that their powers are generated by scientific processes rather than magic. To invent an item, one must learn a new feat: Craft Invention. To take this feat, you must be a natural philosopher level 3+.

Inventions require the inventor to have the appropriate science as a specialty, and be at least the minimum natural philosopher level listed. Some common inventions include an earthquake generator, a diving helmet, a quick-firing gun, and a flying machine. See the Inventions chapter later in this book.

#### A Note on Natural Philosophers and Multiclassing:

The natural philosopher's spell-like effects are rather weak at first, so it might be wise to begin as a multiclass character, or add natural philosopher as a second class later. Although it may seem a conflict of interest, natural philosophers can certainly multiclass as sorcerers, wizards, or other spellcasters. It is within the spirit of the campaign to practice both magic and science without seeing any contradiction.

## New Prestige Classes: Sea Wolf and Officer

The *Septentrionalis* campaign introduces two new prestige classes. The sea wolf is the captain of an ocean-going fighting ship, skilled in naval warfare, navigation, and the duties of command, whether over a crew of scurvy pirates or crack seamen. The officer prestige class is the terrestrial counterpart of the sea wolf, commanding a company of soldiers, either mercenaries or royal troops.

### Sea Wolf Prestige Class

The sea wolf commands an ocean-going ship-of-war, whether it flies the flag of his own nation or the skull-and-crossbones of the buccaneer. He is in the select company of Drake, Frobisher, Kidd, and Teach. While any character with sufficient training can captain a merchant ship or small craft, only sea wolves have the skill and leadership to assemble and train a crew and then send them into battle on the high seas. Whether directing cannon fire or leading a boarding party armed to the teeth with cutlass, knife, and pistol, the sea wolf is a formidable and professional fighter.

Fighters, not surprisingly, are the most common aspirants to this class, but rogues and even barbarians may become sea wolves. Other character classes, except for the occasional paladin, seldom do.

**Table: Sea Wolf Level Benefits**

<i>Class</i>	<i>Base</i>					
<i>Level</i>	<i>Attack</i>					
	<i>Bonus</i>	<i>Fort</i>	<i>Ref</i>	<i>Will</i>	<i>Special</i>	
1st	+1	+2	+1	0	Ship command, sense weather, bonus weapon focus feat	
2nd	+2	+3	+1	0	+2 save vs. cold, wind, and water	
3rd	+3	+3	+2	0	bonus weapon focus feat	
4th	+4	+4	+2	0	+3 save vs. cold, wind, and water	
5th	+5	+4	+3	+1	bonus weapon focus feat	
6th	+6	+5	+3	+1	+4 save vs. cold, wind, and water	
7th	+7	+5	+4	+1	bonus weapon focus feat	
8th	+8	+6	+4	+2	+5 save vs. cold, wind, and water	
9th	+9	+6	+5	+2	bonus weapon focus feat	
10th	+10	+7	+5	+2	+6 save vs. cold, wind, and water	

**Hit Die:** d10

#### Sea Wolf Requirements

To become a sea wolf, a character must meet these criteria:

**Base Attack Bonus:** +6

**Knowledge (Navigation):** 4 ranks

**Profession (Sail):** 8 ranks

**Feats:** Leadership 10+, Artillery



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### Soldier Types

The following types of soldier are available to officer prestige class PCs. All are considered to be warrior class NPCs unless otherwise stated (see D&D DMG for more information).

Type	Level	SR	Cost
Pikeman	1st	4	10 gp
Musketeer	1st	7	20 gp
Greatsword	1st	4	20 gp
Halberdier	1st	7	20 gp
Dragoon	2nd	11	30 gp
Hussar	2nd	16	60 gp
Lansknecht	3rd	21	80 gp
Ranger	1st	4	15 gp
Gunner	1st	4	40 gp*
Sapper	1st	4	30 gp**

*Level:* The experience level of the soldier type at time of recruitment. This is relevant to both the soldier's fighting ability and his eligibility to become a follower or cohort of the officer.

*SR:* The minimum social rank of both the soldier type and the officer in command.

*Cost:* The monthly cost to the officer for each soldier of this type.

\*this includes the cost of the artillery itself. For every six gunners, an officer may field one small field piece. Three small field pieces (18 gunners) may be exchanged for one large one.

\*\*this includes the cost of the sapper's tools and supplies for building earthworks, trenches, and so on.

### Armor and Weapons of Soldier Types

Soldiers own their armor and weapons -- they are not issued by the officer. These are standard armor and weapons for soldier types.

Type	AC	Armor
Pikeman	11	Padded Coat
Musketeer	12	Buff Coat
Greatsword	11	Padded Coat
Halberdier	15	Breastplate
Dragoon	15	Breastplate
Hussar	17	Cuirass w/ Tassets
Lansknecht	19	Full Plate
Ranger	12	Buff Coat
Gunner	12	Buff Coat
Sapper	12	Buff Coat

Type	Weapon(s)
Pikeman	longspear, broadsword
Musketeer	musket w/rest, broadsword
Greatsword	greatsword
Halberdier	halberd
Dragoon	caliver, broadsword
Hussar	lance, saber, 2 horse pistols
Lansknecht	lance, hammer, wheellock pistol
Ranger	snaphance musket, knife
Gunner	none
Sapper	none

**Sea Wolf Class Skills:** Balance (Dex), Climb (Str), Craft (Int), Intimidate (Cha), Profession (Sailor only), Spot (Wis), Use Rope (Dex).

**Skill Points at Each Level:** 2 + Int modifier.

### Sea Wolf Class Features

**Weapon and Armor Proficiency:** A sea wolf is proficient with all simple and martial weapons, light armor, and medium armor.

**Ship Command:** Upon attaining his first class level as a sea wolf, the character becomes captain of a ship. This happens in one of two ways. If the character can afford to build or buy his own ship, he may do so. The minimum cost for such a ship is 10,000 gp (the Captains and Crews chapter has more information about ships). Otherwise, the character may receive a commission in the navy of a particular nation, by presenting his credentials at court. A ship will be assigned to him according to his seniority -- new captains get the oldest or smallest ships.

Once the ship is purchased, built, or assigned, the character may hire a crew. Whether he owns the ship, or is simply its commander, the crew is paid out of his own pocket. The character's cohort and followers must be included in the ship's crew, usually as its officers. As the character's Leadership score increases, more of the crew may become followers.

**Sense Weather:** This is an extraordinary ability. It allows a sea wolf to know if the weather will change significantly in the next 12 hours. Upon request, the DM must tell the player if the weather will improve, deteriorate, or remain the same, and what direction the wind will come from. Particular details such as precipitation, temperature, and wind speed are not given.

**Saving Bonus against Cold, Wind, and Water:** The life of a sea wolf inures him to even the worst biting cold and wind, and the deadly grasp of deep water. At 2nd level, he receives a +2 bonus to saving throws against all cold and wind-based effects, including (but not limited to) the spells Whirlwind and Cone of Cold, white dragon breath and freezing fog ability. At 4th, 6th, 8th, and 10th level, the saving throw bonus increases to +3, +4, +5, and +6 respectively. He receives the same bonus to Constitution checks against drowning (see DMG, page 85).

**Bonus Weapon Focus Feat:** As he plies his trade, a sea wolf becomes adept with many of the ship-fighter's favorite weapons. At 1st, 3rd, 5th, 7th, and 9th levels, he acquires the Weapon Focus feat for one additional weapon from the following list: shortspear, cutlass, broadsword, snaphance pistol, wheellock pistol, club, dagger, handaxe, sap, rapier, halberd, longspear.

## Officer Prestige Class

The officer is a commander of troops on the battlefield, skilled in the art of war, and a natural leader. He draws fighters to his banner by the strength of his personal reputation, and keeps them together by virtue of his confidence and prowess in matters of strategy, tactics, and supply, and by the promise of glory and gold. An officer may either be commissioned by his sovereign to lead a splendid regiment of royal troops, or else work as a freelance mercenary captain with a hand-picked company of battle-scarred veterans. In times of peace, when his source of pay dries up, he may even become a bandit leader, plundering and robbing to keep his soldiers fed and happy until the drums of war begin to beat again!

Fighter-class PCs, of course, are most likely to become officers, but paladins, rangers, and rogues also rise to positions of command, and may become formidable officers on their own terms, fighting for their own reasons in command of like-minded followers.

**Table: Officer Level Benefits**

Class	Base				Special
	Attack	Fort	Ref	Will	
Level	Bonus	Fort	Ref	Will	Special
1st	+1	+2	+1	0	commission, soldier type, + 1 leadership
2nd	+2	+3	+1	0	soldier type
3rd	+3	+3	+2	0	<i>Inspire Courage</i> as bard, weapon focus
4th	+4	+4	+2	0	soldier type
5th	+5	+4	+3	+1	battle sense, weapon focus
6th	+6	+5	+3	+1	soldier type
7th	+7	+5	+4	+1	weapon focus
8th	+8	+6	+4	+2	soldier type
9th	+9	+6	+5	+2	weapon focus
10th	+10	+7	+5	+2	soldier type

**Hit Die:** d10

### Officer Requirements

To become an officer, a character must meet these criteria:

**Base Attack Bonus:** +6

**Profession (Soldier):** 6 ranks

**Ride:** 4 ranks

**Feats:** Leadership 8+, Fencing, Guns, Mounted Combat, Martial Weapon Proficiency

**Money:** 500 gp minimum to purchase commission.

**Officer Class Skills:** Craft (Int), Diplomacy (Cha), Gather Information (Cha), Intimidate (Cha), Profession (Soldier only), Ride (Dex), Spot (Wis).

**Skill Points at Each Level:** 2 + Int modifier.

### Officer Class Features

**Weapon and Armor Proficiency:** An officer is proficient with all simple and martial weapons and armor.

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### Soldier Type Descriptions:

*Pikeman:* A lightly armored infantryman trained to fight in massed formation with a long pike. Used to protect musketeers from enemy cavalry and other pikes.

*Musketeer:* An infantryman armed with a large musket, fired from a rest. The key offensive weapon of most military companies.

*Greatsword:* Also called a double-pay man, hired to do the dangerous work of breaking up enemy pike units simply by wading into them. Or, as an ensign, guards the company colors.

*Halberdier:* Heavy infantry armed with halberds or other polearms. Used as shock troops. Non-commissioned officers also fall under this category.

*Dragoon:* Mounted infantry, which rides to the battle and then fights on foot. Used as scouts and foragers.

*Hussar:* Professional cavalry, also called lancers. Used for battlefield charges against enemy cavalry and infantry, but of limited value against well-directed pikes.

*Lansknacht:* Also called gendarmes, these are heavy cavalry in full armor, with heavy lances. No longer very useful on the field, but still carry great prestige and present quite a spectacle.

*Ranger:* A skirmisher, trained to fight in open order or on the run. Also used for scouting and ambushes. Despite their name, they are usually Warrior class NPCs.

*Gunner:* An artilleryman. Cannon are usually used defensively, but can be devastating in attack if deployed quickly. They are Expert class, rather than Warrior class NPCs.

*Sapper:* An engineer capable of digging defenses or building siege lines around a town. They are drawn from the Expert NPC class rather than Warrior.

**Commission:** Upon attaining his first class level, an officer obtains a commission to recruit a company of fighters. An officer of any social rank may buy the papers necessary to form a mercenary company for 500 gp. PCs with a courtly social rank (16+) may purchase a captaincy in the royal army of their sovereign for the same price. The occasion of receiving a royal commission is marked by the receipt of the company flag, called the colors, which represents the sovereign's authority, and must never be captured in battle. Once commissioned, an officer receives a +1 Leadership bonus which remains until the commission is lost or sold.

Once commissioned, an officer can assemble a fighting company. The PC's cohort and followers, if any, must be included in the company, usually as its non-commissioned officers. Other soldiers are recruited and paid out of the officer's pocket, whether he is a mercenary or a royal officer. The maximum company size for an officer is his Leadership score x 10. If some of his subordinate NPCs are also officer prestige class, he may add their maximum company size to his own. In this way, a single PC can command an entire army, given enough officers.

**Soldier Type:** At 1st level, an officer is familiar with one soldier type (see sidebar). His company can only contain this type of soldier. At 2nd, 4th, 6th, 8th, and 10th, he chooses an additional soldier type to add to his choice of troops to command.

**Inspire Courage:** At 3rd level, an officer acquires the bardic ability Inspire Courage, but only among his own company. See Bard in the D&D Player's Handbook for more information.

**Bonus Weapon Focus Feat:** At 3rd, 5th, 7th, and 9th level, an officer acquires the Weapon Focus feat for one additional weapon from the following list: snaphance pistol, wheellock pistol, saber, rapier, broadsword, halberd, long spear.

**Battle Sense:** Starting at 5th level, an officer can sense when he is in an enemy's sights and react accordingly. He retains his Dexterity bonus to AC when attacked unawares or flat-footed by any missile weapon, excluding spells and spell-like abilities.

## Feats

The world of *Septentrionalis* is a place where the arts of war and science have advanced far beyond the levels represented in the standard fantasy campaign. To account for these advances, several new feats are included: Artillery, Cloak, Craft Invention, Fencing, Greatsword, Guns, and Polearms.

### Artillery (General)

You can sight, load, fire, and maintain all types of field, siege, and naval artillery.

**Prerequisites:** Base attack bonus +1.

**Benefit:** When using an artillery piece, you can make attack rolls without penalty.

**Normal:** Without this feat, a character suffers a -8 penalty on attack rolls, and cannot reload or clear a jammed artillery piece.

### Cloak (General)

You can use a cloak to baffle and blind opponents.

**Prerequisites:** Fencing, Two Weapon Fighting.

**Benefit:** You can use a cloak as an off-hand weapon, to blind, distract, or disarm an enemy.

**Normal:** Without this feat, a character with Fencing can use a rolled cloak as an off-hand defense, but not for attack.

### Craft Invention (Item Creation)

You can create ingenious devices, such as flying machines, rapid-fire guns, and mechanical servants.

**Prerequisite:** Natural Philosopher level 3rd+.

**Benefit:** You can create any mechanical device whose prerequisites you meet (see the Inventions chapter later in this book). Creating and testing a prototype invention takes 1 day for each 100gp in its price. Once a successful prototype has been built, additional models can be made at 75% of the cost and 50% of the time of the original. Only one model can be built at a time.

Natural philosophers possessing a model or plans of someone else's invention can attempt to duplicate it if it is one that they could make. The process is identical to copying one's own prototype.

You can also mend a broken invention if it is one that you could make, for half the price and time it would take to make a new one.

### Fencing (General)

You are trained in the art of attack and defense using the noble weapons of dagger, rapier, long rapier, saber, broadsword, smallsword, and cutlass.

**Prerequisites:** Dexterity 13+, Base attack bonus +1.

**Benefit:** You are able to employ the fencing techniques of pass, rondo, corps a corps, hilt smash, bind, touch, lunge, and beat. If you have the Two-Weapon Fighting feat, you may forego your off-hand attack and employ a dagger, gauntlet, hat, rolled cloak, or improvised defense to increase your AC. You also receive a miscellaneous bonus to AC against melee weapons simply by having a fencing weapon in your hand. For more information, see the Combat chapter later in this book.

**Normal:** Characters without Fencing can still use fencing weapons, but do not receive any of the benefits of the Fencing feat.

### Greatsword (General)

You are trained in the art of attack and defense using greatswords, including the claymore and zweihander.

**Prerequisites:** Strength 13+, Base attack bonus +1.

**Benefit:** You are able to use a greatsword to add to your AC against medium and large melee weapons. You can use a greatsword as a double weapon, or change your grip to turn it into a

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### Crafts

Although the influence of the guilds is on the wane in this era, crafts remain quite specialized, and most crafts are respectable occupations. Here is a list of the crafts most likely to be used by *Septentrionalis* PCs:

Craft	Notes
Armorer	makes armor
Baker	
Blacksmith	works with iron
Brewer	
Butcher	
Carpenter	builds wooden houses
Clockmaker	makes fine instruments
Cook	
Crossbow Maker	
Embroiderer	
Farmer	
Fisherman	
Furrier	
Gem Cutter	
Glazier	
Goldsmith	
Gunsmith	
Joiner	makes fine furniture
Locksmith	
Luthier	a maker of lutes
Miner	
Painter	
Pewterer	makes silverware
Printer/Binder	
Ropemaker	
Saddler	
Sculptor	
Shipwright	builds ships
Shoemaker	
Stonemason	
Surgeon	heals wounds, sets bones
Swordsmith	makes weapons
Tailor	
Tanner	
Wagonwright	
Weaver	

precise thrusting weapon. You can also clear a 5' radius circle around you by using a greatsword as a weapon of intimidation. For more information, see the Combat chapter later in this book.

**Normal:** Characters without this feat can still use the greatsword, but do not receive any of the benefits of the feat.

### Guns (General)

You can load, fire, and maintain all types of personal firearms, including arquebuses, matchlocks, wheellocks, and snaphances. Use this feat to expand your knowledge of weapons beyond those given in your class description.

**Prerequisites:** Base attack bonus +1.

**Benefit:** When using a gun, you can make attack rolls without penalty.

**Normal:** Without this feat, a character suffers a -4 penalty on attack rolls, and cannot reload or clear a jammed gun.

### Lantern (General)

You are trained in the art of using a lighted lantern to blind an enemy and deflect attacks.

**Prerequisites:** Fencing, Two Weapon Fighting

**Benefit:** You are able to use a lantern to dazzle an enemy's eyes, throw confusing shadows, and as an off-hand defense. For more information, see the Combat chapter later in this book.

**Normal:** Characters without this feat cannot use lanterns for attack or defense.

### Polearms (General)

You are trained in the art of attack and defense using polearms, including the glaive, guisarme, halberd, ranseur, and similar weapons.

**Prerequisites:** Strength 13+, Base attack bonus +1.

**Benefit:** You are able to use a polearm to add to your AC against medium and large melee weapons. You can use any polearm as a double weapon. You can also use a close attack grip to attack opponents within 5'. Finally, you gain the Improved Trip ability when using a polearm. For more information, see the Combat chapter later in this book.

**Normal:** Characters without this feat can still use polearms, but do not receive any of the benefits of the feat.

## Skills

A new Knowledge skill, Navigation, has been added. For convenience, this section also includes a suggested list of crafts and professions for the campaign. See the sidebar for a list of crafts.

**Knowledge (Navigation):** The science of finding out where you are on the earth's surface by measuring the position of the sun and stars. This skill is a prerequisite for the Sea Wolf prestige class. The DC for navigation checks depends on the conditions at the time of that readings are taken:

DC 10	calm sea, clear horizon, clear sky
+5 each	rough sea, haze, horizon obscured by mist or landforms
+10 each	stormy sea, cloudy sky

No reading is possible if the sun or stars are not visible due to weather conditions.

### Professions

Professions are only available to PCs with a social rank of 11 or better (Burgess rank). The following professions are most appropriate for *Septentrionalis* PCs, although others can certainly be allowed at the DM's discretion.

Profession	Notes
Administrator	assists in the operation of government
Architect	designs buildings and oversees construction
Astrologer	casts horoscopes, advises clients on their future courses of action
Lawyer	represents clients in court, draws up and notarizes contracts
Merchant	imports and exports goods
Physician	diagnoses and cures diseases, prescribes medicine
Sailor	prerequisite for Sea Wolf prestige class
Servant	a professional servant to a courtly NPC
Soldier	prerequisite for Officer prestige class

## Equipment

Nearly all of the equipment listed in the D&D Player's Handbook is available for *Septentrionalis* PCs at the standard price, including simple weapons, adventuring gear, class tools and skill kits, clothing, food, drink, and lodging, mounts and related gear (no riding dogs, though!), containers and carriers. Not available are the special substances and items.

### Starting Money

Most *Septentrionalis* PCs start with money equal to 3 months' earnings, according to their social rank. Fighters begin the game with the initial gear listed for their character identity, plus one month's earnings.

### Weapons

Although they are still available, many of the martial weapons appropriate for a medieval campaign have gone out of favor, to be replaced by a different arsenal of swords and guns. All martial weapons listed in the Player's Handbook are available for purchase, with additional weapons shown below:

### Option: Historical Coinage

If you really want to confuse and alienate your players, you can try to convert the standard D&D gp/sp/cp coinage into historical period coinage. It does add a certain flavor to the game to speak of florins, shillings, and doblons, but the romance of old coins is far outweighed by the insanity of trying to keep track of conversions in a non-decimal based monetary system. If you must, here is a general conversion rate for D&D gold pieces to actual *Septentrionalis* coins:

#### English System:

(1 pound=2 angels=4 crowns=20 shillings=240 pence.)

Unit	gp	sp	cp
Pound	12	120	1200
Angel	6	60	600
Crown	3	30	300
Shilling	0.6	6	60
Penny	0.05	0.5	5

#### Espaniard System:

(1 doblon=2 pistoles=40 reals=1200 maravedi)

Unit	gp	sp	cp
Doblon	12	120	1200
Pistole	6	60	600
Real	0.3	3	30
Maravedi	0.01	0.1	1

#### French System:

1 Louis=3 ecus=12 livres=180 sou)

Unit	gp	sp	cp
Louis	36	360	3600
Ecu	12	120	1200
Livre	4	40	400
Sou	0.2	2	20

#### Nederlander System:

(1 ducat=2.5 lions=5 guilders=125 stuivers)

Unit	gp	sp	cp
Ducat	25	250	2500
Lion	10	100	1000
Guilder	5	50	500
Stuiver	0.2	2	20

#### Converting between Systems:

Currency	Pounds	Doblons	Louis	Ducats
Pound:	1	1	3	2
Doblon:	1	1	3	2
Louis:	3	3	1	6
Ducat:	0.5	0.5	0.17	1

The conversion rates here are approximate, as is their value measured against the highly idiosyncratic and inflated currency of standard D&D rules. I have used decimal equivalents, even though historically the relative value of a lesser coin was expressed as a fractional value of a greater one, like 1/34 or 1/252. If you want to deal with that in your campaign on a daily basis, then your sanity is probably in doubt.

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### I want my Longsword!

Why can't my PC wield a warhammer or a battleaxe? After all, they do a lot of damage, and they're cheap to buy. Well, there's no rule against it. In Septentrionalis, medieval weapons are sometimes still seen in the areas of the world furthest removed from the prosperous, fast-growing urban centers, where the new fencing weapons are ubiquitous, because of their speed, deadliness, and ease of handling. So popular are the new weapons, that characters walking around the city with non-fencing handweapons like greataxes and morningstars will be seen as backward yokels, effectively lowering their social rank by 2 points among city-dwellers.

For those of you who can't give up your old habits, remember that the highly advantageous Fencing feat only applies to the new weapons, like rapier, broadsword, and saber. The older, heavier weapons like the longsword are designed for chopping and punching through heavy armor with brute force, rather than finesse. If you must rely on big, devastating weapons, you might want to choose either a greatsword or a polearm, since specialized martial arts have been developed to take advantage of their characteristics (see the Greatsword and Polearm feats described earlier in this chapter).

### Matchlocks

These are the oldest type of firearm still in use in the campaign. The "match" is a length of slow-burning cord which plunges into the priming pan when the trigger is pulled. The match itself must be lit before use, and is always in danger of being put out by wind or rain. Its glow can easily be seen in the dark (-4 to Hide checks in darkness), and the smell can be detected by anyone within 50' downwind of the firer. And carrying a lit match around often leads to accidental ignition of one's clothes, hair, and powder supply! The design of the priming pan, whose cover must be manually opened before firing, makes the weapon even more vulnerable to wet conditions and accidental ignition. Finally, the match cord itself must be frequently replaced: a single sentry on guard duty uses a mile of match in one year!

### Snaphances

These are early flintlock weapons, representing the most advanced guns available in the campaign. They require no match, using the sparks generated from the contact between flint and steel. They also feature a priming pan with a cover that is opened mechanically when the trigger is pulled, making them less vulnerable to wet weather and accidental firing. Because the mechanics of the lock are more complicated, they are quite expensive.

### Wheellocks

These are efficient but internally complex weapons that use iron pyrites scraping against a spring-powered rotating wheel to ignite the powder charge. Their expense limits their use mainly to the courtly classes, especially as sidearms for cavalry.

## Table: Martial Weapons of Septentrionalis

Name	Cost	Size	Damage	Critical	Range	Inc. Max
<i>Matchlocks:</i>						
Arquebus	40 gp	Lg	1d10	18-20/x2	40 ft.	400 ft.
Caliver	30 gp	Lg	1d8	18-20/x2	50 ft.	500 ft.
Musket w/Rest	50 gp	Lg	1d12	17-20/x2	60 ft.	600 ft.
<i>Snaphances:</i>						
Musket	100 gp	Lg	1d12	17-20/x2	60 ft.	600 ft.
Musketoon	75 gp	Med	1d10	18-20/x2	50 ft.	500 ft.
Pistol	60 gp	Sm	1d8	18-20/x2	40 ft.	200 ft.
<i>Wheellocks:</i>						
Belt Pistol	75 gp	Sm	1d8	18-20/x2	40 ft.	200 ft.
Horse Pistol	90 gp	Med	1d10	18-20/x2	50 ft.	250 ft.
Double Pistol	200 gp	Med	1d8	18-20/x2	40 ft.	200 ft.
<i>Swords:</i>						
Broadsword	20 gp	Med	1d8	x3	-	-
Cutlass	10 gp	Med	1d6	x3	-	-
Rapier	35 gp	Med	1d6	19-20/x2	-	-
Rapier, Long	40 gp	Med	2d4	19-20/x2	-	-
Saber	30 gp	Med	1d6	19-20/x2	-	-
Smallsword	40 gp	Sm	1d4	18-20/x2	-	-

## Weapon Descriptions

The following descriptions include notes for all weapons found on the Martial Weapons of Septentrionalis table. More information about guns and fencing weapons can be found in the Combat chapter.

### Matchlocks (see sidebar for description)

*Arquebus:* An early, crudely-made matchlock weapon, still encountered in extremely backward areas. This weapon gives a -2 penalty to all attack rolls due to its inaccuracy, unless fired on a musket rest, which lowers the penalty to -1. Weight: 10 pounds.

*Caliver:* A light longarm, favored by cavalry, skirmishers, bandits, and Algonkian warriors. Weight: 8 pounds.

*Musket w/Rest:* A large, powerful longarm weapon. Usually fired while supported on a forked rest; if fired unsupported, attack rolls are at -1. Weight: 16 pounds.

### Snaphances (see sidebar for description)

*Musket:* Lighter and more accurate than the matchlock version, the snaphance musket can be fired comfortably without use of a rest or other support. It can also be fitted with a plug bayonet. Weight: 10 pounds.

*Musketoon:* A shorter version of the musket. Weight: 7 pounds.

*Pistol:* A sidearm, with an identical ignition system to the larger snaphance weapons. Weight: 3 pounds. Two may be carried on a belt.

*Small Pistol:* A concealable version of the pistol. As many as four may be worn on a crossbelt. Weight: 2 pounds.

**Wheellocks** (see sidebar for description)

*Pistol:* A sidearm used by infantry officers and the gentry for personal protection. Weight: 3 pounds.

*Horse Pistol:* A larger pistol often carried at the saddle by cavalry. Up to two may be carried. Weight: 4 pounds.

*Double Pistol:* A two-barrelled over-and-under pistol, each with a separate firing mechanism and trigger. Can be fired one barrel at a time, or in a two-barrel volley.

**Swords**

*Broadsword:* A one-handed, two-edged weapon, often with one edge slightly curved to enhance cutting power. Suitable for both cut and thrust, slightly shorter but considerably heavier than the rapier. Most often fitted with a basket hilt. Popular in Albion and adjacent areas.

*Cutlass:* A short, heavy sword with a curved cutting edge and a simple guard, favored by buccancers for its short swinging radius.

*Rapier:* A long-bladed thrusting sword, fitted with a variety of hilts, including cup-hilt and swept-hilt. Often used in conjunction with a left-handed dagger.

*Rapier, Long:* An even longer rapier favored by professional duellists. Considered illegal in most civilized areas.

*Saber:* A long, curved cutting sword, favored by cavalry.

*Smallsword:* A short thrusting sword with a fullered, two-edged blade. Highly popular in urban areas as both a weapon and a fashion statement, but seldom seen on the battlefield. Its slender blade is capable of delivering accurate, deadly thrusts.

**Armor**

The fully armored warrior is in decline during this era, but partial armor is still worn by professional fighters. Armor is made thick enough to stop bullets, and the resulting weight makes full suits of armor cumbersome.

**Table: Armor of Septentrionalis**

<i>Name</i>	<i>Cost</i>	<i>Armor Bonus</i>	<i>Max Dex+</i>	<i>Check Penalty</i>	<i>Spell Failure</i>	<i>Speed (30/20)</i>	<i>Weight</i>
<i>Light Armor:</i>							
Padded Coat	6 gp	+1	+5	-1	10%	30/20	6 lb.
Buff Coat	10 gp	+2	+6	0	10%	30/20	10 lb.
<i>Medium Armor:</i>							
Breastplate	100 gp	+5	+4	-2	25%	25/15	15 lb.
<i>Heavy Armor:</i>							
Cuirass	150 gp	+6	+3	-3	30%	25/15	20 lb.
with Tassets	200 gp	+7	+2	-4	30%	25/15	25 lb.
3/4 Plate	300 gp	+8	+2	-4	35%	20/15	35 lb.
Full Plate	500 gp	+9	+1	-6	40%	20/15	50 lb.

**Donning Times for Armor**

Type	Don/Don Hastily/Remove
Padded Coat	1 min./5 rds./1 min.
Buff Coat	1 min./5 rds./1 min.
Breastplate*	3 min./1 min./1 min.
Cuirass (any)*	4 min./1 min./1 min.
3/4 Plate**	5 min./4 min./2 min.
Full Plate**	6 min./4 min./3 min.

\*can be donned in half the time with help.

\*\*requires assistance to don/remove. Can don hastily without help. See the D&D Player's Handbook for details about getting into and out of armor.



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### Religion: The (very) Short Course

It's not in the scope of this book to include a primer in world religion, but here is a very brief rundown on the faiths most likely for a *Septentrionalis* PC:

*Anglican:* The Anglican church developed from Henry VIII's split with the Catholic church over his several marriages (see *A History of Elfland*). It shares many aspects with Catholicism, including a clergy of bishops and archbishops, but with the monarch rather than the pope as head of the church. Since Gloriana's return to the throne of Albion, the exiled Stuart king Charles II is generally acknowledged to be the head of the church, despite his personal Catholic sympathies. Many Anglicans remain in Albion, where they practice without persecution as a sizable minority.

*Animist:* A general term for the spiritual practices of the *Septentrionalis* natives, who revere nature, and consider all things to be inhabited by divine spirits. A key tenet of their faith is belief in totems, which are messengers from the spirit world who act as guides and teachers.

*Catholic:* The established Roman Church is the predominant religion among both *Espaniards* and French. There are significant Catholic minorities in *Carolingia* and the *Gael* lands.

*Deist:* Many *Sophians*, and a small minority in other lands, believe in a rational God who created the universe but does not interfere in its workings. They see the universe as a place governed by predictable laws of physics, which can be discovered and understood by any thinking person.

*Jewish:* Jewish minorities exist within several of the other identities, including *Spain*. They survive within a general climate of intolerance and persecution by both religious and secular forces.

*Old Ways:* The *Old Ways* represent the collection of ancient pagan practices and folk beliefs professed by *Gaels*, *Witchlings*, *Albians*, and other folk who have regular dealings with elves and other magical beings. Central to the *Old Ways* is the belief in magic as a natural force, rather than a supernatural evil. The beliefs of the *Old Ways* survive among nearly all PCs in the form of superstitions and old wives' tales.

*Protestant:* The many forms of Protestant faith are found among *Nederlanders* and French, with smaller pockets in other lands. They have arisen from a dissatisfaction with elements of the Roman Church, and this split has resulted in a century of war between the two sides.

*Puritan:* Puritans include several Protestant sects who believe in the absence of a clerical hierarchy, in favor of a direct relationship between worshipper and deity using extensive study of the scriptures.

### Armor Descriptions

The following descriptions include notes for all armor on the *Armor of Septentrionalis* table. More information about armor can be found in the *Combat* chapter.

*Padded Coat:* A civilian jacket of heavy padded material worn over a linen shirt. This type of armor is subtle enough not to attract attention, but can stop the odd knife-thrust or slash.

*Buff Coat:* So-called because it is sometimes made of buffalo hide, this is a thigh-length coat of stiff leather, the armor of choice for the lower ranks. Not bullet-proof, but surprisingly effective against arrows and sword-cuts.

*Breastplate:* A metal defense covering only the front of the torso. Used by infantry, who seldom face gunfire from behind, and are just as happy to leave their backs unarmored, for better comfort. Worn over a buff coat.

*Cuirass:* A metal defense protecting the entire torso, worn over a buff coat. Used by cavalry, to ward off both shot and saber-strokes.

*Cuirass with Tassets:* A cuirass with attached thigh defenses, also favored by cavalry.

*3/4 Plate:* A suit of articulated metal, including a cuirass, tassets, and arm defenses. Worn over a padded garment with sewn-in chainmail patches to protect the armpits.

*Full Plate:* A fully-articulated suit of metal armor, covering the entire body with the exception of the inside of the upper legs, since this area is not exposed while on horseback. Used by high-ranking nobility and elite heavy cavalry units.

## Character Description

### Alignment and Religion

*Septentrionalis* uses the standard D&D alignment system as defined in the *Player's Handbook*, but not its religion or its deities. Players can choose a religion for their PC, using the following guidelines, according to character identity.

### Table: Religions

<i>Identity</i>	<i>Majority</i>	<i>Minority</i>
Albian	Old Ways	Anglican
Algonkian	Animist	-
Buccaneer	-	Catholic, Protestant
Carolingian	Anglican	Catholic
Commonwealth	Puritan	-
Coureur	Catholic	-
Espaniard	Catholic	Jewish
French	Catholic	Protestant
Gael	Old Ways	Catholic
Nederland	Protestant	Puritan
Sophian	Deist	Anglican, Protestant, Catholic
Witchling	Old Ways	-

### Key

*Majority:* The most likely religion for a PC with this identity.

*Minority:* Other religions likely for a PC with this identity.

See the sidebar for a capsule description of these faiths.



# Primer,

*being an introduction to the ideals of the age, the latest advances in astrology & medicine, notions of magic & the supernatural, the political landscape, and so on.*

## How to Use this Chapter

If you're the DM, read this chapter through before starting your *Septentrionalis* campaign, to gain some background about the culture, science, magic, and politics of the game environment. If you're a player, you are welcome to read it too, and in fact, the DM should give your characters a +1 to Knowledge skill checks if you have done so, if you consistently apply the information to enhance the atmosphere of the game.

## The Ideals of the Age

Part of your job as DM is to set a heroic tone for the campaign by reflecting it in the words, deeds, and ideals of the NPCs encountered by the player characters, even the villainous ones. Despite many differences in the values upheld by individual nations, certain character traits are nearly universally admired, and others reviled. Here is a guide to behavior to be used by NPCs and PCs alike:

### Honor

Honor is something expected of individuals at all levels of society, despite personal feelings or even deep hatreds. Generally, it can be thought of as a code for personal interaction, composed of four individual principles:

1. *Vouchsafe* is the first principle of honor. It means that once you have given your word to another person, you will not break it, even if it costs you your life. To betray another's trust is considered treachery, which immediately places you outside the civilized world. In Dante's *Inferno*, the traitors Judas, Brutus, and Cassius occupy the deepest circle of hell, even lower than murderers and thieves. There is no quicker way to become an outcast than to let it be known that you have committed treachery against someone to whom you have given vouchsafe.

2. *Credit* is the practice of treating others as their station deserves. As mentioned in the Social Rank section of the Character Creation chapter, this is a world where everyone is expected to know their place, and where everyone, even a servant or laborer, expects to be treated with honor. To act with credit is to faithfully serve those above you, and to act as a fair and reasonably generous master to those below you. To be too generous or too stingy to one's servants is to lose credit with them; lavish rewards will embarrass them and make them suspect in the eyes of their peers, while withholding any reward and still expecting loyal service will soon erode not only their loyalty to you, but will damage your own honor in the eyes

### Who are the Bad Guys?

The political landscape laid out in this sourcebook refrains, from the most part, from making judgments about the alignment of the political leaders and their subjects. So how do you know who the villains are in this kind of campaign? Who are the bad guys?

In a word, everybody.

In a historical campaign, even one with an alternate history, magic and monsters, all nations are essentially self-interested, meaning that they do what they need to survive. Their leaders may pay lip service to high principles, but political reality ensures that society as a whole is lawful neutral at best, and chaotic evil at worst.

That having been said, the alignments of individual NPCs will run the entire spectrum of law/chaos and good/evil. In a company of soldiers, one might find sadistic brutes (chaotic evil), self-interested survivors (neutral evil), idealistic crusaders (lawful good), harsh martinets (lawful evil), and desperate lost souls (chaotic neutral). A mission of priests on the frontier might include compassionate defenders of the weak (lawful good), ambitious politicians (lawful neutral), intolerant zealots (lawful evil), serene ascetics (neutral good), spirited iconoclasts (chaotic good), and madmen (chaotic evil). These alignment variations keep the campaign interesting and unpredictable -- they are the stuff of good fiction in all genres, including role-playing games. Whatever you do, do not make all members of a particular nation share the same alignment. NPCs shouldn't be a force of monolithic evil, like orcs, but rather a group of individuals with various motives and morals.

Of course, those same soldiers or priests might very well believe that everyone not allied with them is the embodiment of evil, but that's different than making such an assertion a part of the campaign background itself. A player character, too, might see all people of a particular identity as good or evil; such a character can be interesting to play, especially when they encounter NPCs or PCs who don't seem to match their stereotypes. Entire novels have been written around such encounters between sworn enemies who become friends, or allies who betray one another's trust.

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### Do Evil or Chaotic Characters follow the Ideals of the Age?

The ideals of honor, *sangfroid*, good humor and courtesy might seem out of place in an evil character, but these ideals are tied not to good alignment, but rather to lawful alignment. All characters who acknowledge hierarchies and laws will at least pay lip service to the ideals of the age. That includes the majority of NPCs the characters are likely to encounter -- even buccaneers live by a code of honor, after their own fashion. The ideals tend to be ignored only when dealing with so-called savages or outlaws, people literally outside the pale of civilization. These folk as seen by their enemies as servants of chaos, incapable of understanding or upholding honorable or courteous behavior. The fact that they may have their own ideals of honor and courtesy are seldom considered.

Truly chaotic PCs or NPCs are most likely to ignore the ideals of the age. The chaotic good highwayman who steals only from the rich to give to the poor, the chaotic neutral wandering minstrel, or the chaotic evil bandit chief may not follow the niceties of courteous behavior, nor the strictures of honor, but they pay a heavy price for it, namely, exile from civilization and its benefits.

### What isn't included in the Ideals of the Age

The ideals of the age do not address every aspect of behavior, by any means. For example, they say nothing for or against enjoying the worldly pleasures of food, drink, gambling and romance. One's religion may indeed preach against it, but such things are a matter of individual conscience rather than public record. If you can make merry without discrediting or insulting anyone, few people will care.

Non-violence is not mentioned as an ideal, either. This is a world where nearly everyone carries a sword or knife to defend one's honor, faith, master, and property. Once again, your own conscience might prevent you from using violence, but there is no universal condemnation against it. It all depends upon whether you were fighting a well-matched foe (honorable), or simply bullying a weaker victim (dishonorable).

Whatever you do, don't confuse the ideals of the age with chivalry, which survives only as a kind of parlor game among the nobility and as a subject of satire for writers and poets like Cervantes and Ariosto. It is considered positively medieval for an honorable man to publicly pine for a married woman, and indecent for her to encourage it. Courtesy is to be extended universally, if it is to be of any value, not just to your romantic interest.

of your peers and your betters.

3. *Mercie* is the quality of not exacting revenge upon a defeated enemy, even if they have caused you great harm. An honorable character always accepts the surrender of an enemy, or even better, gives their enemy a chance to recover and continue the fight on even ground. To gratuitously injure or mistreat a captive shows a definite lack of *sangfroid* (see below), a sign of weakness. Habitual flouting of the act of *mercie* defines one as a savage; as for the non-Europeans often called savages by their enemies, their concept of *mercie* is quite different, and will be detailed later, in the chapter called The Algonkians.

4. *Courage* is physical bravery, a lack of visible concern for pain, discomfort, and death. Such situations are seen as a chance to show good humour (see below). To shrink from danger or flinch at the experience of pain makes you a coward. If death is inevitable, it is far more honorable to die well than to live as a coward without honor.

### Sangfroid

The ideal of *sangfroid*, or cold-bloodedness, means not that you are ruthless (see *Mercie*, above), but that you do not let anger or petty grudges cloud your judgment. Acting without thinking through the consequences of your actions is considered rash, or choleric (see Fortune and Character later in this chapter). A character with *sangfroid* will turn in a traitorous fellow officer to his commander, even if the traitor is a friend, because not to do so may be damaging to one's own honor, and besides, the traitor knew very well what the consequences would be if he were discovered.

### Good Humour

All civilized folk are expected to be in *good humour*, meaning that they refrain from public displays of anger, frustration and disappointment. To demonstrate ill-humour in the company of your associates is embarrassing for them, because it calls their own character into question. A character who remains cheerful, even cockily defiant in the face of overwhelming odds earns respect from friend and foe alike. To wring one's hands or sulk is to give in to melancholy, the traditional temperament of artists, thinkers, and Danish princes.

### Courtesy

*Courtesy*, as described in the Social Rank section of the Character Creation chapter, is the display of proper manners to one's peers, betters, and servants. It involves an exchange of gestures and words that reinforce and acknowledge one's rank in relation to the other person. Characters lacking courtesy are said to be base or low. Such people will never lack for challenges to a duel at dawn; in an age where access to money and power depend on one's rank, to ignore a discourteous act is to admit that you are unworthy of your always precarious place in the social order, with possibly disastrous consequences.

## Applying Ideals to the Campaign

Characters who demonstrate exceptional examples of honor, *sangfroid*, good humour, and courtesy should earn experience point awards, especially if their behavior puts them at a tac-

tical disadvantage or increases their personal danger. To allow a foe to recover a dropped rapier before continuing a fight, to make a powerful enemy by honoring a debt to a friend, to keep one's cool after an insult from a member of the court — these acts are worth at least 50-100 XP each, and possibly much more, depending on the personal risk to the PC..

Of course, player characters don't have to adhere to any of the ideals of the age, but there will be a price to pay. Characters who are consistently traitorous, dishonorable, rash, ill-humored, or base will soon develop a reputation as *villeins*, unworthy of trust and not fit to be seen with. (There are places where villeins may congregate without shame, but they tend to be unpleasant, dangerous ones, full of villeins even more base than you are). Villeins will soon see their Social Rank drop to the top of the next lowest category until exceptional measures are taken to restore their reputation.

## The Sexes

In the world of the campaign, ordinary men and women tend to accept (or be forced into) the traditional roles expected of them. In a given company of NPC Commonwealther soldiers, for example, the majority will be men, just as most NPC Algonkian household heads will be women. It takes an extraordinary person of either sex to break out of their assumed role in their own culture. Since player characters are by definition extraordinary, with higher than average abilities and a real live player controlling their actions, they can take any role they like, whether as a woman fencer or a male witch. History is full of these exceptional people (see the sidebar this page). In the heroic world of the campaign, they are even more common. No female player character should expect to be drummed out of town for wearing breeches and carrying a rapier. There are exceptions, notably in the churches, where women are absolutely prohibited from positions of power, and the Witchling covens, where men are almost entirely absent. But for the most part, the DM should allow player characters free access to all roles accessible to their social rank, regardless of sex, and allow exceptional NPCs the same access. Run-of-the-mill NPCs will just do what's expected of them by friends, family, and neighbors; details on social roles for each identity can be found in a later chapter.

## Fortune and Character

This is a world ruled by a mysterious force called *fortune*, sometimes personified as the goddess Fortuna, who turns a wheel upon which various people are perched: persons of ambition on the rise, kings and queens at the apex, tragic figures on the decline, and defeated victims at the bottom. Fortune does not equate with destiny, but merely represents a mysterious force at work in the world which aids your efforts at some points and thwarts them at others, depending on where you sit upon Fortuna's wheel at the moment. And nearly everyone agrees that a person's place on the wheel of fortune is determined by the position of the stars and planets at the time of their birth.

### Women Adventurers of the Age

The following women from the pages of actual 17th century history demonstrate the possibilities for adventure that a female *Sepentrionalis* PC or NPC might enjoy in your campaign:

**Jane Whorwood** was a spy for the Royalist side during the English Civil War. After the war, she tried unsuccessfully to spring Charles I from prison by slipping him a vial of acid and a file. (Like any educated person of her era, she had consulted astrologers to determine the best times for escape attempts). A year later, she tried to spirit the king out of the country, again without success, but earned Charles' gratitude (briefly) before he was executed the following year.

**Aphra Amis Behn** lived several years as a colonist in the rainforests of South America before returning to London in the year of the Plague. She survived, but her husband died, leaving her penniless. She signed on as a spy for Charles II against the Dutch, only to have her warnings of an imminent naval attack against England ignored -- a warning that was later born out when the Dutch indeed caught England unprepared the following year. She turned to literature, writing twenty plays and fourteen novels, earning public acclaim, and a burial place in Westminster Abbey.

**Queen Christina of Sweden** lived a tumultuous, exuberant life, ruling for over two decades, attempting to grab the thrones of Poland and Naples on two occasions, and rubbing elbows with the likes of Rene Descartes and Pope Clement IX. She could out-ride and out-shoot most of her royal peers, being a skilled fighter and cavalrywoman as well as a keen intellect.

**Aubigny de Maupin** was a master swordswoman in the court of Louis XIV. She dressed as a cavalier, fought duels, sometimes against two or three men at once, and escaped prison only because the king found her escapades amusing. She was also a stage actress, taking male roles and employing her fencing abilities to the delight of the audience.

**What the Planets Signify**

Each planet is said to represent a different sort of aptitude and likely course in life, summarized below. The descriptions below also include an archetypal character class and alignment, to provide a thumbnail summary of the most representative character type for each planet. DMs can use the archetypes to decide what a given NPC's most likely ruling planet is. If either the alignment or the class matches the archetype, then the DM may choose to give the NPC the associated horoscope bonus and penalty.

*The Moon**Archetype: Chaotic Neutral Sorcerer*

Characters born under the moon are prone to brooding and melancholy. They are often creative, but restless and unpredictable. Their moodiness and introversion make them poor leaders. When combined with a melancholy temperament, the result is often an irascible, difficult personality.

*Mercury**Archetype: Neutral Good Rogue or Bard*

This planet signifies an highly active, industrious temperament, still called "mercurial". Those born under this planet are adept at making money and living by their wits. This ruling planet has produced many swindlers and merchants alike.

*Venus**Archetype: Chaotic Good Cleric*

Venus is the planet of lovers, martyrs, and all those ruled by compassion and feeling, rather than cold logic.

*The Sun**Archetype: Lawful Good Paladin*

The sun is the most fortunate of all planets, signifying a person possibly destined for glory and riches. Those born under the sun are agreeable and well-liked, and tend to value and nurture positive qualities in others.

*Mars**Archetype: Neutral Evil Fighter*

Mars is the planet of war and battles. It portends a life of danger, conflict, and adventure for its own sake, without much regard for right and wrong.

*Jupiter**Archetype: Lawful Neutral or Lawful Evil Aristocrat*

Jupiter signifies a life of power and splendor. This is the planet of one destined to rise to a high station in life, whether to dispense power justly or to be a tyrant.

*Saturn**Archetype: Chaotic Evil Wizard*

The planet Saturn presages a life of chaos and many twists of fate, but certainly not a dull one. It is considered an unlucky planet, associated with magic and with challenges to the natural order.

**Fortune: Astrology and Horoscopes**

Astrology is based on the idea of *omnia in omnibus*, that is, all is in all. Or, as it is more commonly put, As Above, So Below. This means, that whatever happens in the greater world of the stars and planets must be reflected in the little world of the individual. The planets, strictly speaking, do not influence anyone; they are merely the most visible sign of mysterious Fortuna who affects planets and people alike. When a comet disrupts the night sky, there must be an corresponding disaster (literally, a "bad star") in the world below. Being able to read the stars, then, is like being able to read a weather forecast.

The circumstances of a birth, like any other event, are reflected in the stars. Nearly every newborn child will have a horoscope made for them by a professional astrologer. This astral scheme, as it is called, shows the positions of the seven planets among the houses of the twelve constellations of the Zodiac. It tells which vocations in life are most suited for you, and which perils you are most vulnerable to -- almost as if the character themselves could see what their ability scores and saving throw modifiers were! A horoscope is considered highly personal, and is usually kept secret, for fear of one's enemies finding out your weaknesses. If you don't have one, you need to know your exact date and hour of birth before an astrologer can make one for you, usually for a fee of 1 gp x your Social Rank (the price of confidentiality is greater for those with more of a reputation to lose). If you don't know your birthdate, you're stuck.

Regardless, the DM should make a horoscope for each PC and apply bonuses and penalties to certain die rolls depending on which is their "ruling planet." This information is kept secret unless the character has been given their own horoscope by their parents (5% chance per point of Social Rank), or has one made for them in the course of the game. To cast a horoscope, roll 1d8 and consult the following table:

**Table: Horoscopes**

<i>Result/Planet</i>	<i>Bonus:</i>	<i>Penalty</i>
1 Moon	+1 to Will saving throws	-1 to Leadership level
2 Mercury	+2 to Craft/Profession skill checks	-1 to Will saving throws
3 Venus	+1 to Charisma-based skill checks	-1 to Wisdom-based skill checks
4 Sun	+1 to Leadership level	none
5 Mars	+1 to attack rolls	-1 to Will saving throws
6 Jupiter	+2 to Social Rank	none
7 Saturn	none	-1 to Reflex saving throws

*If an 8 is rolled, roll again, ignoring further results of 8, until two ruling planets have been determined. The character will have the bonuses and penalties of those two planets. It is possible that a bonus of one planet may cancel the penalty of another.*

In addition to the bonuses and penalties associated with the position of the planets at the time of one's birth, the current position of the planets show how fortune is likely to help or hinder your endeavours in the near future. For each month of game time, the DM can roll twice on the horoscope table to determine which planet is in ascension (favorable) and which is in retrograde (unfavorable). If the same planet is rolled twice, roll again. Characters with

their ruling planet in ascension receive a +1 bonus to saving throws during that month, while characters with a retrograde ruling planet receive a -1 to saving throws for the same period. This information remains secret unless a character has had their horoscope checked by an astrologer, a service which costs 3 gp per month, assuming that the character can provide the astral scheme of their birth.

## Character: The Four Humors

Character, as opposed to fortune, is said to be influenced by the balance of four key substances within an individual. These “humors” include black bile, blood, yellow bile, and phlegm. Each fosters a different personality type. Ideally, the humors should be in balance, but when one predominates, the associated character trait becomes dominant too. To determine a player character’s humor, roll 1d8 on the following table:

**Table: The Four Humors**

<i>1d8</i>	<i>Humor</i>	<i>Effect</i>
1-4	In Balance	None
5	Phlegmatic	-1 to Reflex saving throws
6	Sanguine	+1 to Fortitude saving throws
7	Choleric	-1 to Will saving throws
8	Melancholy	-1 to Fortitude saving throws

A character can learn the balance of their bodily humors by consulting a physician, who makes a Profession (Physician) check at DC 15 to correctly identify the humors. This service costs 5 gp. Monthly medical treatments can counteract one’s natural humor and place the humors in balance. Such treatments cost 12 gp per month.

## Applying Fortune & Character to the Game

Considerations of fortune and character should not dominate the game, but they should be felt as a real force upon it. The rules for horoscopes and humors are meant to give PCs and NPCs alike a reason for paying heed to considerations of fortune and character, to enhance the period feel of the campaign. When two NPCs talk about a mutual friend’s ill-temper, they may speak in terms of his choleric temperament. Two consecutive poor attack rolls during a crucial battle might cause a character to bemoan the unlucky stars that shone upon the hour of their birth! With encouragement from the DM, players will soon become familiar with the terminology and use it in character, much to the benefit of the campaign as a whole. Some experience points, judiciously applied, can act as an encouragement.

## Medicine

If a character in need of medical care asks for a doctor, they will be shown the way to the nearest university or church. A doctor is someone with an advanced university degree of any kind, not a healer. When a character is sick, they go to a *physician*, who deals exclusively in diagnosing and treating disease. After examining your eyes, your skin tone, your pulse, and your urine sample, the physician may prescribe a pill, draught, tincture, poultice or other

### The Four Humors Described

*Phlegmatic:*

Phlegmatics, ruled by phlegm, tend to be cold, inactive individuals. They are said to lack compassion and fervor.

*Sanguine:*

The influence of blood gives the sanguine person a happy, warm, easy-going personality, if perhaps a little overeager at times.

*Choleric:*

Cholerics, under the sway of yellow bile, are short-tempered, angry folk. They tend to be impatient and impulsive.

*Melancholy:*

The melancholy individual, ruled by black bile, is dark, pensive, and unapproachable-- the classic artistic temperament. They are prone to fits of depression and inaction, only to fly into periods of manic action.

### The Role of Disease in the Game

As DM, use the threat of disease sparingly. Disease should only threaten 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. The virulent plague that sweeps across an entire area should be a rare but significant event; just escaping it can be an adventure in itself, with panics, looting, and forced quarantine.

Here then, is some information about the diseases featured on the Disease table. Please note that the vectors of transmission are not scientifically accurate, but reflect what people in Septentrionalis *think* the vectors are!

*Ague*

An ague is a high fever accompanied by violent shakes, contracted either through inhaling a miasma or being bitten by a mosquito from a misasumatic area.

*Flux*

Flux is characterized by abdominal pains, leg cramps, fever, and weakness. It is spread through contact with filth or dirty water.

*Influenza*

Influenza includes fever, chills, and weakness. It is spread through coughs.

*Plague*

The most feared disease of all, plague is spread by contact with other plague victims or by retrograde planets. It includes fever, chills, body pain, and black sores, accompanied by rapid weakness and death.

## 68 Primer

### Drinks

What do characters drink when frequenting the local tippling-house? Wine and beer are by far the most popular, while hard liquor is usually hard to come by. Generally, wine is thick and heavy, and must be strained before drinking it, either hot or cold. Cinnamon, cloves, ginger, and nutmeg are often added to it to enhance the taste. Order a *bumper* of wine and you'll get a glass filled to the brim, which tradition says must be drained in one gulp!

*Aqua vitae* refers to any distilled alcoholic spirit, like brandy.

Beer is flat, not carbonated. It is often flavored with spices.

*Canary* is a sweet white wine from the Canary Islands, off the African coast.

*Claret* is a dry red wine from the Gascony region of France.

*Madeira*, from the island of the same name, is a fortified sweet wine.

*Perry* is a weak cider made from pears.

*Posset* is a warm drink made from rum, sugar, and milk. It is often served in a two-handled communal cup, passed among friends around the table at a tippling-house.

*Punch* is a mixture of wine, spirits, and spices, served hot.

*Rhenish*, from the Rhine valley, is a strong dry white wine.

*Sack*, also called Jerez wine, is a fortified Spanish wine. It is often flavored with sugar.

*Scrumpy* is a very strong Albion apple cider, said to bring out violent behavior in those who drink it. Respectable ale-houses don't serve it.

### How much for a Posset?

Here is a price list for various items and services at a public establishment:

Drinks:	Cost
Aqua vitae	1 sp
Beer	5 cp
Canary	8 cp
Claret	8 cp
Madeira	8 cp
Perry	6 cp
Posset (for 4)	1 sp
Punch (for 4)	1 sp
Rhenish	1 sp
Sack	7 cp
Scrumpy	5 cp

Lodging:	Cost
Tavern	1 sp/day
Inn	2 sp/day

Services:	Cost
Stabling, per horse	5 cp/day
Meals, SR 1-6	1 sp/day
Meals, SR 7-15	2 sp/day
Meals, SR 16-25	3 sp/day
Meals, SR 26+	1 gp/day
Maid/Laundry Service	6 cp/day

unappealing treatment, which is supplied by an apothecary, who prepares and dispenses drugs, whether or not you have a written prescription for them. Or, the physician might recommend a visit to a surgeon for a course of bloodletting. Surgeons do not diagnose or cure diseases; their skill lies in repairing injuries to the body, whether setting bones, stitching wounds, or performing actual surgery without the benefit of anaesthetic. They also relieve you of excess blood, with the help of live leeches applied to various areas of your body, or with an incision made by a sharp knife or a spring-loaded scarificator, helpful for self-bloodletting by the squeamish.

## Treating Disease

A physician will have at least 5 ranks in Heal, and can make a skill check to cure disease as outlined in the Disease rules in the D&D DMG. A disease must be correctly diagnosed before treatment, which requires a Knowledge (Medicine) skill check at DC 10. Treatment can include bloodletting, leeches, scalding or freezing baths, or any number of odd and uncomfortable procedures, left to the discretion of the DM. Physicians usually treat diseases free of charge, since they are nearly always of courtly rank, and consider taking money for services to be demeaning. For a list of diseases, the table below:

**Table: Diseases**

Disease	Vector	DC	Incubation	Damage
Ague	Contact	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	18	1d2 days	1d8 Con

## Healing Damage

Most wounded characters will go to a surgeon to recover hit points. Surgeons will have at least 5 ranks in Heal. A successful treatment heals the standard amount of damage as described under Heal in the Player's Handbook. Surgeons charge 1 gp, plus 1 gp for every rank of Heal skill above five ranks (good surgeons are expensive).

## Leisure

### Taverns, Ale-Houses, & Inns

Public eating and drinking establishments take several forms:

The *tavern* is a roadside service area catering to travelers, offering food, drink, and short-term lodgings. They tend to be found on well-traveled roads at intervals of about a day's journey apart. The more traffic they serve, the larger they are. Regardless of their size, they will offer basic services with few frills. You can get a meal, a drink, a room, and some stabling and fodder for your horse, but little else. Because they cater to transients, they tend to attract swindlers, pickpockets, and other villeins, as well as respectable folk like merchants and



tradesmen. Many fateful chance meetings have happened in the common rooms of such places.

The *ale-house* offers no lodgings, except perhaps a communal room for sleeping one off. Their business is offering drinks to the local clientele. In poor neighborhoods, the ale-houses will be dark and dismal hovels, dangerous and disreputable for courtly characters to visit. In wealthier quarters of the city, the ale-houses are cheery, well-lit places, known as tippling houses. They often serve as impromptu offices for merchants and tradesmen. Private rooms may be available for gentlemen who don't wish to mingle with the common folk, and meals are served, with advance notice.

The *inn* offers long-term accommodation, in addition to the services of a tavern. Inns are found in large towns and cities. They tend to be large, well-run, and comfortable, with a professional staff of servants including maids, grooms, launderers, and cooks. Up to half of an inn's guests may be permanent lodgers: unmarried characters without their own servants often find it convenient to live in an inn, where you can have your meals cooked for you, your clothes washed, and so on, all for a nominal fee.

## Games and Sports

*Draughts*, or checkers, is the game of the common ale-house. The draughts-board is usually scratched into the table-top or windowsill, and the pieces are often improvised. A popular variant, called nine-men's morris, uses a different board.

*Tennis* is the game of courtly characters, enjoyed by Louis of France and Charles of Carolingia alike. It is played indoors, with the ball played off the walls as well as off the floor. One side of the court contains a gallery for spectators, separated from the players by a net or screen. Disputes and points of honor between gentlemen are often settled on the tennis courts, rather than at swordpoint. Wagering, both by the players and the spectators, are an integral feature of the game.

*Tables* would be recognized by a modern observer as the game of backgammon. It is also called the Corsican game. Like tennis, tables is played for money, often in a public tabling den, where players might go to have a drink and find a worthy opponent.

*Hazard* is the most popular dice game. A favorite of soldiers on garrison duty, it is played like craps, for money of course.

*Hunting* is a pastime of courtly characters. It usually takes place in the autumn, as the central feature of an elaborate social ritual. Deer and boar are the most common quarry for hunting. Specially bred dogs are used to find and trap the animal; they are then dispatched with spears (not with guns, which are considered unsporting).

## Retainers & Servants

### Retainers

### Resolving Games

Here's a simple system for resolving the outcome of any game, using opposed skill checks. If your ruling planet is in ascension this month, you get a +1 bonus to your skill check. If it is in retrograde, you get a -1 penalty (see **Fortune: Astrology & Horoscopes** earlier in this chapter).

#### Strategy Games:

A strategy game, like draughts or tables, requires players to make an opposed Intelligence check. If the results differ by three points or less, then make additional checks until one player wins by more than three points.

#### Card Games:

A card game in which chance plays a greater role than in a strategy game requires players to make three opposed checks. (If playing for money, the players should agree ahead of time how much money is at stake).

Check	Player A	Player B
1st	Bluff	Sense Motive
2nd	Sense Motive	Bluff
3rd	Wisdom	Wisdom

Whoever wins two out of three checks, wins the game..

#### Dice Games:

The outcome of a dice game like hazard is almost pure luck. The only other factor is the Wisdom of the players -- can they stop before their luck (and money) runs out? First, the players agree on the amount of money they're risking. Then, make an opposed Wisdom check, and check the result on this table:

Lost by	Result
7+ points	Lose all your money
3 to 6 points	Lose 1/2 your money
1 to 2 points	Lose 1/4 your money
0	Break even

Any money lost goes, of course, to the winning player.

#### Sports:

A scored physical sport, like tennis, can be resolved with an opposed Dexterity check. If the results differ by three points or less, then make an opposed Strength check. If the results of the Strength check are within three points or less, then make an opposed Constitution check, until one player wins by more than three points. (characters may add a +4 bonus to a Constitution check if they have the Endurance feat).

# 70 Primer

## What Servants Do

Here is a list of selected servants and their duties in your character's household:

*Actors/Musicians* are paid to entertain you and your guests, and to write and perform flattering songs and plays about you. They typically work singly or in troupes of 2-12.

*Astrologers* cast monthly horoscopes for you and anyone else you ask them to, and advise you about the best and worst times to begin a particular journey or task.

The *butler* is in charge of the household wine supplies.

The *chaplain* oversees the family chapel, and presides over religious services for your family, including baptisms, weddings, and funerals.

*Footmen* help you in and out of your coach, open doors for you when you enter a room, and close them behind you. They also convey messages and announce guests.

The *gardener* cares for the grounds of your house, including trees, shrubs, and flowers.

*Grooms* take care of your horses and stables.

Your *harbinger* travels ahead of you to arrange suitable lodgings for you, either at an inn or a gentleman's home.

*Housemaids* are responsible for general house-cleaning duties, from scrubbing pots to sweeping out the fireplaces.

*Lackeys* also called valets, are general personal servants. They carry your luggage, polish your boots, cook your meals in the field, deliver messages, and do anything else you can think of.

The family *magus* spies on your enemies by means of divination, and protects you from sorcerous plots and curses.

The *nurse* cares for your children. In many households, she, rather than the parents, is the primary caregiver to the master's children.

The household *physician* maintains the health of the master and his family.

The *steward* is your highest ranking servant. He hires and fires the household staff, and manages their day to day activities, ensuring everything is kept up to your standards.

*Waiters* serve and remove food during meals, and help the cook as needed.

The *watchman* works as a doorguard, and keeps the grounds of the house safe at night, with the help of his dog, his lantern, and his clacker (noisemaker).

In the *Septentrionalis* campaign, followers of a character with a Leadership skill are generally called retainers. They are your most loyal NPC companions, ready to defend your honor and your life with their swords. Your retainers always have lower social rank than you, but no more than one general social class below yours — a knight's retainers, for example, will all be from the knightly class or the gentry. Retainers can be younger siblings, poorer relations, drinking pals, old schoolyard chums, or family friends. They are not your servants (see below), nor are they your employees, but it is your responsibility to ensure that they are well-fed, well-housed, and well-equipped. In return for your patronage, they wear your family livery (your family colors) to show their devotion to you. If you are a knight, noble, or royal, they will also wear a cloth badge embroidered with your coat of arms.

## What Retainers Want

Retainers have genuine devotion and respect for you. In exchange, they want your protection and your friendship. They also hope to raise their own social rank by associating with you — if enough of your reputation and glory rubs off on them, they may begin to attract their own retainers.

## PCs as Retainers of NPCs

In the course of the game, your PC may have an opportunity to become a retainer of a higher-level NPC. This can work to your PC's advantage. You gain a powerful friend who can introduce you to other influential NPCs, who can help pay your expenses, and protect you from hostile NPCs. If your PC agrees to become a retainer, she will have to wear the NPC's livery and be available to assist and protect the NPC at a moment's notice. A DM may deem that an entire party of PCs begins their campaign as retainers of the same NPC. Such an arrangement has its advantages in terms of providing tasks and adventures for the party, and getting the PCs immediately involved in complex plots and NPC interactions.

## Servants

If you can afford it, you can have one or more *servants*. Servants are ordinarily played as NPCs, following the orders of the PC who employs them. They are usually 1st-level commoners, although highly skilled servants can be expert class. They are not counted among a PC's followers, but might eventually become a follower, or even a cohort, like Don Quixote's longsuffering Sancho Panza or D'Artagnan's hapless dogsbody Planchet. Most of the time, however, servant NPCs are practically invisible unless called for by the PC; a good servant strives to be unobtrusive, but responsive to their employer's needs.

## What Servants Want

Servants are not slaves. They get paid for their services, and they may leave if they aren't treated well. As their employer, you are expected to let them do their job without being either inappropriately chummy or abusive (see *Credit* under The Ideals of the Age earlier in this chapter). A master who discredits his servants will soon find that no one is willing to work for him. Most servants are just as eager to climb the social ladder as you are; they're just starting on a lower rung, and their looking for someone who can give them opportunities. A potscrubber might hope to be a butler; a scullery maid might dream of being hand-maiden to a great lady. They are willing to play the game in order to get ahead.

And, of course, they want money. In fact, they accept money not just from you, but from anyone who wants to get their attention or receive some service from them, like delivering a message to you. A penny or two (5-10 cp) is customary in payment for some small service. Such a tip is called a *vail*. A *douceur*, also a penny or two, is given as a little bribe in advance, to ensure prompt and discreet service. It's all acceptable, as long as the servant's bond of vouchsafe with you is not broken.

In addition to tips, servants are paid quarterly, and given one new suit of clothes per year. They live in your house, and may travel with you. Breaches of conduct or failure to perform their jobs result in a small fine of 5-10 cp, exacted by their employer. Infractions include sleeping on the job, shirking, cursing, being drunk on duty, wearing dirty clothes, forgetting to close the door behind them, and missing church services. Poor servants are *never* given corporal punishment by any but the most evil and cruel master; they are simply dismissed from your service.

### Minimum Household Staff, by Master's Social Rank

Characters who do not maintain a minimum staff of servants will be shunned by their social peers, distrusted by their social inferiors, and ignored by their social betters. The following table shows the minimum number of each type of servant a character must employ to maintain a given social rank. For convenience, the total quarterly pay is listed at the bottom of the table. Keep in mind that the numbers given are a bare-bones minimum; the actual household staff of a noble or royal character will almost always be much higher.

Servant	Pay	Class*	--Master's Social Rank--					
			7-10	11-15	16-20	21-25	26-40	41+
			Trades.	Burgher	Gentle.	Knight	Noble	Royal
Actor/Musician	10 gp	Exp 1st					1	6
Astrologer	50 gp	Exp 3rd						1
Butler	15 gp	Exp 1st		1	1	1	1	1
Chaplain	20 gp	Adpt 2nd				1	1	1
Cook	15 gp	Exp 2nd		1	1	1	2	3
Footman	8 gp	Com 1st		1	1	2	4	12
Gardener	14 gp	Exp 2nd				1	1	1
Groom	7 gp	Com 1st			1	2	4	6
Harbinger	30 gp	Exp 2nd					1	1
Housemaid	6 gp	Com 1st		1	1	2	4	8
Lackey	5 gp	Com 1st	1	1	1	2	4	8
Laundress	6 gp	Com 1st			1	1	1	1
Magus	50 gp	Adpt 3rd						1
Nurse	6 gp	Com 1st			1	**	**	**
Physician	50 gp	Exp 3rd						1
Steward	60 gp	Exp 3rd				1	1	1
Waiter	10 gp	Com 1st				1	2	4
Watchman	12 gp	War 1st			1	1	2	4
<i>Total number of Servants:</i>			1	5	8	16	29	60
<i>Total Pay/Quarter (gp):</i>			5	49	80	204	333	714

\* This column gives the NPC class and minimum experience level of this servant type:

Exp = expert class, Com = commoner, Adpt = adept, War = warrior.

\*\* Generally, one nurse for every child in the house under age 14.

### Some Legendary Sorcerors

Characters with spellcasting ability, or a Knowledge (Arcana) skill, will undoubtedly know something about the following famous sorcerors from the pages of history and legend:

#### *King Solomon*

Solomon, or Suleiman-ibn-Daoud, first codified the laws of magic and sorcery in ancient times. He summoned and commanded outsiders of all kinds, and used them to build his palace and transport him to the far corners of the world. Evil outsiders were imprisoned in urns, sealed with a six-pointed star, and buried. Before his death, he entrusted his book to his son, Rehoboam, and told him to bury it with him. But the *Key of Solomon* was later found, and exists to this day.

#### *Theophilus and Salatin*

Theophilus, bursar of the church of Adana, worked with the sorcerer Salatin during the 6th century A.D. It is said that Theophilus turned to sorcery to exact revenge against the bishop who had deprived him of office.

#### *Albertus Magnus*

Albertus Magnus was perhaps Albert, Bishop of Ratisbon. He was a great naturalist with a side interest in demonology, who became a great authority on sorcery, although he never practiced it himself.

#### *Paracelsus*

The great German physician Paracelsus was said to have bound a demon inside the pommel of his sword Azoth. This sword, later lost, is said to bestow great power upon the wielder.

#### *Catherine de Medici*

The queen of Henri III of France was rumored to have been a great sorceress in her own right, with the full knowledge and support of her husband. The two of them openly invited sorcerors to the court, and kept a sorcerous laboratory in Henri's keep at Vincennes, called le Tour de Diable (the Devil's Tower).

#### *Doktor Faustus*

The legendary Faustus was a doctor of divinity whose dabbling in sorcery soon led to outright witchcraft. He signed a pact with the devil Mephistocles, with a term of 24 years in exchange for power and knowledge. At the end of the term, it is said, he could not escape the pact, and his life and soul were forfeited.

## NPC Retainers & Servants in the Campaign

In play, the actions of NPC retainers and servants are generally controlled by the player who controls their master's PC. They are best thought of as extensions of the PC, rather than as separate characters. If a PC tells his retainer or servant to do something, the player can assume he will. The DM only steps in when there is a reason for the NPC to do otherwise: he doesn't know how to carry out his master's orders, he is being bribed, and so on. That having been said, players and DMs are welcome to flesh out the personalities of NPC servants and retainers, especially those closest to the PC, as long as doing so does not distract the player from roleplaying his own character. A name, a brief description, and a few lines about the NPC's personality are usually sufficient.

## Magic, Sorcery, Necromancy & Witchcraft

The fantasy-historical basis of the *Septentrionalis* campaign calls for a slightly different concept of magic than one finds in a generic fantasy campaign. Not all magic is equal in the eyes of the church and of the law, and some explanation is necessary of the distinctions between different magical arts and how they fit the various arcane spellcaster classes.

Rumors, legends, and whisperings about the doings of magicians, sorcerors, necromancers and witches are often heard in taverns, churches, and sitting rooms. Most common folk make a distinction between *magic*, which is an academic discipline hardly distinguishable by most laypersons from natural philosophy or alchemy; sorcery, which involves summoning and controlling evil outsiders to serve the magician either for good or evil ends; necromancy, which involves communicating with dead souls and creating and commanding the undead; and witchcraft, which involves a willing pact with evil outsiders in exchange for magical power. Magic is considered relatively harmless, sorcery and necromancy highly risky and suspect, and witchcraft, utterly evil.

### Magic

Magic is the province of magi and scholars. Among educated people, there is a longstanding debate whether magic is different than science, or merely a separate science in itself.

Wizards, bards, and sorcerors can all practice magic. Its powers can have either beneficial or harmful effects, depending on how it is employed, but it is neither inherently good nor evil. For this reason, it is often called *natural magic*, to distinguish it from the supernatural magic of sorcery, necromancy and witchcraft. When used innocuously or to render aid, it is called white magic. When used to harm, it is called black magic.

The common response to magic is one of awe, mixed with fear of the unknown. Magicians are considered a little odd, a little disreputable perhaps, but they are not generally persecuted. Even multiclass cleric/wizards are not seen as evil, as long as they use magic only for

good purposes.

## Sorcery

The legend of Doktor Faustus supplies the popular imagination with the image of the archetypal sorcerer: proud, vain, greedy for power or knowledge, and always in danger of succumbing to the demonic forces he seeks to command. Sorcery is feared and shunned by most people for good reason. It is risky and dangerous, not only to the sorcerer but to their neighbors as well. While no one denies that sorcerers can force evil outsiders to do good works, there always remains the possibility that an outsider will escape or take over the sorcerer's will, a possibility made all but inevitable by the sorcerer's unquenchable thirst for power.

## Necromancy

Also called *goetic magic*, necromancy holds not only fear but fascination for most people, due to the almost universal curiosity about the afterlife and the possibilities of cheating the seeming inevitability of death. Necromancers are shunned, and certainly arrested if caught practicing their art, but they are not reviled as sorcerers or witches are, unless they actually traffic with the undead.

## Witchcraft

Witchcraft is the one form of magic that is nearly universally feared and reviled. Even many witches do not practice it, for it leads inevitably to evil deeds and the loss of one's immortal soul. For this reason, practitioners of witchcraft go to great lengths to hide their practices, usually performing their unholy rites on remote hilltops or forest glades. The church actively hunts down users of witchcraft with the full support of the common people, even though their zealotry often results in the death of innocent witches and ordinary folk.

## Magic, Sorcery, Necromancy & Witchcraft applied to Characters

### Wizard, Sorcerer and Bard Class Characters

In game terms, a wizard, bard, or sorcerer class character is considered a magician unless they cast one or more of the following spells: *summon monster* (any level), lesser planar binding, planar binding, greater planar binding, or gate. Casting these spells is legally considered sorcery by most authorities, and in this campaign, cannot be done without possession of a sorcerous black-book (see sidebar). If a wizard, sorcerer or bard wishes to make a pact with an outsider, they must multiclass as a witch first. Only witches can practice witchcraft (see below).

Any arcane spellcaster who casts a spell from the necromancy school is by definition a necromancer, although in practice, only the necromantic spells of 4th level or greater are considered serious enough to bring a criminal charge of necromancy against the caster.

### Witch Class Characters

Not all witch class characters practice witchcraft. Witches of good and neutral alignment are

## The Black-Book

The spells of sorcery (see main text this page) can only be cast 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, most commonly in red ink on black paper. The church authorities consider possession of a black-book to be a capital offense; both the book and its owner are liable to be burned. As a result, black-books are difficult to find and risky and expensive to buy on the black market. A typical black-book might sell for 5000 gp. It can be one of several known sorcerous texts, some dating back to the ancient world:

### *The Key of Solomon*

The oldest known and most famous black-book, said to be written by King Solomon himself, the first sorcerer, whose knowledge was said to come 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 East is called *Suleiman-Nameh*.

### *The Grimoire of Pope Honorius*

Dated 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 written by one Jacobus de Teramo some time in the early Renaissance. It includes an exhaustive list of outsiders' names and place in the infernal hierarchy. It is favored by evil sorcerers for its emphasis on infernal outsiders as opposed to elementals and other types.

### *The Red Dragon, or, 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 French sorcerer named Offray. It represents the most scientific treatise on sorcery to date, but is no less perilous to use.

considered practitioners of sorcery, rather than witchcraft, because they do not make pacts with the forces that supply their power, while only witches of evil alignment are the true practitioners of witchcraft. Most people have such a fear of evil witches that they will seldom take the trouble to inquire whether a witch is actually practicing witchcraft before taking action to arrest, drive away, or slay them.

## The Spectral World

For most citizens of Septentrionalis, the world consists of two realms: the visible world, which includes everyday experience, and the invisible world, often called the *spectral world*, which is the realm of the supernatural, of ghosts, spirits, fairies, wonders, and miracles. The border between these realms is quite porous, allowing for lost or careless travellers to stray into the spectral world, like Beauty's father wandering into the castle of the Beast, or for residents of the spectral world to enter our own, especially at night, before being 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, that 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. As DM, you should feel free to include occasional signs and wonders in the game, to reinforce the existence of the spectral world, and to foreshadow coming events in the campaign or give hints or clues to the players.

### Prophecies

It is sometimes divine will, or perhaps dead spirits, 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 DM as a means of imparting information to the players and as an aid in establishing the mood of the campaign.

### 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.

## Fairy Visits

Fairies 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 only to replace it with a changeling. Rowan wood, cold iron, and the sign of the cross 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 Faerie 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, 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.

## Infernal Invasions

It is said that the Devil and his servants often enter our world to cheat foolish mortals of their souls, or simply make a show of force. Depending on the story, the Devil may be cast down, tricked out his bargain, or succeed in his deception. The story of Faustus and Mephistopheles has already been mentioned. 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 Devil at last was thrown, only to spring away howling, leaving his cloven footprint upon a stone in the churchyard which can be seen to this day.

# The Political Landscape

This section presents a brief overview of the political powers of the Old World and their New World interests. All of it is considered general knowledge to player characters.

## An Old World Overview

### The Habsburg Empire

The great Old World power at the moment is the Habsburg Empire, under the control of Philip II of Spain. The Emperor, 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 Christendom from his palace and administrative center of L'Escorial. With a vast world empire in his care, Philip considers the destiny of Septentrionalis only one among many concerns. His lands include Spain, much of the German territories, Austria, and the

### Faerie as part of the Campaign

The role of Faerie within your campaign is largely a matter of personal taste. Keep in mind that *Septentrionalis* is primarily a historical fantasy setting, rather than a generic fantasy. Journeys by PCs into Faerie 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.

### Using a Generic Fantasy Campaign Setting for Faerie

As DM, if you already run a standard fantasy campaign full of knights, monsters, and magic, you have a readymade campaign setting to use for PC's occasional adventures into Faerie. Your *Septentrionalis* 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 Septentrionalis, where they would find few spellcasters, dwarves, or dragons, but plenty of strange weapons and artefacts to bring back and take with them into the next dungeon they discover!

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### Background: Gloriana's War

In 1660, Oliver Cromwell, Lord Protector of England, was still smarting from his disastrous attempt to conquer Charles II's Septentrionalian kingdom of Carolina. The war (1658-59) had emptied the treasury, cost many lives, and decisively ended any hopes for a Puritan foothold on the southern shores of Septentrionalis. Cromwell's humiliating defeat by the combined navies of France and Carolingia at the Battle of Natoket, off the New England coast, had stirred up much disaffection and doubt at home about the Protectorate's ability to lead the nation.

At this dark moment, in the late winter of 1660, strange rumors reached Cromwell's ear about the sighting of a faerie rade, or royal procession, seen in the north of England, near the Scots border. Witnesses reported the rade travelling southward by night, led by a "great Ladye" of Elfland. Official commerce with Elfland had ceased upon Elizabeth's death some half-century earlier, so it was with great interest that the people of England watched for the coming of the rade. Each time the rade was sighted, it was said to have grown in size, and was now accompanied by a large body of Elvish knights and bowmen.

When reports came to the Lord Protector about the rade travelling brazenly by daylight, and attracting an army of disaffected Englishmen, he mustered his Roundhead forces to march north and disperse this uncanny threat to his rulership. The two forces clashed near Leicester on May 1st, in what became known as the Battle of the May. In the course of the battle, Cromwell's horse shied and fell on top of him, killing him instantly. Whether this was an enchantment of the enemy, a sign from God, or mere misfortune, his troops took it as an ill omen and panicked. The forces of Faerie carried the day, routing the army of the Protectorate. Nothing now stood between them and the capital.

When news of the disaster reached Cromwell's son Roger, he fled to his ships along with the rump of the Protectorate forces. As the rade reached the outskirts of London, curiosity as to the identity of the mysterious leader of the Faerie forces climbed to a fever pitch. At last, on the steps of Parliament, the mystery was revealed - the lady at the head of the elvish host was none other than Gloriana, daughter of Elizabeth, Queen of England, and Oberon, King of Elfland. She had come to reclaim her mother's throne. Having chosen her moment wisely, with the advice of her tutor, John Dee, the young heir to the throne was received enthusiastically by a people worn down and dispirited by a decade of Cromwell's grim dictatorship.

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southern Nederlander provinces. As top dog, Spain has attracted a number of enemies nipping at her heels. Philip 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. Philip has seen Espaniard power in the region slowly eroded since her early settlements as far north as Virginia have disappeared in the face of Carolingian expansion.

### Albion

Formerly called England, the Kingdom of Albion enjoys special fame (or infamy) as the only Old World power to have open relations with the kingdom of Elfland (see the entry on Elfland for the extraordinary history of this relationship). Consequently, Albion's queen Gloriana has a highly profitable trade with the Blessed Isles and the vast magical powers of Elfland at her disposal, but she also has many enemies who consider her to be in league with the devil, chief among them Philip of Spain. As for France, Louis maintains an official policy of neutrality with Albion; privately he delights in Albion's ability to tweak Philip's nose through the daring actions of her sea wolves against the Spanish fleet. The Nederlanders would love to gain a share of Albion's trade, but they don't want to appear ungrateful for the military aid that Albion sends to them to keep the Nederlands free from Habsburg rule.

Gloriana's strategic aims are to keep Spain from enjoying the fruits of her overseas colonies; to court the friendship of the Gael 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 northeast or northwest passage to Cathay to enable Albion to share in the same spice trade now enjoyed by Spain and Portugal.

### Elfland

The kingdom of Elfland, which exists on the plane of Faerie, conducts commerce with our own world chiefly through the kingdom of Albion, whose queen is of fairy blood. The following Albian text, details the history of the relations between these two kingdoms.

"Of old, the island of Britain teemed with the race of creatures called variously the White People, the Good People, the fey, the fairies, or simply, the elves. Creatures of spirit, they could clothe themselves in matter, and assume the form of whatever their human neighbors believed them to be. By turns benevolent and malevolent, a help or a hinder, the elves pruned and pollarded the tree of human history as it suited them. Vain creatures, and always drawn to the warmth of animal life which they can only mimic and mock, they craved human company, and a place in the affairs of humankind. They counseled kings, inspired poets, and inflamed the passions of lovers. In return, they were revered, and feared. It was a perfect circle of desire.

Over the centuries, invaders would appear on the eastern shores, tall and fair, come from northern seas to plunder, then to conquer. The elves bided their time, and slowly wove the northmen into the human thicket, until whatever rents they had made were whole again. And great ships came from the Middle Sea, beaked with iron and rowed by lashed, moaning slaves, and disgorged their hundreds of clever men, come to refashion a damp, foggy island into an outpost of their Empire. They raised statues of their grave, handsome gods, and the elves laughed, because the gods of the east had no power here, and so, neither did the ones who raised their images. Again, the elves bided their time, and the Empire withered, and the



statues crumbled, and were grown over by the green grass.

And then came the Word.

At first, the elves took no notice of the ragged wanderers who spread the Word from hovel to hovel, hall to hall, but in short order, the kingdoms of Eire, the green isle to the west and also a place of great elven power, all became lost to the Word. And soon, Britain itself was changing. As the churches rose in the green landscape, the elves began a long, painful retreat from the minds and tongues and hearts of humankind, and became in their eyes the little creatures of hearth and hedgerow, worthy not of song or worship but only the occasional offering of fresh cream or stale crusts, as insurance against curdling the milk or poxing the complexion. They were no longer the White People, but brownies, sprites, pixies, a humiliating garb for a once-proud race.

Oberon, king of the elves, and Titania his queen, seeing their people thus belittled, removed themselves and their subjects from Britain to the Blessed Isles, which straddle the border between our earthly world and great Chaos beyond. Always had the elves maintained lands among the Isles, as places of healing, and defence, and pleasure, where no mortal man or woman may walk except by leave of the elven king and queen. It was said that the elves first came to our world from Chaos through these same Isles, and so always kept that way open, should they ever have need of return.

As a refuge for the myriad thousands of fleeing elves, the Isles were much too small. And so, the exiles struck out into boundless Chaos, there to establish a new Elfland beyond the circle of the world. But although Chaos was vast, it was not unoccupied. Hell, which God had created as an eternal prison for his fallen angels, also stood on the borders of Chaos, and, the Devil, having expanded his reach in subsequent years, claimed not only Hell but Chaos as his kingdom. If the elves wished to remain in Chaos, they risked war with the demons of Hell, unless some agreement could be reached between the two camps. Ultimately, the elves agreed to send a tithe of human souls to Hell, as rent-payment for their domains in Chaos. Oberon and Titania chafed under this obligation, but they had little choice other than war, which would result in certain defeat, for the forces of Hell are legion.

It soon became clear to Oberon and Titania that to live as tenants of the Devil was intolerable, and they began to contrive a plan that would re-establish an elven presence on earth.

Choosing a young man named Arthur as his protégé, Oberon sought to reunite Britain, which, since the elves' departure, had slipped into an age of disorder and darkness. He gave Arthur the use of his own sword, Excalibur, and its scabbard, which bestowed invulnerability. He approached and turned to his cause a half demon, half-human named Merlin, who had no love for the elves, but wished to see the kingdom reunited. Merlin groomed Arthur for kingship, encouraged him to defeat the neighboring kingdoms, and manipulated his policies in the guise of wise counsel. Soon, Arthur had succeeded in bringing peace to the land, and Oberon was pleased.

But Arthur was to have been merely the prelude to Oberon's scheme. When Guinevere bore Arthur a son, Oberon and Titania planned to bring the child to Elfland and raise it as one of their own. Upon the child's return as a grown man, he would claim Arthur's throne, cast out the New Faith, re-establish the old ways, and prepare the people for the return of the elves to

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Gloriana was crowned at Westminster on Midsummer's Day, 1660 by the Archbishop of Canterbury, before a splendid assembly of the lords of England and Elfland, including Oberon himself, who had raised Gloriana to serve as a living link between his aging kingdom and the young vital empire of England.

In the years which have followed, Gloriana has proved an able monarch, keeping the French and Spaniards at bay, and opening profitable trade routes to the elvish isles of Antilles, Hy-Brasil, and Tir Nan N'oght. She has surrounded herself with the cream of England's captains, poets, and natural philosophers. Like Persephone, she spends the spring and summer in her earthly kingdom, and returns to Elfland in the fall and winter. This regimen may be the reason for her remarkably youthful appearance, scarcely changed from the day she ascended to power. It is said she may well rule forever..

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### **Other Old World Powers:**

The following states have regional power in the Old World but little effect on the affairs of Septentrionalis. They are briefly mentioned here to fill in the details of the Old World 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 Mediterranean island of Malta. 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 North African coast.

### **Poland**

The kingdom of Poland dominates the landscape of eastern Europe. With a strong Catholic church and a beloved king, Poland has survived attack from both the Turks and the eastern states of Muscovy and Novgorod.

### **Teutonic Knights**

The Teutonic Knights control a small state 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.

### **Republic of Venice**

The powerful trading state of Venice has gathered great wealth through her sea-routes from the Adriatic Sea through the Eastern Mediterranean to the Levant, terminus of overland trade from the 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 Spain, who 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.

### **Scotland**

Scotland has long resisted English domination. Her king is the undying witch Michael Scot, who rules from the Black Rock of Edinburgh, commanding both a coven of witches and thousands of fierce highland clansmen.

their former homeland.

This was not to be. Guinevere fell in love with Lancelot, and it was he, not Arthur, who became the father of her child, Galahad. Worse, a rebel faction of elves appeared to confound Oberon's scheme. The rebels, led by Morgan le Fay, wished to place their own claimant on the throne. Morgan seduced Arthur and bore him a son in Elfland, named Mordred. He was given mighty powers and taught to despise his father. Backed by the rebels, he unwrought much of what Arthur had accomplished, and at last, mortally wounded his father in their final battle, at the cost of his own life. Arthur was rescued by Oberon's agents and brought to the Blessed Isles, where he could not die, but could not recover, either. Titania placed him in an enchanted sleep to spare him the agony of the cursed wound, and he sleeps there still, until he may be healed and rise again.

After this debacle, Morgan le Fay and her faction fled to Hell, where they dwell still. Oberon and Titania withdrew, bided their time, and waited for another opportunity, all the while paying their tithe of souls to Hell.

A thousand years of exile passed before that opportunity came. Henry, the eighth king of that name, was nearly mad with desperation at his failure to produce a male heir. As a last resort, he called upon the Devil to guarantee him a male heir at any cost. The Devil set the price for this service at the destruction of the Roman Church in England and the dissolution of its monasteries and holy orders. Henry complied, and received his heir, Edward. But as he always does, the Devil cheated Henry in the end, by giving him a son destined to die before he grew to manhood.

Oberon, with the foresight of an elf-lord, knew that this would come to pass. He allowed the English navigator and seaman Sebastian Cabot to discover the most earthward of the Isles of the Blessed, known as Hy-Brasil, and there recruited Cabot to his cause. He then sent Cabot back to Henry, with many rich gifts, and the following offer: That Oberon would make Henry's daughter Elizabeth a great queen, in place of the doomed Edward, upon these conditions: That she be taken to Elfland, there to be raised by Oberon and Titania. And that she should marry Oberon's son, a lord of Elfland, and that their child, Gloriana, shall be both Queen of England and a Princess of Elfland, and that she will restore the old ways when she takes the throne.

Henry agreed, and allowed Elizabeth to be spirited away to Elfland. In her absence, Mary Tudor gained the throne after the deaths of Henry and Edward, and Elizabeth did not return until shortly before Mary's untimely death, which was said to have been engineered by Oberon. Elizabeth, bathed in the glamour of her years in Elfland, became a charismatic and successful queen. During her reign, she defended England from foreign foes and greatly increased her power, especially at sea.

Before Gloriana could be installed as her heir, Oberon knew that the country must pass through a period of turmoil, to sharpen their hunger a bit. And so, the people of England suffered a half century of turmoil, ending with the grim years of civil war and Cromwell's subsequent rule. At last, when Cromwell could be no longer tolerated, and the people were looking for salvation, Oberon sent Gloriana back to claim her mother's throne, and the Greening of England began."

## France

France is ruled by the absolute monarchy of Louis XIV, 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 European monarch. The advanced state of French arts and natural philosophy sets the standard for civilized fashion and thought, although the radical French freethinkers are perhaps too advanced for the taste of some.

Louis has one main strategic goal: to check the power of the Habsburgs, led by Philip of Spain. To this end, he gives aid even to the enemies of Christendom, such as Turkey, so intent he is at wearing down Philip’s power. The French privateers of Petit Guaves in the Carib Sea harass the fleets of New Spain, while on the mainland of Septentrionalis, 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 Spanish 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.

## Ottoman Turks

The great Ottoman Empire dominates the eastern half of the Mediterranean Sea, including the African 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. The one friend Mehmed has in Europe is Louis of France, but the Catholic king cannot help Mehmed too openly, 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, Spain, jealous of Portugal’s geographic knowledge, marine prowess, and trading stations in the East, chief among them at Goa and in Xipangu. But Philip of Spain has sworn to abide by the Church’s decision to divide the world into spheres of colonial influence, giving Portugal the east and Spain the west, and so he must sit on his hands and watch Portugal prosper while Spain wrestles 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 Nederlander East India Company to establish its own trading stations in the east — as Protestants, the Nederlanders do not acknowledge the Church’s spheres of influence. The Nederlander and Portugeuse fleets have clashed on more than one occasion,

## Powers of the East:

Beyond the frontiers of Europe are several powerful empires, little known to Europeans but said to be the founts of fabulous wealth in the form of silks, jewels, and spices. Spain, Albion, the Netherlands, and Portugal are engaged in heated competition to dominate existing trade routes to these lands, secure trade monopolies, and to discover new profitable routes, perhaps via the fabled Northeast and Northwest Passages.

## 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.

## The Moghul Empire

The emperor Aurangzeb, son of the legendary Shah Jahan, rules a great Muslim empire spanning much of the Indian subcontinent. Moghul wealth has been tapped successfully by the Portugeuse, who keep a trading station at the coastal city of Goa. The Albion East India Company is making inroads, but so far has failed to match Portugal’s success. The French, Nederlanders, and even the Danes are also petitioning for trade rights with this mighty eastern power.

## Cathay

Great Cathay is in a time of turmoil, as the Ming Emperors crumble in the face of Xipangu coastal pirates and rebellious generals. In the midst of this unrest, the Portugeuse have established a trade port at Macao, to tap into the silk trade.

## Xipangu

The island kingdom of Xipangu has allowed a limited number of Portugeuse Jesuits and traders 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.

both in the Sea of India 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 Adolphus, the so-called Lion of the North, one of the most brilliant military commanders of the age. This Protestant king 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 of 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 Imperial 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 aim of preserving his Scandinavian empire, and keeping alive the flame of the Lutheran cause in the north. He can count few allies, and many enemies, including the Russians, the Poles, and of course, Philip of Spain. 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.

## **The Septentrionalian Powers**

The following list includes a summary of the government and political interests of the major political powers in the eastern regions of Septentrionalis. Minor players like Vandalia are discussed under their own entry in the Gazetteer.

### **Carolingia**

Capital: Charleston.

Leader: His Majesty Charles II

Form of Government: Monarchy.

Religion: Anglican, with Catholic minority.

Language: English.

Allies: France.

Enemies: Spain.

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 French allies, Charles established Charleston as the new seat of the British crown in 1650, declaring the eastern seaboard of Septentrionalis from Virginia to Florida as the Kingdom of Carolingia. Many powerful royalist leaders fled there to join him, leaving Cromwell's 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 miasmatic 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 (discussed elsewhere), and Charles was a much too practical and intelligent man to attempt to reclaim it for himself. Instead, he concentrated on consolidating his American 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.

During the Septentrionalian Adventure, Carolingia allied with the Republic of Sophia, New Sweden, New Netherlands, and The Commonwealth of New England to repel the English invaders. Relations are still cordial with the Republic, but Charles worries that freethinkers like Lord Jefferson are a threat to the monarchy, and best kept at a distance.

To the south, Charles makes war against Nueva Espana, seeking both territory and gold. His fleets raid the Carib to plunder Spanish treasure ships.

### **Irroquois League (the Great Tree of Peace)**

Capital: Onondaga.

Leader: Garaontic of the Onondaga.

Form of Government: Confederacy

Religion: Shamanistic.

Language: Algonkian.

Allies: France.

Enemies: Huron, Shawnee, Suskehana, Commonwealth of New England, Vermont.

The confederacy of the Five Nations that was to become the Irroquois League was founded around the year 1450 by the visionary leader Deganawida and his apostle Hayowentha. The Five Nations include the Mohawk, the Oneida, the Onondaga, the Cayuga, and the Seneca. The Great Law of Peace is the basis for this union. 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. Within each nation are several matrilineal clans, each named for a bird or animal. The center of clan life is the longhouse, which typically holds 50-60 people.

Currently the elected leader of the League is Garaontic, a man with a reputation for diplomacy and peace. He is also adept at playing the colonial powers against one another to his own advantage. From the Nederlanders he receives guns and trade goods, via Fort Oranj. From the French, he receives military support against other native nations, and an outlet to sell furs. From Sophia, he receives scientific and military advisors, and offers of membership in Jefferson's Republic. The strategic position and formidable reputation of the Irroquois guarantees that their neighbors will court them, flatter them, or fear them. As for their own objectives, the League has 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.

### **Naumkeag**

Capital: The Witches' City.

Leader: The Coven Mother (name unknown)

Form of Government: Mago-gynarchy.

Religion: Pagan.

Language: English.

Allies: Penacook/Pawtucket

Enemies: New England, France, Spain.

### **Strategic Overview of the Septentrionalian Powers**

This is a summary of the strategic aims of the major players in Septentrionalis, to use as a quick reference for players and DM alike.

#### **Carolingia**

- stop northward expansion by Nueva Espana, and expand own territory to south and west
- prevent growth of Republic of Sophia

#### **Irroquois League**

- dominate fur trade at expense of Huron and other neighbors
- add members to the League, and conquer those who resist joining
- court the favor of the French and Nederlanders, without giving away concessions or territory

#### **Naumkeag**

- secure alliances with neighboring Algonkian nations
- destroy the Puritan leadership of New England

#### **New England**

- destroy the witches of Naumkeag
- convert Algonkians to the Puritan faith
- expand frontiers of settlement in the Neticut vale
- contain the Nederlanders in the Hudson vale

#### **Nieu Nederland**

- expand trade network with the Irroquois, and disrupt French fur trade
- destroy New Sweden and occupy former Swedish claims to expand trade into mid-coast region

#### **Nouvelle France**

- establish a chain of forts and settlements along the Espiritu Santo between Nouvelle France and Orleans, blocking other powers from western settlement
- maintain control of fur trade
- convert Algonkians to Catholicism
- discover all-water route to the western ocean and Cathay

#### **Vermont**

- seize control of the Lac Champlain-Hudson vale corridor from Nouvelle France
- expand settlement north, south, and east

#### **Vinland**

- establish raiding bases along the coast close to New England
- bottle up the French in the Golfe du St-Laurence for purposes of extortion and plunder

#### The Coven Mother

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 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. It is this artifact which allows the Coven Mother to control the weather on Naumkeag, as well as communicate with the souls of those who came before her.

#### The Politics of Naumkeag

The Witches of Naumkeag are interested in driving the Puritans into the sea, and to replace them with a magic-tolerant gynarchy that would share New England equally between native peoples and Europeans. Like the pilgrims of Plymouth to the south, the witches have come to Septentrionalis to escape persecution and to shield their young folk from the "corrupt" Old World. They have a personal dislike for the Puritans, whom they believe encouraged the witch-hunts that have overrun Europe within the last generation.

The surviving Algonkians to the west and north of Naumkeag share the witches' hatred for the Puritans, and they respect the witches' magic, which is so much more like their own shamanism than the religion of the other Europeans. Chief among the Indian allies of the witches is Passaconawaw, of the Pawtucket, who rules from a green meadow near the mouth of the Merrimacke. He is a powerful shaman, as well as a warrior, and is himself cementing alliances with his Algonkian neighbors, as well as with the witches. A well-coordinated attack by Passaconaway and the witches could overrun the Bostoners, and in fact, the Governor's Council is preparing for just such a disaster.

### **The Commonwealth of New England**

Capital: Boston

Leader: Governor John Worthington.

Form of Government: Theocracy.

Religion: Puritan Protestant.

Language: English.

Allies: none.

Enemies: Naumkeag, the Irroquois, neighboring native peoples, Nicu Nederlands, Carolingia, France, Vinland.

The Commonwealth includes the towns of Jerusalem, Plymouth, Boston, 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. For the most part, the parsons and "doctors" of the Puritan church are also its political leaders, forming the powerful Governor's Council under the direction of the Governor Worthington himself. 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 ardently pious council members.

The chief thorn in New England's side is the land of Naumkeag, the Witches' City, just a day's ride from the gates of Boston. Like the Puritans, the witches came to New England to escape persecution in Europe, but the Bostoners have more in common with the witch-

hunters of England and France than with the witches themselves. 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 an witch invasion, and some preachers, like Cotton Mather, advocate an all-out war to destroy them.

In the west, New Englanders have clashed with Nederlander colonists over ownership of Long Island and the land between the Hudson and the Neticut. The Nederlanders suspect that the Bostoners would love to drive them out of Septentrionalis altogether. Fueling their animosity is the New Englander perception that the Nederlanders are avaricious, profane, and corrupt.

As Puritan settlements expand, they have stolen land from the native peoples of the area: the Naraganset, the Nipmuck, the Mohegan, the Pawtucket, the Wampanoag, and many others. Native raids are common, especially along the Merrimacke and Upper Neticut. The two most powerful remaining Indian leaders are Metacomet of the Wampanoag, who holds court at Mount Hope, and Passaconaway, in the north, who has cemented an alliance with the witches. A united effort by the witches and the Algonkians is highly feared by the Bostoners, whose position has always been tenuous.

Minor threats include occasional Vinlander incursions along the coast, and a vague unease about the presence of Catholic New France to the north. As the New Englanders expand to the north, these distant enemies will be seen as an increasingly important threat to Puritan life.

## **Nouvelle France**

Capital: Quebec

Leader: Gouverneur Louis de Baude, Comte de Frontenac.

Form of Government: Crown Colony of France.

Religion: Catholic.

Language: French

Allies: Carolina, the Iroquois.

Enemies: Naumkeag, New England, Shawnee, Vinland, England, Vermont.

Quebec is the mightiest fortress in the north, an almost impregnable city, topped by the castle named for the gouverneur himself. As a moneymaker for the Sun King, Louis XIV, Nouvelle France is well-tended and well-defended. Its large army has made forays both south and west, and sits poised to enter the Ohio Valley and New England. Such a powerful presence has made many of her southern neighbors nervous, especially since the Iroquois often side with the French against the New Englanders.

The Catholic Church is active here, in the form of the Jesuit missionaries and the agents of the Inquisition. Anti-Protestant feeling runs high. Many observers feel that war between Nouvelle France and her neighbors is inevitable.

## **Nieu Nederlands**

Capital: Nieu Amsterdam.

Leader: Director General Pieter Stuyvesant.

Form of Government: Corporate (the West India Company).

Religion: Protestant.

Language: Dutch, others.

Allies: none.

Enemies: Commonwealth of New England.

Alone among the colonial powers, the Nieu Netherlands is not interested in territorial gain, but purely in financial gain. To this end, they have established trading posts along the Hudson, and have turned New Amsterdam into a major financial and manufacturing center. The military forces of Nieu Netherlands exist only to protect their trade interests, not to conquer. Only in the Delaware valley and vicinity has there been active Netherlander military action, against 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. The governance of such a colony is not easy, considering the independent spirit of the NieuAmsterdam merchants. Stuyvesant, a military man, has not been on good terms with his people, and has earned the nickname, "the Director General of Babel." His greatest successes have come in the form of attacks against New Sweden, fending off Carib pirates, and the strengthening of Netherlander defenses by wringing taxes from the hides of resistant merchants.

### **Nueva Espana**

Capital: Havana

Leader: Governor Hernan Cabeza.

Form of Government: Royal Colony

Religion: Catholic.

Language: Spanish.

Allies: none.

Enemies: Aztec, Inca, Carolingia, England.

Carolingia's chief rival in the south. New Spain is occupied with its long war against the Inca and Aztec powers, and has little commerce with the nations of Septentrionalis.

### **New Sweden**

Capital: Cristina.

Leader: Princess Cristina of Sweden

Form of Government: Crown Colony of Sweden.

Religion: Protestant.

Language: Swedish.

Allies: none.

Enemies: Nieu Netherlands.

A small colony of his majesty Gustavus Adolphus, the Lion of the North. Cristina is small but well defended, and controls the mouth of the Delaware. The colony is at war with Nieu Netherlands for control of the river and its trade. As a mid-Atlantic power, New Sweden has been courted by the Republic of Sophia for membership, but loyalty to Gustavus has so far outweighed the need for an ally against the Amsterdammers.

### **Republic of Sophia**

Capital: Sophia.

Leader: Lord Jeferson.

Form of Government: Republic.

Religion: Solomonic Order, others.



Language: English.

Allies: Vermont.

Enemies: Nieu Nederlands.

Founded by English and French freethinkers in the land known formerly as Virginia. With no parent state in the Old World, Sophia's position is precarious. Her greatest assets are her leaders, the wise Philathelias Jeferson and the masterful wizard Chiron Franklin.

## **Vermont**

Capital: Winooski.

Leader: First Citizen Ira Cole.

Form of Government: Republic.

Religion: Protestant, others.

Language: English.

Allies: Republic of Sophia.

Enemies: Nouvelle France, New Nederlands, Irroquois.

A small independent Republic, allied with distant Sophia. Vermont is beset from all sides by her enemies, but the surrounding mountains and the prowess of the Vermont rangers have so far preserved her freedom.

## **Vinland**

Capital: Eriksland (assembly site).

Leader: Jarl Ketil Ranulfsson.

Form of Government: Jarldom.

Religion: Norse.

Language: Icelandic.

Allies: Neighboring native peoples.

Enemies: France, New England.

Founded by Icelandic settlers around the year 1000. Vinland is ruled by a jarl, the most powerful of about a dozen chiefdoms that occupy the Vinland peninsula. They keep no formal relations with any of their neighbors, but practice piracy along the coast as far south as Nieu Amsterdam.

# The Algonkians,

being a description of the lives of the original inhabitants of the northeastern forests of Septentrionalis.

## How to Use this Chapter

Because the Algonkian way of life is less familiar to most DMs and players than its European counterparts, I've included an entire chapter to provide basic information about Algonkian social structure, language, warfare, dwellings, clothing, religion, and more. DMs and players alike should read it before introducing Algonkian characters to the game. By way of a caveat, I should mention that there is an enormous diversity even within the general Algonkian culture group, in terms of religion, language, politics and customs, which for reasons of game mechanics somewhat streamlined here. Generally, except for the magic items, everything is historically accurate -- no writer of fantasy or game designer could possibly create a more fascinating culture. Read on!

## Social Structure

*"In this place sat their sachem with very great attendance, the English coming to deliver their message to manifest the greater state. The sachem lay along upon the ground on a mat, and his nobility sat on the ground with their legs doubled up, their knees touching their chin...It was matter of much wonderment to the English to see how solidly and wisely these savage people did consider of the weighty undertaking of a war, especially old Canonicus, who was very discreet in his answers."*—Edward Johnson, 1653.

## Sachems

Algonkian tribal groups are organized along monarchical lines. The leader of a particular group is called the sachem. He holds absolute power by virtue of his inherited position, father to son. A sachem rules by custom and tradition. If no son exists to inherit, the leadership passes to the sachem's wife. (At least one powerful woman sachem appears in 17th Century Puritan accounts). If no wife exists, the line of succession passes to the sachem's nearest blood relative. At no time can the sachemdom be held by non-royal blood.

Sachems are responsible for providing for the elderly and infirm, and for orphaned children. They also play gracious host to strangers, housing them in their own lodge, and providing them with food and entertainment suited to their status.

The sachem is also the chief judicial authority of his people, settling disputes and meting out punishments to criminals. First offenses are often dealt with by public reprimand. Second offenses might warrant a beating. Habitual criminals might have their nostrils split as a warning mark to identify them. Condemned murderers are personally executed by the sachem himself, with a blow to the skull or a knife-stroke.

## Social Rank for Algonkian Characters

The following table gives guidelines for the social rank of Algonkians occupying various positions of power within the sachemdom:

Great Sachem	SR 40+
Sachem	SR 26-39
Sagamore	SR 16-25
Sannops	SR 4-10

## An Algonkian Lexicon

This lexicon is adapted from Roger Williams' *A Key into the Language of America*, originally published in 1643. You can use it to create names for Algonkian characters and place names. Some basic phrases are also included to lend flavor to interactions with Algonkian characters.

### Pronunciation:

Generally the next to last syllable of each word is stressed, as in "mass-a-CHU-setts". I have written the stressed syllable in capital letters to make pronunciation easier. Where Williams leaves the pronunciation in doubt, I've made my best guess.

### Pleasantries:

Good morning.	As-co we-quass-un-NUM-mis.
How are You?	As-kut-ta-a-quomp-SIN?
I am well.	As-n-paump-MAUN-tam.
I thank you.	Tau-bot-ne-an-a-WAY-ean.
Farewell.	Ha-WUN-shech.

### Numbers:

One	Quit
Two	ne-ES-se
Three	nish
Four	yoh
Five	na-PAN-na
Six	QUT-ta
Seven	E-nad-a
Eight	SHWO-suck
Nine	pas-KU-git
Ten	pi-UCK
Eleven	pi-UCK nab-na quit*

\*literally, "ten and one"

### Colors:

White	WOM-pi
Black	MO-wi-SUC-ki
Red	m-SQUI
Yellow	we-SAW-i
Green	ask-AS-ki
Blue	pesh-AW-i

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## An Algonkian Lexicon (Continued)

Arm	wup-PIT-te-ne
Arrow	CAW-quat
Bear	paw-cun-NAW-waw
Beaver	tum-MOCK quaw-og
Blood	mish-QUE
Candle	we-qua-NAN-tig
Canoe	mish-o-ON
Celebration	nic-KOM-mo
Chestnut	WOM-pim-ish
Cleric	PAW-waaw
Cold	tah-ke-ES
Corn	e-WA-chim-ne-ash
Crow	kau-kont TU-ock
Dark	pau-KUN-num
Deer	at-tuck
Dog	an-NUM
Eagle	WOM-pis-sa-cuk
Ear	wut-TOV-wog
European	waw-ta-con-A-uog
Evil	mach-it
Eye	wus-KEE-suck
Fighter	me-CAW-te-a
Fire	NO-te
Fish	na-ma-US
Foot	wus-SE-te
Fort	au-MANSK
Fox	mish-QUA-shim
Good	wu-NE-gin
Gun	PESK-cunck
Hand	wun-NI-che
Hawk	wu-SHO-wu-nan
Heart	wut-TAH
Horse	nay-nay-OU-me-wot
House	we-tu
Key	paw-paq-QUON-teg
King	SA-chim
Knife	Wl-a-seck
Leg	moh-CONT
Light	we-QUAI
Lightning	cut-SHAW-sha
Moon	na-ne-PAW-shat
Moose	mo-OS SO-og
Mouth	wut-TO-ne
Neck	SITCH-i-puck
Oak	paw-GAW-te-misk
Otter	n-KE-ke
Owl	ko-KO-ke-hom
Pine	CO-waw
Queen	saunks
Raccoon	AU-sup-PAN-nog
River	SE-ip
Rogue	ka-MO-o-ta-kick
Sea	we-CHE-kum
Ship	ki-TO-nuck
Sky	KEE-suck
Smoke	puck
Snake	as-KUG
Spirit	man-it-TO
Squirrel	mi-SHAN
Stream	se-POE-me-se
Sun	nip-PAW-us
Thunder	ne-im-PAW-og
Town	o-TAN
Tree	mih-TUCK
Walnut	WUS-so-quat
Wildcat	pus-SOUGH
Wind	WAU-pi
Wolf	muck-QUA-shim

Contrary to popular belief about native attitudes towards the land, sachems know precisely where their tribal boundaries lie. The sachem has the authority to grant plots of land for corn, and is always given a share of any game killed within his desmesne. An extremely powerful sachem may have one or more lesser sachems under his authority. These so-called great sachems often receive tribute from the lesser sachems in exchange for security and military aid.

## Sagamores

The more powerful sachems have a group of advisors, called by the Europeans sagamores or lesser sachems. The sagamores are valued for their wisdom, courage, and leadership skills. Each sagamore attracts his own followers based on their personal reputation. Unlike the sachem's hereditary right to rule, the sagamore retains his position only so long as his followers are satisfied with his leadership. In war, the sagamores provide military leadership and strategic advice. In peace, they act as a tribal council, discussing important community matters and making recommendations to the sachem.

## Sannops

The bulk of the community are the common people of the tribe, known collectively as the sannops. All sannops have land rights within the tribal area. Only strangers, unadopted captives, or refugees from other sachemdoms are excluded from the sannops.

## Clans

The sannops are in turn divided into several clans, each having blood ties, and tracing its ancestry back through the female line. Each clan is named for a symbolic animal, such as a tortoise, bear, or wolf, which serves as the totem animal for the clan. All members of a particular clan are considered brothers and sisters; marriage between members of the same clan is forbidden. Clans possess mutual honor; if one clan member is insulted or harmed, he or she can rely on the entire clan for support. Within a tribal confederacy, a traveler can expect a warm welcome from other members of his clan, even if he or she is a stranger to them.

## Powwaws

Powwaws are the shamans and physicians of the tribe. The Europeans describe them variously as priests, wizards, and witches, trying to fit them into an archetype familiar to them, but their function is both healer, spiritual leader, and magician. (Algonkian spiritual and magical practices are discussed in detail elsewhere in this chapter). In some cases, the tribe's powwow is the sachem himself, possessing both political and spiritual prowess. The great sachem Passaconawaw of the Pawtucket is one such sachem powwow.

## Maunetu

Algonkian sorcerors are known as maunetu. This word is translated by Roger Williams as

“conjurer”, which probably refers to such recorded feats of Algonkian “magic” as producing ice on a hot summer day, swallowing and regurgitating a live snake, and so on.

## Pniese

Some Algonkian cultures have specialized champions called pniese. The tribe cultivates this elite class from among its own children. Promising youths receive martial skills and spartan physical conditioning. They are held to the highest standards of conduct, and often are given special spiritual training, involving the ingestion of mind-altering plants. Once trained to adulthood, they form the sachem’s bodyguard, participate in the council, and serve as the tribe’s best warriors. Many pniese participate in ritual scarring or tattooing that is said to render them invulnerable and invincible. Their courage is legendary, and they have the respect of friend and foe alike.

## Rakarota

The rakarotas, or storytellers, hold an honored place in Algonkian society. They travel from village to village, like bards, and receive a warm welcome in exchange for stories, which they preface by saying: “Onen tsi ne’I nakkara” (“This is my story. Do you wish to hear it told?”). They bind the culture together, as bringers of news, archivists, and entertainers.

## The Role of Women in Algonkian Culture

Not much has been said here about the role of women, other than they can serve as sachems. In fact, Algonkian women are the able and self-reliant managers of the village’s agricultural production. They do most of the day-to-day work of the community, from child-rearing, to lodge construction, to ceramics. They also regulate the birth rate of the community, by practicing abstinence while nursing, and taking medicinal birth-control herbs. In Five Nations lands, the women choose the representatives who attend meetings of the general Confederacy. As discussed in the Primer chapter, Algonkian women PCs are free to become warriors, pnieses, rakarotas, powwaws, or maunetus as the player wishes – you don’t need to hold them to their historical roles as described above.

## Warfare

*“Their wars are far less bloody and devouring than the cruel wars of Europe; and seldom twenty slain in a pitched field, partly because when they fight in a wood every tree is a buckler. When they fight in a plain, they fight with [such] leaping and dancing that seldom an arrow hits, and when a man is wounded, they soon retire and save the wounded; and yet having no swords nor guns, all that are slain are commonly slain with valor and courage, for the conqueror ventures into the thickest and brings away the head of his enemy.”*

—Roger Williams, 1643.

If the contemporary English accounts are to be believed, Algonquin warfare is a relatively bloodless affair compared to European mass battles. When disputes between neighboring sachemdoms 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 heads) to satisfy its honor.

## The Algonkian Year

A central feature of Algonkian life is the seasonal migration of the sachemdom several times each year; the cycle of the seasons plays a major role in these movements:

### Winter

The sachemdom stays warm inside longhouses heated by wood fires. These winter camps are often in heavily wooded, snug valleys, protected from cold winds. The sannops drink pine-needle tea, make and mend tools and clothing, and listen to the spellbinding tales of the rakarota to pass the time until the weather improves.

### Spring and Summer

The winter camp is abandoned, and the sachemdom moves to their fields to plant and tend the corn. During this time, they live in smaller, temporary houses very close to their crops. If the sea is nearby, their diet will be supplemented with fish and other seafood. The brief strawberry season sets off an orgy of eating unsurpassed the rest of the year.

### Fall

The culmination of the growing season comes with the harvest festival, which includes a feast, and a generous giveaway of food, clothes, and tools to the needier members of the sachemdom. This is the time of plenty, and time is taken to give thanks to the creator spirit and enjoy the land’s bounty. As winter approaches, the sachemdom moves to its hunting houses deep in the woods, close to good sources of deer and other game. Often, the hunters will remain here until the ground is deep with snow before returning to their winter camp, to enjoy an end of year hunting feast before the cycle begins anew.

The migratory aspect of Algonkian groups has a major effect on their role in the campaign. It is not always easy to find a particular sachemdom or Algonkian NPC. Characters may return to an Algonkian settlement they had visited previously, only to find it abandoned. Or they may encounter an entire sachemdom in transit, with the sachem and his family at the center of the group, protected by a bodyguard of pniese, and a ring of sentinels at the edge of the group, guarding against ambush by hostile sachemdoms.

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## Algonkian Money

The Algonkian monetary system is based not on precious metals, but on *wampum*, which is a kind of bead made from the shells of small sea animals. There are actually two kinds of wampum: white, made from the shells of periwinkles, or *meteauhock*; and the more valuable black, made from a shell of a different shellfish called the *poquauhock*.

Tribes living near the seashore make as many wampum beads as they can, in order to exchange them for furs brought from the interior. Wampum is used as legal tender throughout the Commonwealth, the *Nederlander* colony, and Vermont by Europeans and Algonkians alike. The exchange rate is:

5 cp = 3 black wampum = 6 white wampum

Large numbers of beads are commonly woven into belts one fathom long, for convenience in making large transactions. One fathom of white wampum beads (720 beads) is worth 6 gp; a fathom of black beads is worth 12 gp. These belts are worn both as adornment and as a way of displaying personal wealth, along with wampum bracelets, necklaces, and caps, sometimes to the value of 120 gp or more!

European coinage is known as *monéash* among the Algonkians. It is not unusual to find a mix of wampum, shillings, francs and guilders in an Algonkian money bag. Barter is also widespread, with guns, corn, iron tools, glass, pots and pans, and cloth as the most popular bartered goods.

## Food

The Algonkians enjoy a healthy, diverse diet, including:

- corn, either fresh or dried
- dried acorns and chestnuts
- beans, squash, and pumpkin
- strawberries, sometimes mixed with cornmeal to make "strawberry bread"
- cranberries, also powdered and mixed with meal to make "sautauthig", a sweet cake
- shads, eel, alewives, or other fish
- wildfowl, bear, wildcat, racoon, deer
- boiled or dried eggs
- dried oysters, roasted or smoked lobster, dried moose tongues

According to European visitors, they keep no set mealtimes, and eat whatever they happen to have in store. The diet varies greatly depending on the season. Food is cooked in clay pots, or roasted on a spit. Lack of salt, bread, and beer is the most noticeable difference between the Algonkian and European diets. Once cooked, food is eaten while reclining "in the Turkish fashion", without "trenchers, napkins, or knives". For journeying, each traveller carries a leather bag of nokehick, or dried cornmeal, which they mix with water to make porridge.

## Causes

A war can be precipitated by an insult against the sachem, revenge for slights against a clan member, or retaliation for previous raids on settlements. In the case of the *Irroquois 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 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. 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; to join the dance means you have volunteered to join the war-path. Each warrior sings of his prowess and past victories, disparages the enemy, and boasts of the captives he will win.

## 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 heads and captives as they can. Decisive battles in which the losing side is completely vanquished are quite rare; the Algonkians 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 several possible fates: they might actually be adopted into the tribe, 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 unimaginably brutal tortures. These tortures are often administered by the women of the tribe. They are prolonged affairs, during which the victim is expected to retain his self-control, and even shout defiance at his tormentors. The desirable end-result is an honorable death, not having cried out or begged for mercy.

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. European captives may not know what sort of treatment to expect at the hands of a particular sachem; it depends on his politi-

cal alliances and the status of the captive. If you have killed a member of the sachemdom, however, you can expect no mercy.

## A Note on Algonkian Torture and the Ideals of the Age

Algonkian ritual torture at first might seem to violate the ideal of *mercie*, which requires a show of respect and generosity towards a helpless enemy. But from the Algonkian perspective, torture is itself an act of *mercie*, because it offers a warrior already humiliated by defeat and capture an opportunity to restore their honor by showing good humor and courage in the face of pain and fear. To show restraint towards a warrior captive, from the Algonkian standpoint, is to further humiliate him, because such treatment is reserved for non-warriors, the elderly, and children. This is not to condone torture, by any means, but to explain how it is rationalized within the context of those who practice it.

## Weapons

*“Their weapons heretofore were bows and arrows, clubs, and tomahawks, made of wood like a pole ax, with a sharpened stone fastened therein...they generally disuse their former weapons and instead thereof have guns, pistols, swords, rapier blades fastened unto a staff of the length of a half-pike, hatchets, and axes.”*—Daniel Gookin, 1674.

### Longbow

Algonquins use longbows for both hunting and warfare. These weapons are typically five to six feet in length. Favored woods include hickory, ash, oak, and witch hazel. Once carved, they are usually painted with alternating yellow and black stripes. The bowstrings are quite thick, and made from three braided strands of moose sinew. Arrows are made from ash or elder wood, with eagle-feather fletchings and points made of flint, bone or antler. After contact with Europeans, iron points were quickly adopted.

The bowstring is held in a thumb-and-forefinger grip. Contemporary reports indicate an effective killing range of “six or seven score”, or 180-210 feet.

### War Clubs

All-wooden war clubs are favored melee weapons. They are about 2.5 feet in length, carved from a single piece of wood, with a round, knob-like head, off-center from the shaft. Sometimes, the knob is inset with a sharp triangular piece of quartz, quartzite, or felsite. More rarely, war clubs are made by binding a stone head to a wooden haft. Fine examples of the war club are inlaid with mother of pearl or other precious materials.

### Post-Contact Weapons

Contemporary documents suggest that the native peoples of the northeast quickly adopted European weaponry, including half-spears, cutlasses, metal tipped pikes, hatchets, axes, and above all, guns: “Of late he is a poor Indian that is not master of two guns, which they purchase of the French, and powder and shot. They are generally excellent marksmen.” (John Josselyn, 1674). Calivers (short muskets) are especially popular.

### A Typical Algonkian Settlement

Within the walls of an Algonkian settlement, you are likely to find many small long houses and round huts, each holding a single family group. In the center of the settlement is a large open area used for ceremonial dancing and ball games. Facing the open area is the sachem's longhouse (or the sagamore's, depending on the size of the settlement). This large longhouse, called the court, is both the seat of government and the sachem's dwelling, where councils are held, guests are received, and business is conducted.

The flexible nature of Algonkian architecture allows for temporary seasonal structures to be built and dismantled as needed. At harvest time, a special longhouse is built to hold the entire settlement during the harvest feast. After the feast, the entire house is dismantled, perhaps only leaving the frame poles standing until the next great occasion.

Also within the settlement is a gaming arbor, or *puttuckquapoonck*, where gambling games are held. The arbor features a square roof supported by poles at each corner, from which the bettors hang their wagers, in the form of wampum belts. When in use, the arbor reverberates with the shouts of the bettors, some of whom gamble the night away, along with their clothes, house, corn, and possessions.

Somewhere near the settlement, one will find the *pesuponck*, or hothouse. It is most commonly a small cave or cellar built into a hillside near a stream or pond. To use the *pesuponck*, a heap of stones on the floor of the cave is heated to high temperature with a wood fire built directly on the stones. The wood is then removed, leaving only the hot stones. Up to twenty men will then use the hothouse, sweating to cleanse their skin and rid themselves of disease. After an hour or so, the participants leave the *pesuponck* and plunge into the nearby stream, to cool off and stimulate the circulation.

# The Algonkians 92

## Adornment

"...many of the better sort bearing upon their cheeks certain portraitures of beasts, as bears, deer, moose, wolves, etc., some of fowls, as of eagles, hawks, etc., which be not a superficial painting, but a certain incision, or else a raising of their skin by a small sharp instrument, under which they convey a certain kind of black unchangeable ink... Others have certain round impressions down the outside of their arms and breasts, in the form of mullets [stars] or spur-rowels, which they imprint by searing irons." --William Wood, 1634.

### Tattooing, Branding and Face-Painting

Tattooing, branding and face painting serve both a decorative and ritual function. A man might receive a tattoo as a charm against injury in battle, to protect his spirit, to identify his clan affiliation, as a medical treatment for an illness or injury, or simply for aesthetic reasons. As indicated in the above quote, designs are either based on animals or geometric patterns. Face painting is associated with ritual events, like funerals, wars, and dances. Colors include red, black, white, and blue.

### Jewelry

Both men and women wear earrings and pendants made of bone, stone, or shell. They also favor belts, collars, and bracelets "curiously wrought" (intricately made) from wampum (shell) beads, which are of two colors, black and white.

### Hair

Algonkians generally wear their hair long, with one or more braids, sometimes in a side-knot or top-knot. Unmarried women wear long bangs that conceal their faces. Beadwork headbands and feathers might complete the look. Hairstyles are elaborate and neatly dressed, sometimes with the addition of animal fat to give them luster. Cutting one's hair is considered a great sacrifice, often as a mark of respect for a recently departed relative.

## Defense

### Personal Defense

At least one source mentions that the Algonkians use "targets" (small round shields) for defense, but largely, they go unarmored. The forest environment itself often provides cover and concealment from enemy arrows, making armor less attractive.

### Fortifications

Permanent villages are usually surrounded by square- or ring-shaped wooden palisades. There are about twenty such "castles", as the English call them, in New England alone. They often take advantage of natural features in the landscape, such as hilltops and river-bends. The logs comprising the palisade are less than a foot thick, about 10-12 feet high, and are planted a good three feet into the ground. Gaps between the logs are used as arrow-slits. A single entrance is made by letting the ends of the ring overlap one another, one to the outside, one to the inside, creating a kind of narrow corridor that could be blocked with brush by the defenders to resist an assault.

A typical castle might be fifty feet across. Larger forts enclose as many as five acres, and contain hundreds of dwellings. These larger forts often have two gates instead of one.

## Shelter

*"They are quick; in half a day, yea, sometimes at few hours' warning to be gone and the house up elsewhere...I once in travel lodged at a house at which in my return I hoped to have lodged again there the next night, but the house was gone in that interim, and I was glad to lodge under a tree. The men make the poles or stakes, but the women make and set up, take down, order, and carry the mats and household stuff."* -- Roger Williams, 1643.

Algonkians live in lodges made of woven mats or sheets of bark placed over frames made from lashed saplings. The two basic shapes are the bowl shaped round hut, and the loaf-shaped long house. The conical wigwam is found only in northern New England, in Ab'nakee country.

Round huts shelter one or two families around a central hearth for heating and cooking. A single smokehole provides ventilation. The inhabitants sleep on mats or on low cots around the edges of the hut. The single entrance is covered with a flap of deerskin or woven reeds/bark.

The longhouse has two or more entrances, and two or more smokeholes. They are used more often in winter, being warmer and more capacious than the round hut. Ordinary longhouses might house 3-4 families. Ceremonial longhouses can be up to 200 feet long and 30 feet wide, holding a hundred or more people.

## Appearance

*“As for their persons they are tall and handsome timbered people, out-wristed, pale and lean, Tartarian-visaged, black-eyed, and generally black-haired. No beards, or very rarely; their teeth are very white, short and even; they account them the most necessary and best parts of man.”*—John Josselyn, 1674.

What did the first peoples of the northeast look like at the time of first contact? We have many eyewitness accounts, and nearly all of them refer to the good health and physical condition of the native peoples. Before the introduction of European diseases, they enjoyed superior health and lifespan compared to their Old World counterparts. The surviving accounts are less in agreement about skin color, varying from “pale” to “tawny” to “chestnut”, “accidentally” as eyewitness Martin Pring said in 1603, implying that the darker tones were the result of suntan and weathering, rather than natural pigmentation.

## Clothing

*“They had every man a deer’s skin on him, and the principal of them had a wildcat’s skin, or such like, on the one arm. They had most of them long hosen up to their groins, close made, and above their groins to their waist another leather; they were altogether like the Irish trousers.”*—William Bradford and Edward Winslow, 1621.

The Algonkians use animal skins and furs for their clothing needs. Moose, bear, beaver, otter, fox, raccoon, and deer provide a source of material; wildcat seems to be particularly prized. Their clothing is well-tailored and highly decorated with colorful patterns. Tailoring is a specialized activity, and is the source of much pride among them. Although children often go naked in warm weather, adolescents and adults value physical modesty, and do not appear unclothed in public, except for women, who sometimes work bare-chested. To make their English neighbors more comfortable, they often wear English clothes while visiting, only to revert to their native clothes when they return home.

## Men’s Clothing

Male clothing consists of a soft leather loincloth (*autah*), secured by a cord around the waist; thigh-high leggings of deerskin which take the form of long stockings or chaps (*caukoanash*); shoes (*mocussinass*) of moose leather; and a cape (*acoh*) of deerskin, augmented in cold weather by a bracer of fur. A sachem or sagamore might wear a magnificent mantle embroidered with wild turkey (*neyhommauuog*) feathers, the highest expression of the Algonquin tailor’s art. No man’s outfit is complete without his embroidered tobacco bag (*petouwassinug*), carried around his neck by a cord. It contains his supply of green or powdered tobacco, his clay or stone pipe, and his flints. A second pouch, carried at the waist, might contain corn meal or other travel food.

## Women’s Clothing

Women often wear a full-length deerskin robe (*squaus auhaqut*), and sometimes eschew leggings for slippers. They carry their fire tools in a small pouch at the waist. Clothing can be decorated with porcupine-quill embroidery, painting, or bead work, either in geometric or anthropomorphic patterns.

## More Algonkian Manitos

*The Manitos of the Cardinal Directions:*

Wompanand	The Manito of the East
Chekesuward	The Manito of the West
Wunnanameanit	The Manito of the North
Sowwanand	The Manito of the South

The cardinal manitos are invoked before starting a journey in their direction. They are said to control the winds that blow from their quarter of the compass.

*Squannit*

The patron manito of women, Squannit appears as an old granny with tangled hair. She is invoked to aid women in childbirth. Gift baskets are often left tied to trees as offerings for Granny Squannit in thanks for a healthy baby.

*Muckquachuckquand*

The patron manito of children, often taking the form of a protective animal, such as a dog or bear. Muckquachuckquand is invoked by lost children and their parents, to aid them in getting home safely. He also receives prayers to help heal sick or injured children. He sometimes appears to dying Algonkians to comfort them and guide them safely to the house of Cautantowit.

*Yotaanit*

The manito of fire, Yotaanit is considered to dwell in every spark and flame, from the hearth to the raging blaze that sweeps the forest. Like fire itself, he has the power to aid or hurt, and is regarded with a mixture of reverence and fear.

*Paumpagussit*

The manito of the sea, Paumpagussit is fickle of mood, like so many gods of the waters. He can reward the angler with a good catch, or brew a storm to send your ship to the bottom of the sea, depending on his whim. He is propitiated by the casting of wampum or other wealth into the sea before the start of a voyage.

*Keesuckquand and Nanepaushat*

The manitos of the sun and moon are said to be servants of Cautantowit, because they retire to his house in the southwest at the end of their journey across the sky. They are invoked for luck by travelers, by day and night respectively, by farmers wishing for good crops, and by hunters hoping for a good catch.

*Wetuomanit*

Wetuomanit is the manito of the home. She is invoked by the head of the household to keep the family safe from disease and misfortune. She often appears as a kindly woman, carrying the woven mats of her house on her back, or as a poor traveler seeking shelter, as a means of testing the hospitality of her worshippers.



## **Post-Contact Clothing**

Cloth is a popular trade good among the Europeans, and the Algonquins have adapted to these new materials to produce wool and linen garments to their liking.

## **Beliefs**

### **Creator God**

The Algonquins believe in a benevolent creator god, called Cautantowit [caw-tan-TOW-it], who dwells atop a great mountain in the southwest: the destination of the setting sun, and by extension, the souls of the dead. Cauntantowit is also known also as Kiehtan or Woonand, by various peoples.

### **Creation Story**

Before the arrival of humans, the animals of the world were threatened when some mischievous spirits caused a universal flood. Some of the animals survived by escaping to Cautantowit's mountain, and received a spiritual association with him that has survived ever since.

Cautantowit repaired the damaged earth, and made the first man and woman out of stone. He didn't like the result, and smashed this first couple into bits, because they had no life force. He carved a second couple from a living tree, and this time, succeeded in creating beings with immortal souls. After giving them the precious gifts of corn and beans, he placed them in the world, and promised them a place in his mountaintop house after death, so long as they lived a good life.

### **Personal Manitos**

Cautantowit never interferes directly in human affairs, but uses the animals of the forest as His go-betweens. All animals contain a fragment of His spirit, a residue of their bond with him during their rescue from the flood. Each individual chooses one of these animals as his personal spirit guide, or manito. The manito provides guidance, comfort, and strength during moments of crisis, and reveals its messages through dreams, visions, or natural phenomena. See the Character Creation chapter for more information about personal manitos.

### **Other Manitos**

Roger Williams says tantalizingly that he knows of thirty-eight impersonal manitos or lesser gods, but only lists a few, including the gods of the four cardinal directions (north, east, south, and west), the god of the House, and the god of Women. There is also a fire god, a sun god, a moon god, and a god of thunder and lightning. Both good and bad fortune are

attributed to the will of the manitos. These lesser gods are appeased with feasting or dancing, or warded off with amulets or tattoos. Note that each manito does not have a particular priesthood; the local pawwaw will revere all manito, rather than devote herself to a single god. See the sidebar for more information.

## Hobbamock

The Algonkians also believe in a god named Hobbamock, sometimes called Squanto or Cheepi. The Europeans equate Hobbamock with Satan, and he seems to be a source of evil and misfortune. Yet, he is also invoked for good fortune, and to cure disease. Unlike the distant Cautantowit, Hobbamock often appears personally when summoned, either in human form, or as a black snake, deer, or other black animal. He is not an adversary god, but was said to either cure or kill his patients at the will of Cautantowit.

## Death

When an Algonkian dies, his or her immortal soul follows the setting sun to the southwestern realm of the creator god. The soul knocks upon Cautantowit's door, and is received into His house, as long as the person has lived a good life. If the soul of a criminal or bad person knocks, the god simply replies, "Quatchet!" ("Walk abroad!"), condemning the soul to eternal wandering without rest.

To ease the journey, a dead person's family and friends bury the corpse aligned to the southwest, accompanied by various grave goods for use in the afterlife. (When a child dies, its parents include their own most prized jewelry among the grave goods). They stage a commoco, or funeral banquet, in memory of the deceased, cut their hair and paint their faces black in mourning, and engage in long rites of grieving.

## Religious Practices

The central feature of Algonkian religious life is the relation between the individual and their personal manito, which acts as guide and guardian. Sometimes the pawwaw will call for a communal service, called a *keesaqunnamun*, in which the entire sachemdom gathers to lie quietly under the trees and meditate on the divine power which permeates all things.

## Games and Sports

*"I have known when three or four of these milder spirits have sit down staking their treasures, where they have played four and twenty hours, neither eating, drinking, or sleeping in the interim; nay which is most to be wondered at, not quarreling, but as they came thither in peace so they depart in peace."*—William Wood, 1634.

## Gambling

The Algonkians are fanatical about gambling, which they play with great gusto, often for hours on end, to the exclusion of all else. Sometimes an entire town will wager against another for truly high stakes play. There are two principle gambling games. The first, called *puim*,

### Playing Puim and Hubbub

Player characters wishing to join in a game of puim or hubbub can use the following rules, which use playing cards and dice instead of straws and peach pits:

#### *Puim*

The players put in an ante, agreed upon before the game begins. Deal out an entire standard deck of playing cards evenly to all the players, face down, leaving aside any extra cards. The players may now look at their hands. A hand is scored according to the face value of each card. Court cards are worth 12 points. Aces have no value themselves, but they double the value of the highest card in the player's hand.

Each player must pass one card to the player to their left. Then, each player draws one card at random from the hand of the player to their right. The person to the right of the dealer makes the first bet. Other players, as in poker, may fold, see the bet, or raise the stakes.

Then, each player still in the game must pass one card to the player to their left, and then draw one card at random from the player to their right, as before. A second round of betting ensues. The hand with the highest points wins. In case of a tie, the player closest to the dealer's right hand (or the dealer himself) wins. For the next hand, the deck is shuffled and passed to the dealer's left.

#### *Hubbub*

To play hubbub, a randomly determined player places a bet. All other players have to put up the same amount. The active player rolls 5d6, while everyone chants, "Hub! Hub! Hub!".

If all the dice are odd numbers or all even numbers, everyone pays the active player twice their bet. (This money is kept aside for now, rather than pocketed by the active player). He may place another bet, or claim his winnings and pass the dice to the next player.

If three of the dice are odd, and two even, or three even and two odd, everyone pays the active player the amount they bet. He may place another bet, or pass the dice to the next player, keeping all his winnings set aside since the start of his active turn.

If four dice are odd, and one even, or four even and one odd, the active player loses everything he won on his current turn. (His winnings are divided evenly and returned to the other players). He must then pass the dice to the next player.

is played with fifty or sixty pieces of straw, each about a foot in length. The straws are shuffled or rolled between the dealer's palms, then distributed among the players. The player who receives the most straws, wins. The exact rules are numerous, whimsical, and complex. A diehard puim player actually carries his straws through a hole in his ear as an advertisement that he is ready to take on all comers!

The second game is called *hubbub*. Five small stones or peach pits, painted black on one side and white on the other, are placed in a tray. The tray is shaken, while the players chant "Hub, hub hub!", and the active player calls out his wager. If all the stones come up one color, the payoff is double. Three of one color and two of another results in an even payoff. All other combinations were losing hands. So long as you keep winning, you keep the tray, but you pass it to the next player as soon as you lose, and forfeit your winnings. A man might wager everything he possesses in the fever of the game.

## Sports

Two neighboring villages might meet at appointed seasons to engage in athletic contests. Four sports are practised: football, archery, swimming, and running. The football games are played with a small leather ball, handled without the hands, as in soccer. The passes and kicks are not unlike those in hacky-sack. A large area of beach or field is staked out, and fought across by dozens of players. Sometimes it takes days for a goal to be scored; this is an occasion of celebration and feasting.

*Note: If you are a player, do not read any further in this chapter -- the following information is for DMs only!*

## Algonkian Magic Items

The following magic items can only be made by Algonkian spellcasters, although they can be used by non-Algonkians if of the appropriate character class. In addition to these items, many standard magic items can be easily adapted to Algonkian settings by changing the name of the item or the materials of which they is made.

### *A Note about Raw Materials and Market Price:*

Although each magic item has a listed market price, Algonkian spellcasters seldom pay in gold for the raw materials needed to create a magic item. Most commonly, the materials are obtained through a quest appointed by the spellcaster's personal manito. 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. The encounter level of the quest will generally be equal to 1/1000 of the raw material cost. For example, the raw material cost of a *cloak of the bear* is 12,160 gp, so the quest should be EL 12.

### **Cloak of the Bear**

*Caster Level:* 6th *Prerequisites:* Craft Wondrous Item, Bull's Strength

*Market Price:* 24,320 gp

This black bearskin cloak with bearclaw clasps gives the wearer +2 to Strength as long as the cloak is worn. It also betstows a +2 bonus to Climb, Hide, and Listen skill checks.

### **Cloak of the Great Sachem**

*Caster Level:* 9th *Prerequisites:* Craft Wondrous Item, Charm Person, Emotion

*Market Price:* 12,960 gp

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*, *emotion*. In addition, the cloak grants a +1 bonus to Charisma while it is on the wearer.

### **Lightning Stone**

*Caster Level:* 9th *Prerequisites:* Craft Wondrous Item, Lightning Bolt, Shocking Grasp

*Market Price:* 12,960 gp

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 3" fragment of such a tube, strung with a piece of cord and worn as a necklace. The wearer of a 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 damage reduction of 10 against electrical attacks.

### **Maushop's War Club**

*Caster Level:* 12th *Prerequisites:* Craft Magic Arms and Armor, Enlarge

*Market Price:* 42,000 gp

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* 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.

### **Turtle Shield**

*Caster Level:* 10th *Prerequisites:* Druid character class, Craft Magic Arms and Armor, Barkskin, Water Breathing

*Market Price:* 21,600 gp

This +2 large shield is made from the upper carapace of an ancient turtle, and 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 100 minutes. 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.

### **Wolves' Whistle**

*Caster Level:* 9th *Prerequisites:* Craft Wondrous Item, Summon Nature's Ally V

*Market Price:* 18,000 gp

This small whistle made of the shin bone of a deer, when blown, summons 1d4+1 wolves, per the spell *summon nature's ally V*. The whistle functions once per day.

# Captains & Crews,

*being instructions for the hiring, training, and commanding of a ship's crew.*

This chapter contains rules for acquiring, outfitting, and crewing a ship, and for training and maintaining her crew. Any character who is a member of the Sea Wolf prestige class may command a ship and create a crew, which advances collectively, gaining experience levels, feats, and class abilities.

## Captains

### Becoming a Ship Captain

Ship captain is a coveted position -- in times of peace, even fully qualified, experienced naval officers will find it hard to obtain a ship. Just rising to the position of captain is the stuff of roleplaying adventure. It is highly recommended that the gaining of a ship command be a significant event in the campaign, not merely something occurring offstage between adventures. The position is prestigious, and ships are incredibly expensive and complex pieces of hardware. A party of PCs with a ship can travel far and fast, and may be able to field considerable firepower. In the interests of play balance, it is worthwhile for the DM to think carefully about how and when a PC is allowed to don the captain's hat.

#### Sea Wolf Class Characters

Characters who have at least one experience level in the Sea Wolf prestige class (see the Character Creation chapter) can either obtain a commission in the royal navy and so receive the captaincy of a ship, or else purchase, construct, or capture their own. The crucial class feature of the sea wolf is that he commands a ship, by virtue of his skill as a mariner, gunner, and leader. Sea wolves who can afford to build or purchase their ship are limited to the size of their purse; those who accept a navy commission will receive an old, small, or badly built ship until by merit or influence they receive commissions upon larger, newer vessels.

#### Other Character Classes

Characters who are not members of the sea wolf class who wish to have the services of their own ship and crew must hire an NPC sea wolf class character as *ship's master*, who carries out the functions of captain but still takes orders from the ship's owner. Such arrangements are common, especially on military raids and merchant ventures, where the financiers and organizers of the operation need ships but are not professional sailors.

#### Pirates

Pirate ship captains neither receive a commission nor, commonly, build or purchase their own ships. Usually they capture, steal, or commandeer a vessel. Most pirate captains will belong to the sea wolf class, but it is conceivable that a rogue, fighter, or barbarian with some ranks in Profession (Sail) might find themselves at the helm. For a variant of the piratical career, see the sidebar about Letters of Marque this page.

#### Letters of Marque

A captain who owns her own ship may obtain a *letter of marque* from a particular sovereign, which is a legal document authorizing the captain to attack and seize vessels flying the flag of one or more enemy nations. Captains holding a letter of marque are commonly called *privateers*. They are looked upon with disfavor by the royal navy as nothing more than legal pirates, and are likely to be hanged if captured by the enemy.

## Obtaining a Ship

Sea wolf characters have several options for finding a ship: securing a royal commission, purchasing a ship, or obtaining a ship by illegal means. All three options are discussed below.

### Royal Commissions

As described under the Sea Wolf character class in the Character Creation chapter, a character lacking the money to buy a ship may take a commission in the navy of his sovereign. To receive a commission, a character presents his credentials at the royal court, and is assigned a ship. New captains usually receive a sloop or an antiquated, poorly maintained warship. Their orders may include courier duty, anti-smuggling or anti-piracy patrols, or a support role in a battle squadron.

### Purchasing a Ship

With sufficient funds, a character can purchase his own ship, either a newly-built or used vessel. New vessels cost full price, while used ships are discounted 10% + 1% per year of age up to a total discount of 50%. (see Ship Construction rules for effects of ship aging).

### Illegal Means

In the course of play, a captain may capture or seize a vessel by piracy or in the course of war. These incidents should never occur offstage, but always as part of the campaign.

### Ship Prices and Construction Times

Fluyt 10000 gp	4 months
Galley 20000 gp	8 months
Galleasse 22000 gp	9 months
East Indiaman 40000 gp	1 year
Merchantman 18000 gp	7 months
Royal Warship 80000 gp	2 years
Sloop 16000 gp	6 months

## Crews

The NPCs making up a ship's crew generally will belong to the Crew NPC character class, although ships may also include a contingent of Warrior-class NPCs. The shared dangers of life at sea cultivate intense loyalty among a ship's crew for each other and especially for their captain. In game terms, the followers of PC ship captains will almost always be among his highest ranking crew members, with the first mate or ship's master as cohort. Not all members of a ship's crew need to be followers, but the higher the percentage of followers in the crew, the lower the chances of mutiny, and the fewer deserters when the ship stays in port.

## The Crew NPC Class

Ship's crew are highly specialized laborers, trained in sailing, maintaining, and repairing seagoing vessels, and in operating the ship's artillery. They are tough individuals with a thirst for travel and adventure, found in all the world's ports. Because of the inherent perils of sea travel, they have some weapons training, although they are not as formidable as warrior class NPCs.

**Hit Die:** d6 (4 hp)

**Social Rank:** 1 (laborer)

**Social Rank Advancement:** +1 at 5th, 10th, 15th, and 20th level

### Table: Crew NPC Class

<i>NPC</i>	<i>Base</i>	<i>Fort</i>	<i>Ref</i>	<i>Will</i>			
<i>Level</i>	<i>Attack Bonus</i>	<i>Save</i>	<i>Save</i>	<i>Save</i>	<i>Av. hp</i>	<i>w/Toughness Feat</i>	
1st	0	+2	+0	+0	4	7	Artillery Feat
2nd	+1	+3	+0	+0	7	10	Crew Feat
3rd	+2	+3	+1	+1	11	14	
4th	+3	+4	+1	+1	14	17	Crew Feat
5th	+3	+4	+1	+1	17	20	
6th	+4	+5	+2	+2	21	24	Crew Feat
7th	+5	+5	+2	+2	25	28	
8th	+6/+1	+6	+2	+2	28	31	Crew Feat
9th	+6/+1	+6	+3	+3	32	35	
10th	+7/+2	+7	+3	+3	35	38	
11th	+8/+3	+7	+3	+3	39	42	
12th	+9/+4	+8	+4	+4	42	45	Crew Feat
13th	+9/+4	+8	+4	+4	46	49	
14th	+10/+5	+9	+4	+4	49	52	
15th	+11/+6/+1	+9	+5	+5	53	56	
16th	+12/+7/+2	+10	+5	+5	56	59	Crew Feat
17th	+12/+7/+2	+10	+5	+5	60	63	
18th	+13/+8/+3	+11	+6	+6	63	66	
19th	+14/+9/+4	+11	+6	+6	67	70	
20th	+15/+10/+5	+12	+6	+6	70	73	Crew Feat

### Skills

#### Class Skills

Crew class skills are:

Balance, Climb, Craft ( any, but typically carpentry, ropemaking, blacksmithing, sewing), Intuit Direction, Jump, Knowledge (Sea), Listen, Profession(Sail), Spot, Swim, Use Rope.

Excluded Skills:

Alchemy, Appraise, Decipher Script, Read Lips, Scry, Use Magic Device.

#### Skill Points

1st Level: (3+Int Modifier) x 4. See the sidebar this page.

Each Additional Level: 3 + Int Modifier

### Standard Skills for 1st Level Crew

Crew typically begin the game with the following skills/ranks:

<i>Skill</i>	<i>Ranks</i>
Balance	2
Climb	2
Craft	1
Intuit Direction	
Jump	
Knowledge (Sea)	1
Listen	
Profession(Sail)	3
Spot	1
Swim	
Use Rope	2

### Feats Known by Crew at 1st Level

The most likely feats for NPC crew to possess at 1st level are Skill Focus: Profession (Sail) and Toughness. See next page for other options.

### Ability Score Advancement:

Typical ability score advancement for NPC crew is:

- +1 to Strength at Level 4
- +1 to Dexterity at Level 8
- +1 to Strength at Level 12
- +1 to Dexterity at Level 16
- +1 to Wisdom at Level 20

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## Standard Equipment for 1st Level Crew

As a shortcut, you can assume each 1st level crew has the following equipment plus 78 sp in cash:

knife	2gp
sea-chest	2 gp
tankard (tin)	3 sp
blanket, wool	2 sp
sewing kit	2 sp

+ the following clothes: shirt, trousers, stockings, shoes, cap.

## The Cost of Captaincy

A ship captain, whether the owner of his ship or the holder of a royal commission, is expected to pay for the following expenses out of his own pocket:

- crew salaries
- supplies
- repairs and maintenance

Whether volunteers or pressed into service, crew are paid in coin, quarterly. Their salary depends on their experience level:

Level	Quarterly Pay
1st-3rd	5 gp
4th-6th	6 gp
7th-9th	7 gp
10th-12th	8 gp
13th-15th	9 gp
16th-18th	10 gp
19th-20th	11 gp

Supplies include fresh water, food, alcohol, firewood, and other necessities to support the crew. For each week at sea, a ship must have:

1 gp worth of supplies per crewmember

Repair materials include iron, timber, and canvas. The captain has discretion over how much repair material to have aboard; the price of these materials are:

Material	Cost, per 10 pounds
Canvas	5 gp
Iron	10 gp
Timber	3 gp

## Pressing Crews

Captains of evil alignment often seize landsmen or experienced sailors against their will, essentially kidnapping them and keeping them in irons aboard the ship until the vessel has left port. This practice, called pressing, is used by civilian and naval captains alike. Usually, a group of the captain's followers will form a press-gang to roam the streets of a port and simply abduct anyone they can catch. In some cases, warships will even stop a merchant vessel on the high seas and force the merchant crew into service.

## Class Features

### Weapon and Armor Proficiency:

Crew are not proficient in any form of armor. They are proficient with the following weapons: cutlass, dagger, club, halfspear, shortspear, crossbows, handaxe, guisarme, longsppear, snaphaunce pistols.

### Artillery Feat:

At 1st level, NPC crew possess the Artillery feat.

### Crew Feats:

In addition to normal feat progression, NPC crew receive bonus crew feats which improve their ability to sail, fight, and survive at sea. At 2nd, 4th, 6th, 8th, 12th, 16th, and 20th level, the captain of an NPC crew can choose one bonus crew feat which applies to collectively to the crew. See Crew Feats later in this chapter for a description.

## Starting Gear

5d4 gp worth of gear (average 12 gp, 5 sp). See the sidebar for a typical selection.

## Attracting/Hiring a Crew

A typical crew consists of two groups: the captain's own cohort and followers, who make up the inner circle of loyal officers and mates; and the common crew, who sign on for money, room, and board. The process of finding crewmembers begins in port, with the captain and his followers, and perhaps some hired agents, scouring the taverns and docksides for unemployed mariners, or for landsmen looking for a career at sea. Since most commoners can't read, printed advertisements are generally not used. Captains of evil alignment sometimes resort to force to find crewmembers (see Pressing Crews in the sidebar).

### Officers and Mates: the Role of Cohorts and Followers

As described in the Character Creation chapter, the Leadership feat is a prerequisite for the sea wolf prestige class -- a captain can't command a ship without this key quality. The core of a captain's crew is his cohort and followers, as determined by his Leadership level. They will become his officers and mates, serving out of personal loyalty to the captain, rather than being hired for money (although they still expect compensation for their work). Cohorts and followers count towards the effective crew strength of a ship, and can be assigned to any of the standard ship duties (gunner, deck hand, fire watch, repair crew, soldiery).

### The Common Crew

Any remaining crew positions not filled by followers must be taken by hired NPC crew. A new captain can only hire 1st level NPC crew -- more experienced sailors will not sign on with a green (untested) leader, no matter how much he or she is willing to pay them. See Level Advancement for NPC Crew, below.



## Gaining Experience for NPC Crew

The DM should award experience points to NPC crew for the following events:

### Service Aboard Ship

Simply living on a ship generates experience points for NPC crew. For each week spent on shipboard, crew earn experience points based on their current level:

Crew Level	XP per Week
1st-3rd	20
4th and above	10

### Sea Battles

DMs should assign a challenge rating to enemy ships and monsters battled at sea. If an enemy ship is captured or sunk, or a monster slain, crew earn full XP. If the battle is a draw, or their own ship is captured, sunk, or driven away, they earn 1/2 XP for the encounter.

### Storms

Surviving a storm at sea earns 50-300 XP for the crew, depending on the duration and severity of the storm.

### Ad Hoc Awards

DMs should also give XP for unique challenges overcome by the crew: a dangerous raid on an enemy port, a rescue mission to save their captain, or perhaps a shipwreck and subsequent survival on a desert isle.

## Training & Maintaining a Crew

### Level Advancement for NPC Crew

As a captain and his crew sail the seas, share the dangers of weather and battle, and hone their nautical skills, the crew collectively earns experience points, as if they were one of the captain's followers. The most helpful way to think of the crew is as a single NPC comprised of many individual bodies, all under the control of the captain. When the crew gains an experience level, the captain chooses how they distribute skill points, which feats they gain (if any), and which ability scores are improved (if any).

### Replacing Lost Crew

NPC crew who die or desert can be replaced in port with new crew of the same experience level. For example, a 4th level crew attracts 4th level replacements.

## Crew Feats

As described above, at 2nd, 4th, 6th, 8th, 12th, 16th, and 20th level, NPC crew receive bonus crew feats which represent advanced tactics and training received at sea under the command of their captain. The choice of feats is up to the captain in command of the crew.

**Crew Feats:** Feats in italics require the plain text feat above them as a prerequisite.

Advanced Gunnery

Advanced Seamanship

*Close-Hauled Sailing*

*Fast Escape from Irons*

*Fast Trimming*

*Rough-Weather Sailing*

Efficiency

*Improved Efficiency*

Fast Pumping

Fast Repair

Firefighting

Green-Water Sailing

Ship-Shape & Bristol Fashion

Stealth

Survival

Swimming

Thrifty Repair

### Advanced Gunnery (Crew)

The crew is skilled in accurate cannonfire, even in high winds.

**Prerequisites:** none.

**Benefit:** A crew with the Advanced Gunnery feat receives lower penalties to their attack roll for firing artillery in high winds:

Wind speed 11-17 knots	0
Wind speed 18-21 knots	-1
Wind speed 22-27 knots	-2
Wind speed 28 knots or more	-4

**Normal:** Crews without this feat suffer the standard artillery situational modifiers for high winds.

### **Advanced Seamanship** (*Crew*)

The crew is especially competent at steering and operating a sailing vessel.

**Prerequisites:** none.

**Benefit:** A crew with Advanced Seamanship gets a +2 bonus to all Climb, Sail, and Use Rope skill checks. This feat is a prerequisite for Close-Hauled Sailing, Fast Escape from Irons, Fast Trimming, and Rough-Weather Sailing.

**Normal:** Crews without this feat receive no bonus to Climb, Sail, and Use Rope skill checks.

### **Close-Hauled Sailing** (*Crew*)

The crew can sail a square-rigged ship very close to the wind.

**Prerequisites:** Advanced Seamanship.

**Benefit:** A crew trained with this feat can sail a square-rigged ship at only 45° from the wind for limited distances. Once per turn, the crew can make a Sail check at a DC of 1/2 the wind speed. If successful, the ship moves one square diagonally upwind. If not, the ship moves upwind at 67.5°, gaining 100' upwind distance for every 200' travelled across the wind, as normal.

**Normal:** Crews without this feat cannot make a square-rigged ship sail closer than 67.5° away from the wind.

### **Efficiency** (*Crew*)

The crew can trim the sails to catch more wind than normally possible.

**Prerequisites:** none.

**Benefit:** A crew trained with this feat increases the current efficiency of the ship's sails by +0.1, to a maximum of 1.0 efficiency. For example, a ship whose sails are operating at 0.6 efficiency would have an increased efficiency of 0.7.

**Normal:** Crews without the Efficiency feat do not give any bonus to the ship's sail efficiency.

### **Fast Escape from Irons** (*Crew*).

The crew can get the ship moving again sooner after it has failed to tack (turn across the wind).

**Prerequisites:** Advanced Seamanship.

**Benefit:** A crew trained with this feat can get out of irons in only two turns, according to the following schedule:

<i>Turn</i>	<i>Action</i>
1	Ship turns 90° to port or starboard (beam reach). Sail check required, normally at DC 15, but at DC 13 for crews trained with this feat.
2	Ship moves normally, starting from a speed of 1 knot.

**Normal:** Crews without the Fast Escape from Irons feat require three turns to escape from irons.

### **Fast Pumping** (*Crew*)

The crew can pump out the ship's bilge faster than normal.

**Prerequisites:** none.

**Benefit:** When crewing the pumps, a crew with this feat can pump 0.2 tons of water per turn (12 tons per hour) per crewmember assigned to pumping duty.

**Normal:** Crews without the Fast Pumping feat can only pump 0.1 ton of water per turn per crewmember assigned to pumping duty.

### **Fast Repair** (*Crew*)

The crew can make ship repairs faster than normal.

**Prerequisites:** none.

**Benefit:** When making emergency repairs, each crewmember repairs 2 hp (0.2 Dhp) per turn. This applies to holes at the waterline, jammed rudders, and falling canvas. When making non-emergency repairs, crews repair 1hp (0.1 Dhp) per five work-hours, which is double the usual rate. This applies to broken masts and rigging damage, dismantled artillery, holes at the waterline, hull, deck, or sail damage, and jammed rudders.

**Normal:** Crews without the Fast Repair feat make emergency repairs at the rate of 1 hp (0.1 Dhp) per crewmember per turn. They make non-emergency repairs at the rate of 1 hp (0.1 Dhp) per crewmember per ten work-hours.

### **Fast Trimming** (*Crew*)

The crew can add or remove sail more quickly than normal.

**Prerequisites:** Advanced Seamanship.

**Benefit:** A crew trained with this feat can increase the speed of a ship up to 2 knots per turn, up to the ship's maximum efficiency. They can also slow the ship by one-half its current speed, rounded up, *plus* an additional 1 knot.

**Normal:** Crews without this feat can only increase ship speed by 1 knot per turn, and decrease speed by one-half current speed, rounded up.

### **Firefighting** (*Crew*)

The crew has received advanced training in fighting shipboard fires, allowing them to extinguish them faster.

**Prerequisites:** none.

**Benefit:** Any crewmembers assigned to fire watch duty extinguish fires at the rate of 2 Dhp per turn, which is double the usual rate.

**Normal:** Crews without the Firefighting feat extinguish fires at a rate of 1 Dhp per crewmember per turn.

### **Green-Water Sailing (Crew)**

The crew can navigate shallow waters more safely, helping the ship avoid running aground, and steering clear of obstacles.

**Prerequisites:** none.

**Benefit:** A crew with the Green-Water Sailing feat gains two benefits. First, they get a +2 bonus to Sail checks to avoid underwater obstacles like reefs, wrecks, and sandbars. Second, they can ballast a ship to reduce its draft (the depth of the keel underwater) by one foot for every five feet of draft, rounded up. Thus, a ship with a draft of 1-5 feet gains 1 foot of water beneath its keel, while a ship with a draft of 6-10 feet gains 2 feet, and so on.

**Normal:** Crews without this feat do not gain any special benefits in shallow water.

### **Improved Efficiency (Crew)**

The crew can increase the efficiency of the ship's sails even beyond the ship's normal design limits.

**Prerequisites:** Efficiency.

**Benefit:** A crew trained with this feat increases the current efficiency of the ship's sails by +0.1, with no limit to the level of efficiency achieved. For example, a ship operating at 1.0 efficiency could be increased to 1.1. The usual effects of sailing faster than best speed are ignored, unless the wind speed is above 32 knots.

**Normal:** Crews without the Improved Efficiency feat can't improve sail efficiency beyond 1.0.

### **Rough-Weather Sailing (Crew)**

The crew is more adept at keeping the ship from foundering in bad weather.

**Prerequisites:** none.

**Benefit:** A crew with the Rough-Weather Sailing feat gets a +2 to any Sail checks made to avoid capsizing as a result of waterspouts and high winds.

**Normal:** Crews without this feat do not gain any special benefits against weather hazards.

### **Ship-Shape & Bristol Fashion (Crew)**

The crew keeps the ship extremely clean and well maintained.

**Prerequisites:** none.

**Benefit:** Crewmembers with this feat get a +2 to all Fortitude saves to resist shipboard disease. They also reduce the depreciation rate of the ship's cash value as it ages: a base depreciation of 10%, with a loss of 1% of its original value every two years of age.

**Normal:** Crews without this feat gain no benefit to Fortitude checks against disease. Their ship loses value at a base depreciation of 10% plus 1% per year of age.

### **Stealth (Crew)**

The crew has been trained in the arts of silent movement and concealment, to improve their effectiveness in shore raids and surprise attacks.

**Prerequisites:** none.

**Benefit:** Crewmembers gain Hide and Move Silently as class skills.

**Normal:** Crews without this feat can only gain ranks in Hide and Move Silently as cross-class skills.

**Survival** (*Crew*)

The crew has been trained to survive in wilderness settings, in case of shipwreck or marooning in an uninhabited area.

**Prerequisites:** none.

**Benefit:** Crewmembers gain Knowledge (Nature) and Wilderness Lore as class skills.

**Normal:** Crews without this feat can only gain ranks in Knowledge (Nature) and Wilderness Lore as cross-class skills.

**Swimming** (*Crew*)

The crew knows how to swim.

**Prerequisites:** none.

**Benefit:** Crewmembers get a +2 bonus to Swim checks, and a +2 Fortitude checks to hold their breath and survive in the water.

**Normal:** Crews without this feat gain no special benefits in these areas.

**Thrifty Repair** (*Crew*)

The crew uses fewer repair stores when making ship repairs.

**Prerequisites:** none.

**Benefit:** Crew with this feat use repair stores at the following rate while making repairs to damaged areas of the ship:

Damaged Masts: 80 pounds of timber and 5 pounds of iron per 1 Dhp of damage.

Dismounted Artillery: 5 pounds of timber per 1 pound of shot weight of the piece.

Hole at the Waterline: 80 pounds of timber per Dhp of damage.

Hull and Deck Damage: 40 pounds of timber per Dhp of damage.

Sail Damage: 5 pounds of canvas per Dhp of damage.

Jammed Rudder: 80 pounds of timber and 5 pounds of iron per Dhp of damage.

**Normal:** Crews without the Thrifty Repair feat use repair stores at the following rate:

Damaged Masts: 100 pounds of timber and 10 pounds of iron per 1 Dhp of damage.

Dismounted Artillery: 10 pounds of timber per 1 pound of shot weight of the piece.

Hole at the Waterline: 100 pounds of timber per Dhp of damage.

Hull and Deck Damage: 50 pounds of timber per Dhp of damage.

Sail Damage: 10 pounds of canvas per Dhp of damage.

Jammed Rudder: 100 pounds of timber and 10 pounds of iron per Dhp of damage.

# Sea Adventures & Sea Battles,

## *Being a set of Rules for the Conduct of Mass Combat on Sea.*

These rules are an update of my earlier “Sea Wolves” rules, made fully compatible with the d20 system, at least as much as I care to make them. They allow you to add ship combat to your *Septentrionalis* adventures, but can easily be adapted for any naval battles during the Age of Sail. Unlike the original Sea Wolves rules, this version is designed to be played with miniatures or counters, at a suggested scale of 1” = 100’. Miniatures are really needed only for tactical movement, generally at ranges of one mile or less, since cannon of this era were rarely employed beyond this distance.

## Ship Speed & Movement

### Best Speed

A ship’s theoretical best speed is based on a simple formula (see sidebar), but in practice, ships of the era will sail more slowly, due to the inefficiency of their sail rig. Each ship type listed in these rules has its own Best Speed rating in knots, based on this formula, derived from the length of the hull at the waterline.

### Actual Speed

The actual speed of a ship at a given moment is based on many factors, including the condition of the hull, the direction and strength of any currents acting on the hull, how the ship is ballasted, and so on, but the prime factor is the strength of the wind. The DM may choose whatever wind speed he feels appropriate, or may create a random wind speed table for each area of the gaming world. Once the wind speed has been determined, consult the Actual Speed table below to determine the actual speed of the ship, based on the efficiency of its rig, which is listed among the ship’s stats. If the actual speed is higher than the ship’s best speed, use the best speed instead – remember, a ship can never go faster than the best speed listed in its stats.

### Exceeding Best Speed

When the actual speed of a ship would exceed its best speed – usually because the ship is carrying too much sail in high winds – the ship remains at its best speed. The ship’s sails and masts may take damage, and the ship could capsize. See the Other Hazards section at the end of this chapter for more details.

### Actual Speed of Oared Ships

The maximum actual speed of an oared ship is based on the current number of rowers, as shown on the ship’s crew roster. If the ship has sails as well, the sail speed does not stack with the oared speed – the ship can either be under sail or oar, but not both.

### How fast can a Ship Go?

The maximum speed for a displacement hull (as opposed to a planing hull, like a catamaran, which skims over the waves instead of plowing through them) is based on the length of the hull at the waterline. The formula for hull speed is

$1.34 \text{ knots} \times \text{the square root of the hull length, in feet}$

So a ship that is 50 feet long at the waterline can move no faster than

$1.34 \times \text{square root of } 50, \text{ or } 1.34 \times 7.071$

or about 9.5 knots. I’ve included this formula for players who want to design their own ships, to give them a rough idea of maximum speed.

### Knots vs. Miles per Hour

These rules use the nautical mile, which at 6076 feet is 1.15 times the length of a standard mile. To convert knots (nautical miles per hour) into MPH, just multiply by 1.15.

### Daily and Weekly Movement Rates

This table serves as a handy reference for determining the distance covered by ships over time. Ships in this era generally sailed 24 hours a day while on the high seas, unlike medieval mariners who often hugged the coast and put in to shore every night. All distances are given in nautical miles.

Hourly	Daily	Weekly	Upwind*
1	24	168	11/77
2	48	336	22/154
3	72	504	33/231
4	96	672	44/308
5	120	840	55/385
6	144	1008	66/462
7	168	1176	77/539
8	192	1344	88/616
9	216	1512	99/693
10	240	1680	110/770
11	264	1848	121/847
12	288	2016	132/924
13	312	2184	143/1001
14	336	2352	154/1078
15	360	2520	165/1155
16	384	2688	176/1232
17	408	2856	187/1309
18	432	3024	198/1386
19	456	3192	209/1463
20	480	3360	220/1540

\*weekly distances for daily/weekly upwind travel (see Sailing against the Wind next page)

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## Modifiers to Efficiency:

A ship's efficiency rating can be modified by several factors. All the factors listed below stack with each other. As DM, feel free to assign bonuses or penalties based on the following circumstances:

Condition	Modifier
Fouled Hull	-0.1
Poorly Ballasted	-0.1
Rime Ice	-0.1

### Fouled Hull

A ship's hull provides an ideal platform for marine animals and plants, such as barnacles and algae. If the hull is not regularly careened (drawn ashore by ropes or merely tilted to provide access to the lower portions) and scraped down, the growth of marine life will slow the ship.

### Poorly Ballasted

A ship keeps an even keel (neither too low at the bow or the stern) by means of heavy stone ballast in the lowest part of the ship's interior. Ballast must occasionally be shifted by the labor of the crew to even the keel and improve the ship's sailing efficiency.

### Rime Ice

Ice forms as spray freezes on ropes and sails, reducing their efficiency. Unless knocked off with axes and clubs by the crew, the ice will continue to slow the ship, and perhaps even break spars or masts. See Arctic Hazards at the end of the chapter for more info.

## Efficiency and Rigging

Each ship's stats include a breakdown of how each mast's sails contribute to the ship's efficiency. For an ideal ship, it might look like this:

Bowsprit:	+0.1
Foremast:	+0.3
Mainmast:	+0.4
Mizzenmast:	+0.2
	= 1.0 efficiency

Depending on the design of her sails, a ship may not have 1.0 efficiency even under full canvas.

A ship may deliberately reduce its efficiency by furling sails, as a way of slowing the ship down; usually the top course of sails is the last to be added and the first to be removed. During tactical movement, it is assumed that this is being done whenever the captain slows the speed of the ship.

In combat, a ship may lose sails due to fire or chain shot; each time the sail's hit points (indicated in the ship's stats) drop below a certain threshold, it automatically loses efficiency. If a mast is lost due to artillery fire, the ship immediately loses whatever fraction that mast's sails contribute to the ship's efficiency.

## Table: Actual Speed

Wind Speed	--Actual Speed, based on Current Efficiency--								
	<i>Terrible</i>	<i>Bad</i>	<i>V. Poor</i>	<i>Poor</i>	<i>Fair</i>	<i>Average</i>	<i>Good</i>	<i>V. Good</i>	<i>Great</i>
	(0.1)	(0.2)	(0.3)	(0.4)	(0.5)	(0.6)	(0.7)	(0.8)	(0.9)
0 kts	0	0	0	0	0	0	0	0	0
2	0	0	1	1	1	1	1	2	2
4	0	1	1	2	2	2	3	3	4
6	1	1	2	2	3	4	4	5	5
8	1	2	2	3	4	5	6	6	7
10	1	2	3	4	5	6	7	8	9
12	1	2	4	5	6	7	8	10	11
14	1	3	4	6	7	8	10	11	13
16	2	3	5	6	8	10	11	13	14
18	2	4	5	7	9	11	13	14	16
20	2	4	6	8	10	12	14	16	18
22	2	4	7	9	11	13	15	18	20
24	2	5	7	10	12	14	17	19	22
26	3	5	8	10	13	16	18	21	23
28	3	6	8	11	14	17	20	22	25
30	3	6	9	12	15	18	21	24	27
32	3	6	10	13	16	19	22	26	29

All actual speeds listed in the table have been rounded to the nearest whole number, to make tactical movement easier. The strongest wind represented in the table is a moderate gale – few ships can actually take advantage of fresh and strong gales, storms, (56-63 knots) or hurricane force winds (64+). Even a 150' galleon has a best speed of only 16 knots, so the table doesn't cover higher speeds.

Example of finding actual speed from the Actual Speed table: a ship traveling in a wind of 18 knots at an efficiency of 0.7 travels at 0.7 x 18, or 13 knots.

## Sailing against the Wind

Most warships of the era can only sail within about a 225° arc, centered on a heading pointing the same way the wind is blowing. In other words, they can't sail on a heading closer than 67.5° to the wind. That means that nearly half the compass – the upwind half – is closed to them. To sail upwind, then as now, involves a zigzag course called tacking, first sailing as close as possible to one edge of the upwind no-sail zone, then as close as possible to the other edge. A period warship tacking upwind has to sail about 2.2 nautical miles for every mile gained. That means that the equivalent of a one day voyage downwind takes 2.2 days upwind – a significant delay, especially when magnified over many days and hundreds of miles. Remember that the ship's actual speed doesn't change; it just has to cover more ground to gain the same distance.

## Vision and Spotting at Sea

Often, in the course of an adventure, the DM will need to determine whether a ship's crew has seen an approaching vessel or a distant island. In an encounter at sea, whoever spots the enemy first often gains crucial minutes to either slip away undetected or prepare for action.

Two major factors affect Spot checks at sea: the distance from the observer to the horizon, and local weather conditions.

## The Horizon

The curvature of the earth establishes a limit to the distance at which objects can be seen at sea. Anything beyond the horizon is hidden from an observer, no matter how acute her vision is. The higher your vantage point, the more of the earth's surface you can see at once, pushing back the horizon in an expanding circle around you. If you know your height above the sea in feet, a simple formula can tell you the distance to the horizon. The formula is:

$$1.17 \times \text{the square root of your height of eye in feet} = \text{Distance to the horizon in nautical miles}^*$$

See the sidebar for some common horizon distances. Anything closer to you than the horizon is potentially visible.

## Seeing beyond the Horizon

Tall objects, like mountain summits and the masts of ships, can be seen even when they are beyond the horizon. If you want to calculate the distance at which an object becomes visible, you must know your height of eye and the height of the object. You then do the same calculation for your distance to the horizon and the object's distance to the horizon and add the distances together. So, from a 500-foot hilltop (horizon 26 miles), you can see the top of a 100' lighthouse (horizon 12 miles) from 26+12=38 miles away. The following table gives the maximum sighting distance for observers and objects of a given height. Results are in nautical miles.

**Table: Maximum Sighting Distances between Observer/Object**

Height	6'	12'	24'	48'	100'	500'	1000'	5000'	10000'
6'	6	7	9	11	15	29	40	86	120
12'	7	8	10	12	16	30	41	87	121
24'	9	10	12	14	18	32	43	89	123
48'	11	12	14	16	20	34	45	91	125
100'	15	16	18	20	24	38	49	95	129
500'	29	30	32	34	38	52	63	109	143
1000'	40	41	43	45	49	63	74	120	154
5000'	86	87	89	91	95	109	120	166	200
10000'	120	121	123	125	129	143	154	200	234

## Atmospheric Limits to Sighting at Sea

Besides the horizon itself, the maximum sighting distance of objects at sea may be limited by atmospheric conditions. Different weather types will establish an absolute limit of vision, beyond which no seeing is possible. Check the sidebar for conditions that limit vision at sea. Within the given limit, all Spot checks are made at the DC indicated for that condition.

## Making Spot Checks at Sea

As soon as an object enters an observer's maximum sighting distance, the DM should roll a Spot check at the DC indicated by the weather condition. If there is more than one lookout on duty, then give the result a +2 cooperation bonus. If the Spot check fails, then make additional checks on the following schedule, depending on the distance and size of the object:

## Some Common Eye Heights and Horizon Distances

Observer's Elevation	Horizon
Raft (6' elevation)	3 miles
Deck of a Ship (12')	4 miles
Poop Deck (24')	6 miles
Crow's Nest (48')	8 miles
100-foot Hilltop	12 miles
500-foot Hilltop	26 miles
1000-foot Mountaintop	37 miles
5000-foot Mountaintop	83 miles
10,000-foot Mountaintop	117 miles

## Handy Nautical Term Defined

A ship whose masts only are visible on the horizon is said to be "sail up". Once the hull is visible, it is "hull up".

## Atmospheric Limits to Vision at Sea

Check this table to determine the maximum sighting distance in various weather conditions. The Spot column gives the DC of Spot skill rolls made within the vision limit.

Condition	Vision Limit	Spot DC
Blizzard	300 feet	22
Clear	horizon	6
Dense Fog	100 feet	24
Downpour	2 miles	14
Fog	1 mile	18
Haze	1d6+3 miles	8
Light Rain	1d4+3 miles	10
Light Snow	3 miles	12
Steady Rain	3 miles	12
Steady Snow	1 mile	18

## Modifiers to Spot skill Checks

The DM should adjust Spot skill checks with the following situational modifiers:

Condition	+/-
Night, Starry Sky*	-8
Night, Overcast*	-12
Night, Moonlit*	-6
Twilight*	-2
Silhouetted against Sunrise/Sunset	+4

\* If the object is illuminated by a light source, reduce penalty by 1/2.



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<i>Size</i>	<i>Object is within:</i>	<i>1000'</i>	<i>1 mile</i>	<i>3 miles</i>	<i>greater</i>
Tiny	Check every	1 min.	10 min.	-	-
Small		1 min.	1 min.	10 min.	-
Medium-Size		1 round	1 min.	10 min.	-
Large		1 round	1 min.	10 min.	1 hr.
Huge		1 round	1 round	1 min.	10 min.
Gargantuan		1 round	1 round	1 round	1 min.

## Encounters at Sea

Once a ship has been Spotted, a sea chase may ensue, with one ship attempting to elude or overtake the other. To conduct a sea chase:

1. Using the Vision and Spotting at Sea rules, determine the distance in nautical miles between the two ships at the start of the chase.
2. If you haven't already done so, determine each ship's speed in knots (see Actual Speed, above) and compare the two. If one or both ships are tacking upwind, remember to use the upwind speed rather than the normal speed.
3. If the faster ship wants to escape, it will escape, unless something happens to either slow it down or to accelerate its pursuer. To find out how long before the faster ship escapes, determine how far away the escaping ship is from the maximum sighting distance of her pursuer. Then, divide the distance to the maximum sighting distance by the difference between the two ships' speeds. The result is the number of hours before the escaping ship disappears from view.
4. If the pursuing ship is faster, subtract the speed of the slower ship from the faster ship to find the difference. Divide the distance between the two ships by the difference in speed. The result is the number of hours before the slower ship is overtaken.

### Summary: Escape Time

To calculate the time remaining before a faster ship escapes a slower one:

1. *Find Distance to Escape:*  
 $(\text{Max. Sighting Distance}) - (\text{Current Distance})$   
= Distance to Escape
2. *Find Difference in Speeds:*  
 $(\text{Escaping Ship's Speed}) - (\text{Pursuer's Speed})$   
= Difference in Speeds
3. *Find Escape Time:*  
 $(\text{Distance to Escape}) / (\text{Difference in Speeds})$   
= Escape Time

### Summary: Overtake Time

To calculate the time remaining before a faster ship overtakes a slower one:

1. *Find Difference in Speeds:*  
 $(\text{Faster Ship's Speed}) - (\text{Slower Ship's Speed})$   
= Difference in Speeds
2. *Find Overtake Time:*  
 $(\text{Distance}) - (\text{Difference in Speed})$   
= Time until Slower Ship is Overtaken

Once the pursuing ship closes to within one nautical mile of the slower ship, switch to tactical movement scale (see below).

## Tactical Movement

### Ground Scale

Tactical ship movement uses a grid system to regulate ship movement and cannon fire. Each square on the grid represents 100' x 100' of area. Using a grid of 1" squares allows the use of 1/1200 scale ship models to represent the combatants (see sidebar for a suggested manufacturer of 17th Century ship models). Of course, cardboard counters or gaming pieces can be used in place of ship models, as long as the bow and stern are marked.

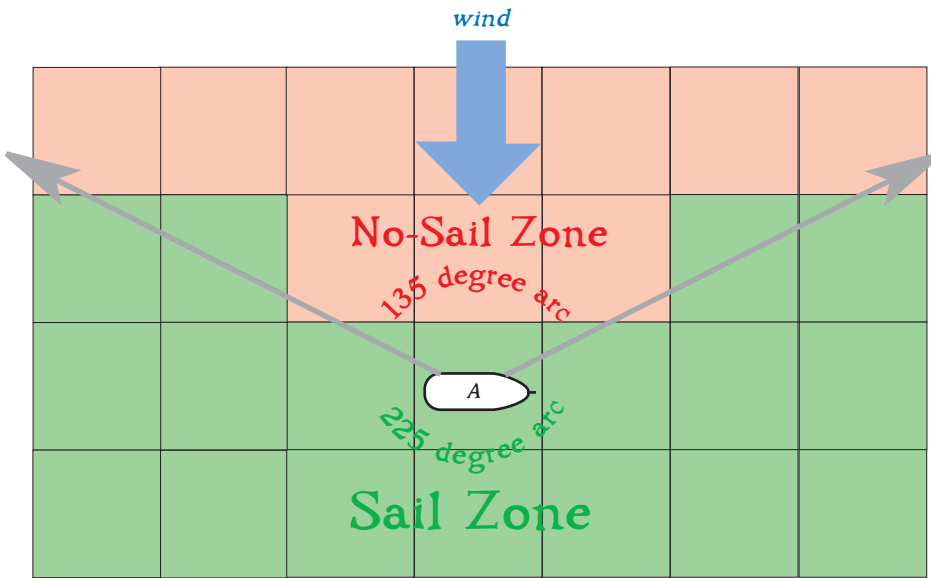
Note: Ships longer than 100' are considered to occupy only one square; they are centered over the center of a single square, rather than placed half on one square and half on another.

## Time Scale & Ship Speed

Each turn of tactical movement represents one minute of actual time. During one turn, a ship moves one square (100') per knot of speed. For example, a ship travelling at 7 knots moves 7 squares, while a ship travelling at 3 knots moves only 3 squares.

## The Sailing Arc

As mentioned above, most ships of the era can only sail in a 225° arc away from the wind. On the tactical movement grid, this sailing arc is represented like this, with the green squares representing possible moves based on the ship's current position:



## Sailing Moves

Sailing ships are limited to a number of sailing moves, representing movement in a particular direction relative to the wind. Each move has its own nautical term, represented by a different move on the grid. These moves are described below, and illustrated in the sidebar.

### Running

Running means moving directly downwind. To represent a run, the ship points directly away from the wind and moves in a straight line. A ship on a run can turn 90° to port or starboard by moving downwind one square and turning simultaneously (see Jibing, below).

### Beam Reaching

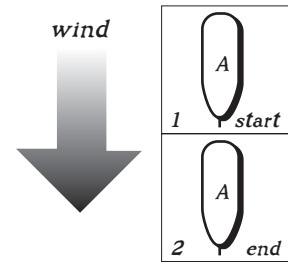
Sailing at a right angle to the wind, either port or starboard, is called beam reaching. A ship traveling in a beam reach must be pointed at right angles to the wind direction. Simply move the ship in a straight line at right angles to the wind.

### Broad Reaching

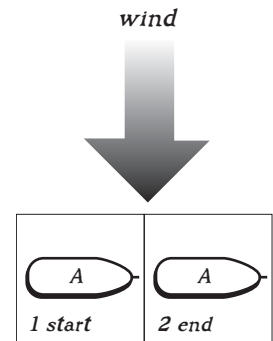
Sailing at an angle downwind is called broad reaching. On the tactical grid, the ship may be pointed either away from the wind or at right angles to it (see option 1 and 2 in the sidebar). The ship moves downwind diagonally.

## Tactical Movement

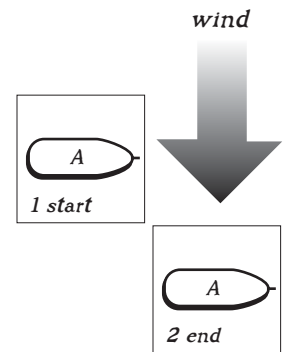
The following illustrations show common moves on the tactical grid:



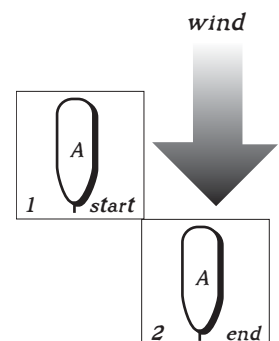
Running (sailing directly downwind).



Beam reaching (sailing at 90° to the wind).

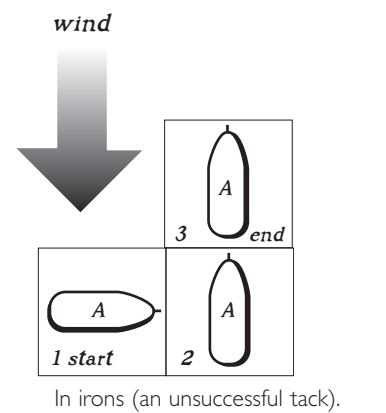
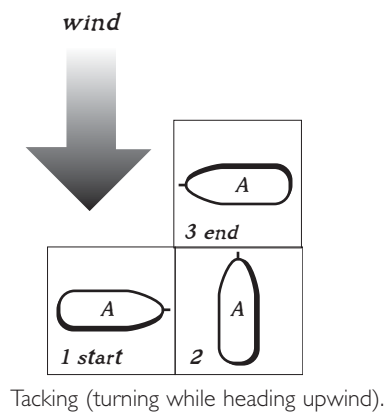
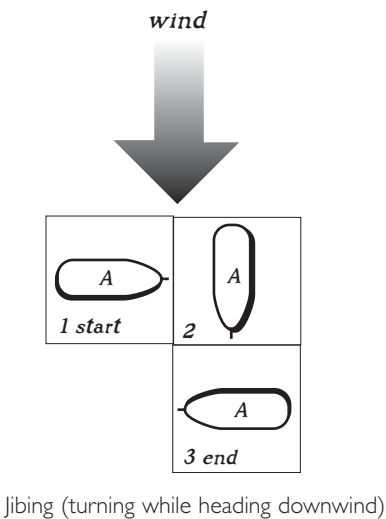
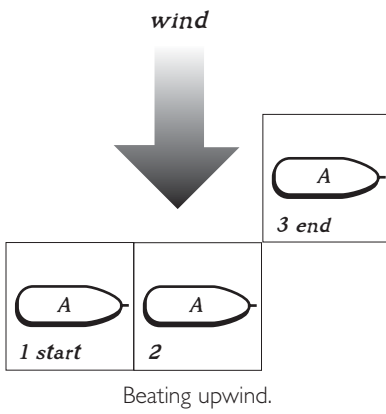


Broad reaching (option 1).



Broad reaching (option 2).

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## Beating Upwind

A ship traveling upwind is said to be beating. On the tactical grid, the ship must be pointed at right angles to the wind, either to port or starboard. Because of the ship's limited sailing arc, it can only move diagonally upwind, and only if it has first moved straight ahead one square (see the sidebar illustration).

## Jibing

A ship pointing at right angles to the wind can turn 180° by jibing. To jibe, move the ship ahead one square and simultaneously point the bow away from the wind. Then, move one square downwind and turn the ship another 90° in the same direction.

## Tacking

To tack is to turn 180° while traveling upwind. A ship can maintain a directly upwind course by beating upwind, tacking, and beating in the other direction for the same distance before tacking again. To tack, the ship begins at right angles to the wind. The ship then moves ahead one square and points into the wind. The ship's momentum then carries it one square upwind, while it continues to turn another 90°. Tacking requires a Sail skill check from the crew (described later). A failure leaves the ship motionless, pointed into the wind (see In Irons, below)

## In Irons

A ship that moves directly upwind without immediately tacking comes to a stop, and is said to be "in irons". The following turn, it will actually begin to move against the wind at a speed of one knot (one square). Experienced captains sometimes put a ship in irons deliberately to stop a ship or sail backward. To move out of irons, a ship turns 90° to port or starboard (doing so successfully requires a Sail skill check at DC 15). On its following turn, the ship moves at right angles to the wind at a speed of one knot.

## Getting out of Irons Summary

- | Turn | Action   |
|------|--|
| 1    | Ship turns 90° to port or starboard (beam reach). Sail check required. |
| 2    | Ship remains motionless.   |
| 3    | Ship moves normally, starting from a speed of 1 knot.                  |

## Moves for Oared Ships

Galleys, rowboats, and other ships that don't rely on the wind for motive power are obviously not limited to a 225° sailing arc – they can row in any direction they choose. Oared ships simply move one square per turn for every knot of speed. The following moves are available to them:

### Straight Course

An oared ship on a straight course moves one square per knot of speed per turn.

### 90° Turn

An oared ship may turn 90° to port or starboard at any time, but must move straight ahead one square before turning again, unless stationary (see 180° Turn, below)

## 180° Turn

If stationary at the start of its turn (speed zero knots), an oared ship may turn up to 180° on its own axis, by ordering the rowers on one side of the ship to row backwards. The following turn, it can begin to increase its speed, from a base of zero.

## Reverse Oars

An oared ship may row in reverse if starting from a speed of zero knots. Its maximum reverse speed is one half of its maximum forward speed, rounding down to the next whole number.

## Running a Ship Battle

### Setup

When the DM decides to switch to tactical movement during an encounter between ships, she places the ship models on the grid in the proper relation to one another and to the wind. Islands and other obstacles are marked, and so on, although the DM can choose not to reveal hidden reefs or other submerged dangers unless a successful Spot check is made by the crew. Fog banks, smoke clouds, and other barriers to sight are also placed.

### Initiative Check

Each ship's crew has its own initiative modifier, which is added to the initiative modifier of the ship itself (large ships have lower initiative modifiers); make an initiative check for each ship and crew before the first turn of tactical movement to establish the order of play. Each ship moves sequentially according to its current initiative. Note that unlike people, ships cannot hold action or delay action -- they cannot refocus or otherwise change their initiative.

### Turn Sequence

During each ship's move, it follows a schedule of possible actions and skill checks, detailed below.

#### 1. Set Speed

A ship may change its speed only at the start of its turn. Generally, a ship may either add one knot of speed per turn, or subtract one half its current speed, rounding down to the next whole number. For example, a ship travelling at 6 knots can either accelerate to 7 knots or decelerate to as low as 3 knots. Putting a ship in irons (see Sailing Moves, above) is the most common way of stopping more quickly than allowed by the general rules.

#### 2. Crew Orders

After setting the ship's speed, the captain of the ship may give orders to various parts of the crew, including the gun crew, fire watch, repair crew, soldiers, and deck hands, or redistribute the crew between these different tasks. Orders are detailed later in the chapter, but some common ones are Load Artillery, Away Boarders, Repel Boarders, and Out Boats.

#### 3. Fire Artillery/Small Arms Fire/Firefighting

If a ship began its turn with loaded artillery, it may fire some or all of its batteries before movement. Boarders may also make ranged attacks with small arms at this time. This is also the time when fire watch crews fight any fires aboard the ship.

### Ship Tactics 101: Upwind or Downwind?

Sea battles of the era usually begin with frantic maneuvering to obtain the most advantageous position relative to the wind. Both the upwind and downwind positions have pros and cons, although most captains prefer to have "the weather gauge", as seamen call the advantage of being upwind of the foe.

#### *Upwind Position: Pros*

If you are closer to the source of the wind than your enemy, and you are faster, it is nearly inevitable that you will overtake him. This is the position to be in if you want to fight and your enemy doesn't.

#### *Upwind Position: Cons*

If you don't want to fight a downwind foe, the best you can do is delay the action by sailing on a beam reach or beat upwind to keep him at a distance. If you want to get past him, you will have to sail a long way around him, and even then he will have taken the weather gauge, and may be able to overtake or shadow you.

#### *Downwind Position: Pros*

If you want to escape the fight, and you are faster, then downwind is the preferred position.

#### *Downwind Position: Cons*

If you are the slower ship, you are essentially at the mercy of an upwind foe -- he will overtake you sooner or later. Pray for fog or nightfall, and hope that you can slip away. Of course, if you are spoiling for a fight, simply reduce sail and wait for battle.

### Ship Tactics 101: Bombard or Board?

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. You may eventually have to board the enemy and fight hand to hand. If you have numerical superiority, you will want to close and board as quickly as possible, to minimize artillery damage to your own ship. If you are outnumbered in soldiers and deck hands, then delay any boarding as long as possible -- hope for a knockout against the enemy's masts and sails, to give you a chance to either escape or finish him off safely from a distance.

### Ship Tactics 101: Choosing Shot

#### *Roundshot*

Use roundshot against the hull to kill gunners, dismount artillery, and hope for a lucky hit at the waterline.

#### *Chain*

Fire chain against the enemy's rigging to slow him down by shredding sails and breaking masts. Use it against the deck to hit masts and crew.

#### *Smallshot*

Use smallshot against the deck at very close range to wipe out enemy boarding parties and crew.

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## Small Arms Fire

Besides firing the ship's gun batteries, a captain may order any soldiers to make ranged attacks against enemy soldiers and crew aboard nearby ships. The results of small arms fire are determined by a single 1d20 roll -- do not roll separately for each firer. The number of casualties is based on the number of attackers multiplied by a factor based on the modified 1d20 roll. To determine small arms fire results:

### 1. Ranged Attack Bonus

Use the ranged attack bonus of the attackers.

### 2. Range Modifier

Count the number of squares from the attacker's ship to the target. Do not use diagonals. Add -4 to the attack modifier for each square of range.

### 3. Situational Modifiers

Use the situational modifiers in the sidebar next page, plus any other modifiers the DM feels are appropriate, including those found in the D&D PHB.

### 4. Choose Target: Soldiers or Deck Hands

The firer chooses either the enemy soldiers or deck hands to fire upon. It is considered unsporting to deliberately fire at civilians, so usually only characters of evil alignment will do so.

### 5. Target's AC Modifier

Rather than using the target's AC as the DC, you need to express the AC as a modifier to the attack bonus. First, if the target ship's Deck AC is greater than 10, subtract the difference from the modified attack bonus. For example, a ship with a Deck AC of 12 gives a -2 penalty to the firer's attack bonus. Second, do the same for the AC of the targeted soldiers or crew themselves.

### 6. Fire!

Roll 1d20 and add the modified attack bonus to the result. Consult the appropriate table below and multiply the casualties by the number of firers.

Result	Matchlocks	Casualties	Snapshances
0 or less	0	0	0
1 to 5	0	1	1
6 to 10	1	1	1
11 to 15	1	2	2
16 to 20	2	2	2
21+	2	3	3

### 7. Damage

Each small arms hit will inflict an average damage amount to one casualty.

Pistols:	5 hp
Horse Pistols:	6 hp
Arquebuses	6 hp
Musketoons	6 hp
Muskets	7 hp

Casualty assignment is determined according to Special Rules for Assigning Smallshot damage, below.

## 4. Boarding Actions/Fend Off

Any melee attacks by soldiers and deck hands are conducted against enemy soldiers and crew. Then, any attempts to fend off an enemy ship are made.

## 5. Movement

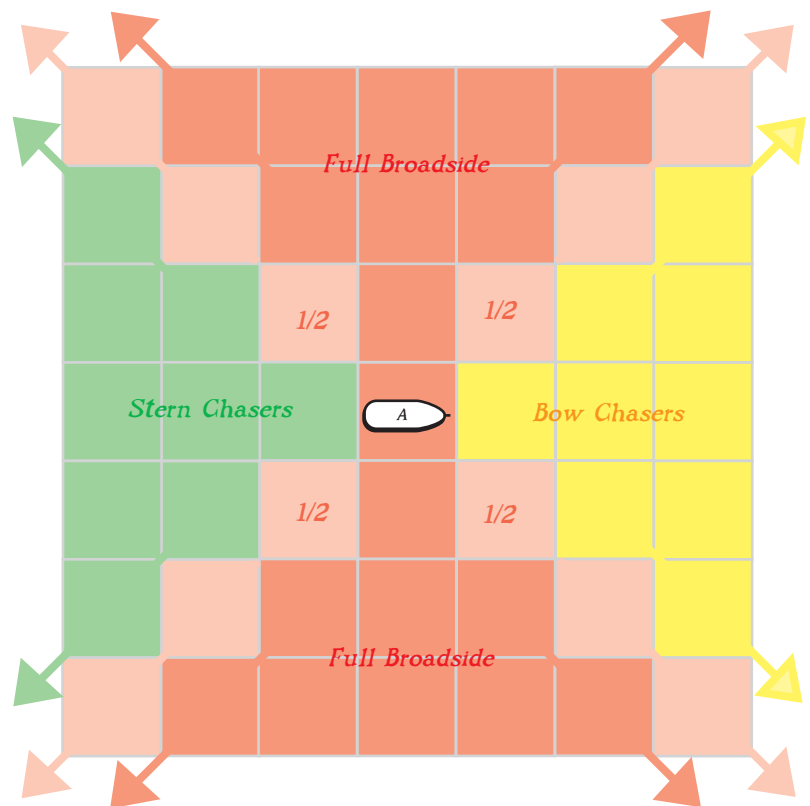
After making any changes to speed, the ship conducts any movement. A ship may fire loaded artillery at any point during its move. If a Sail skill check is required to complete a particular move, such as tacking, then the check is made as that move is attempted. Making more than one Sail skill check in a single turn (for example, tacking twice), imposes a penalty of -2 to the crew's Sail check for each check after the first.

## 6. Fire Remaining Artillery

If a ship still has any loaded artillery batteries, it may fire after movement.

# Artillery Fire

## Ship-mounted Artillery and Fields of Fire



Most ships have four quarters, or sections of the ship, on which to mount their artillery. They include starboard (the right side of the ship), port (left side), bow (front), and stern (rear). Only a few pieces (often called chasers) can be mounted in the bow and stern, while many can be arranged along the port and starboard sides, called the broadsides for obvious reasons. The above diagram shows the fields of fire of guns mounted on each of the ship's quarters.

Note that the outer edges of the broadsides' fields of fire (pink) are considered 1/2 effective, meaning that only 1/2 of a port or starboard battery's guns can fire on a target in the

pink zone. For example, a ship with 8 guns mounted on the port side can only fire 4 guns at targets in the 1/2 broadside zone. (For odd numbers of guns, round up to the nearest whole number).

## Batteries

A ship's artillery is divided into groups of similar pieces called batteries. All guns of the same caliber mounted on the same quarter of the ship are considered to be a single battery, for example, a starboard battery of 8 32-pound cannon, or a forward battery of 2 16-pound long culverins. Artillery is loaded and fired as a battery by the gunners, under the order of the captain. On the ship's crew roster, the player controlling the ship distributes the gunners among the different batteries. Undercrewed batteries will fire fewer guns each turn, as indicated on the crew roster.

## Loading Artillery

Most ships will begin the combat with loaded artillery, unless the DM decides otherwise. If a ship is caught by surprise, with no gun crew on duty, the guns are still considered to be loaded, but the gun crew will take two full turns to reach their stations. Once a battery is fired, it must be loaded on subsequent turn(s) before firing again, by giving the gun crew a Load order during the Crew Orders action of the ship's next turn. Most guns take one turn to load, with the exception being guns with a shot-weight greater than 32 pounds, which require two turns. Undercrewed ships will have longer reload rates, as indicated on the ship's crew roster.

### Shot Type

When available, a battery can be loaded with one of several types of shot, including roundshot, chain, and smallshot. Each has a different effect on the target's hull, deck, and rigging. Smallshot is a close range area effect, and is not subject to range modifiers. It can only be used if the target ship is in the same square as the firer.

## Firing Artillery

A battery may be fired starting the next turn after loading. As mentioned above, a loaded battery may be fired before, during, or after movement. To determine the results of artillery fire:

### 1. Base Attack Bonus

Use the gun crew's base attack bonus. A table showing crew base attack bonus is shown in the sidebar this page.

### 2. Range Modifier

Count the number of squares from the battery to the target. Do not use diagonals. Check the artillery's range increment, and subtract 2 from the attack modifier for each full increment.

### 3. Situational Modifiers

Use the situational modifiers in the sidebar this page, plus any other modifiers the DM feels are appropriate, including those found in the D&D PHB.

### 4. Choose Target: Hull, Deck, or Rigging

If the base attack bonus adjusted by range and situational modifiers is -10 or greater, the

## Summary: Artillery Loading Schedule

32-pounder or lighter: One turn  
Heavier than 32-pounder: Two turns

## Summary: Types of Shot

Roundshot  
Chain  
Smallshot

## Undercrewed Guns

Few ships have sufficient crew to fully operate both port and starboard broadsides at once. Ships with insufficient gunners to "fight both sides" may either undercrew both broadsides, or fully crew the port or starboard broadside, depending on the position of the enemy.

## Crew Base Attack Bonus, by Level

Level	BAB
1	0
2	+1
3	+2
4	+3
5	+3
6	+4
7	+5
8	+6
9	+6
10	+7

## Artillery Situational Modifiers

Wind speed 11-17 knots	-1
Wind speed 18-21 knots	-2
Wind speed 22-27 knots	-4
Wind speed 28 knots or more	-8

## General Fire Table

If the modified attack bonus is not high enough to allow the firer to target a particular section of the ship, (-10 or less) roll 1d6 on the following table to determine randomly which section is actually hit by any successful shots:

Result:	Use AC listed for target's:
1-2	Hull
3	Deck
4-6	Rigging

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## Damage & Critical Hits, by Shot Type

Type	Target	Damage?	Critical?
Roundshot	Hull	Yes	Yes
	Deck	1/2	Yes
	Rig	No	Yes
Chain	Hull	No	No
	Deck	Yes	Yes
	Rig	Yes	Yes
Smallshot	Hull	No	No
	Deck	No	No
	Rig	No	No

## Average Damage, by Shot Weight

Shot Weight	Average Damage
1 lb	2 Dhp
2 lb	2 Dhp
3 lb	3 Dhp
4 lb	3 Dhp
6 lb	4 Dhp
10 lb	7 Dhp
12 lb	8 Dhp
16 lb	10 Dhp
18 lb	11 Dhp
32 lb	19 Dhp
50 lb	29 Dhp
76 lb	42 Dhp

## Crew Casualties, by Location & Shot Type

	Hull	Deck	Rigging
Roundshot	Yes	Yes	No
Chain	No	1/2	1/2
Smallshot	No	Yes	1/2

## Roundshot & Chain Casualties per Hit, by Crew Density

	Full	1/2 Casualties
Full Density	4 crew	2 crew
Adequate Density	3 crew	2 crew
Low Density	2 crew	1 crew
Skeleton Crew	1 crew	1 crew

## Smallshot Casualties, by Gun Type and Crew Density

	Full	Adequate	Short	Skeleton
<i>Culverins</i>				
Rabbinett 4	3	2	1	
Falconet 4	3	2	1	
Falcon 4	3	2	1	
Minion 12	9	6	3	
Saker 12	9	6	3	
D-Culvr. 16	8	4	2	
Culverin 30	23	15	8	
L. Culvr. 30	23	15	8	
<i>Cannon</i>				
Demi-C. 30	23	15	8	
Cannon 36	27	18	9	
<i>Periers</i>				
Perier 40	30	20	10	
<i>Mortars</i>				
Dk. Mtr. 18	14	9	5	
Howitz. 32	24	16	8	
Bombrd. 50	38	25	13	

firer may choose a particular section of the target ship to fire upon: hull, deck, or rigging. Each ship has a separate AC for each of these three sections. The hull is usually the hardest to hit, followed by the deck, with the rigging being the easiest target.

If the adjusted attack bonus is less than -10, roll randomly on the general fire table to determine which AC to use. Any hits from the battery will affect that randomly determined section of the target.

## 5. Fire!

Roll 1d20 for each gun in the battery against the target's AC, adding the base attack bonus and any range and situational modifiers to the die roll. If a natural 1 is rolled, that gun has misfired, and cannot be cleared until after the battle. If a natural 20 is rolled, it is an automatic hit, and also possibly a critical hit, depending on the type of shot used. Refer to the Damage and Critical Hits by Shot Type table in the sidebar this page. If a critical hit is indicated, do not double the damage, but roll 1d20 on the Critical Hit Table on the sidebar next page for whichever section of the target it hit. (Ignore the critical threat rules of standard combat; you don't need to roll a second time to confirm a critical artillery hit).

## 6. Damage

Depending on the type of shot used, a hit on hull, deck, or rigging may or may not result in damage to the ship. Roundshot inflicts full damage against the hull, one-half damage against the deck, and no damage against the rigging (but still may cause a critical hit). Chain is ineffective against the hull, but inflicts full damage against the deck and rigging. Smallshot only inflicts damage against the deck.

If the number of guns involved are few, the DM may allow players to roll the damage for each gun separately, but it is recommended that she use an average damage amount instead. Since the amount of damage involved in artillery fire can be very high, artillery average damage amounts are listed in deca-hit points, or Dhp, equal to ten ordinary hit points. See the sidebar for average damage of various shot weights.

If the ship's hull or deck is the targeted section, subtract the listed Hardness rating from the damage inflicted by each shot. Most ships have a hull Hardness between 1-3 Dhp, making light guns much less effective against them. Only large ships have a deck Hardness, and seldom above 1 Dhp.

## 7. Casualties

In addition to causing damage to the ship itself, some hits inflict casualties against the crew. Roundshot hits against the hull send a shower of splinters through the gun deck, injuring the gunners. Chain sweeps across the deck, inflicting 1/2 casualties to deck hands and soldiers on a deck hit, and 1/2 casualties to deck hands on a rigging hit. A shower of smallshot inflicts full casualties against deckhands and soldiers on a deck hit, and 1/2 casualties to deckhands on a rigging hit. See the Casualties by Location and Shot Type table in the sidebar for a summary.

To calculate casualties from each hit, use only the penetration damage (the damage not blocked by the ship's Hardness rating). For each Dhp of penetration damage, 1 hp of damage will be suffered by one or more members of the crew. The exception is smallshot, which

always inflicts 6 hp of damage, regardless of the type of gun from which it is fired. The number of crew hit by each shot depends on the crew density, listed in the ship's stats. The more crowded a ship is, the more casualties will occur from each shot. See the Crew Casualties by Density table in the sidebar this page. For smallshot, use the Smallshot Casualties table instead. If the shot type inflicts only 1/2 casualties, only half the number of crew indicated will suffer damage, rounding up to the nearest whole number.

## 8. Assigning Casualties

Each ship's crew roster divides the crew into gunners, deck hands, and soldiers. (Deck hands are further divided into sailors, fire watch, pump hands, and repair crew). Hull hits inflict casualties on gunners. Deck hits inflict casualties on both deck hands and soldiers.

If the damage inflicted by the hit is greater than the average hit points of the type of crew member affected, one crew member is slain and removed from the roster for each casualty. If the damage is less than or equal to the crew type's average hit points, then one crew member for each casualty is removed from active duty and placed in the orlop (see below). If the type of crew affected (deck hand or soldier) is divided into several types or duties, the player controlling the targeted ship decides from which type or duty the casualties are drawn.

### Special Rules for Assigning Smallshot Damage

Armor worn by deck hands and soldiers is partially effective against smallshot. A Fortitude save reduces the damage to 3 hp, with a DC of 10. Crewmen can add their AC bonus due to armor to their die roll. Make only one saving throw for the deck hands, and one throw for the soldiers – do not roll individual saving throws unless the numbers involved are quite small.

A single crewman cannot be damaged twice by the same smallshot hit. Do not roll 1d4 to determine which members of a section are hit by smallshot, just assign 6 hp damage sequentially until you reach the total number of casualties.

### What Happens to Wounded Crew Members.

Non-fatal casualties retire to the orlop (the lowest deck of the ship) to receive medical treatment. They are not affected by subsequent hits to the ship unless the powder magazine explodes. Wounded crew return to active duty in two days.

### An Example of Roundshot Casualty Assignment:

A ship's hull is hit by a 32-pound roundshot, inflicting 19 Dhp. The hull has a Hardness of 2 Dhp, resulting in only 17 Dhp damage. The damage to gunners from flying splinters will be 1/10 of 17 Dhp, or 1.7 hp. The gunner crew density is adequate, meaning that 3 gunners are hit. The average hit points of the gunners is 11 hp. Since 1.7 hp is greater than 11 hp, three gunners are slain and removed from the crew roster.

### An Example of Smallshot Casualty Assignment:

A ship's deck is hit by smallshot fired from a howitzer, inflicting 6 hp. The crowded deck has a crew density of Full, meaning that 32 casualties are suffered. Half of the casualties will affect deck hands and half will affect soldiers. Deck hands have AC 12, while soldiers have AC 16. Make a Fortitude save at DC 10 for the deck hands, adding +2 for their armor, and a save at DC 10 for the soldiers, adding +6 for their heavier armor. The deck hands save with a roll of 12, while the soldiers fail with a roll of 8. The deck hands each suffer 3 hp damage, while the soldiers suffer 6 hp each. The average hit points of the deck hands is 11 hp, while

## Crew Type affected by Casualties

Location	Crew Type
Hull	Gunners
Deck	Deck Hands and Soldiers
Rigging	Deck Hands

## Applying Damage

Hull:

Hull damage is subtracted from the ship's hull hit points. A ship reduced to zero hull hit points will begin to admit water at a rate equal to 1/5 its total displacement in tons each turn.

Deck:

Deck damage is taken from the ship's deck hit points. When deck hit points reach zero, any further deck damage is applied to the hull, and the crew loses any AC bonus given by the deck.

Rigging:

Damage to a ship's rigging normally comes off the ship's sail hit points. Once the sail's hit points drop below 50%, the ship will begin to lose efficiency, as indicated on the Rig section of the ship's stats.

Masts are damaged only on a critical mast hit. If the mast damage reaches zero, the mast breaks.

## Ship Critical Hits

Roll 1d20 on the appropriate subtable:

### Hull Subtable

1-3	Holed at the Waterline!
4	Powder Magazine Hit!
5-6	Mast Hit Below Decks!
7-10	Fire Below Deck!
11-13	Gun Hit!
14-20	Double Casualties!

### Deck Subtable

1-4	Mast Hit!
5	Rudder Hit!
6-9	Fire on Deck!
10-19	Double Casualties!
20	Bridge Hit!

### Rigging Subtable

1-4	Mast Hit!
5-8	Falling Yards!
9-15	Falling Canvas!
16-20	Fire Aloft!

For detailed descriptions of critical hits, see the Critical Hit Descriptions next page.



# 120 Sea Battles

## Shipboard Fires

If a ship catches fire, either as the result of a critical hit, or in the course of some action by a character, the DM should determine the size of the fire, where it is, and who is fighting it.

A fire begins with its own hit point total, usually equal to the damage inflicted by the shot or explosion which ignited it. For example, an explosion causing 10 Dhp damage creates a fire of 10 Dhp size. It will inflict damage to the ship each turn equal to its own Dhp. The damage is assessed at the end of the ship's next turn, and once per turn after that.

If not contained, it will grow each turn by one half of its current hit points, until the section of the ship it is damaging is destroyed (see below for what happens after that).

A fire can be put out only by crew already assigned to fire watch by the captain at the start of the ship's turn. Normally, each crew member on fire watch reduces a fire's hit points by one Dhp each turn. This happens during the first Artillery Fire section of the ship's turn. A fire reduced to zero hit points or less is considered extinguished.

If there are fires in more than one area of the ship, the captain can decide how to distribute the fire watch's strength.

More deck hands, gunners, or soldiers can be ordered to fight the fire by ordering them to join the fire watch during the Crew Orders section of the ship's turn. Soldiers only reduce a fire by 0.5 Dhp per turn, being untrained in fire fighting.

## Fire Spread, by Initial Location

### Hull Fire

When the hull of a ship reaches zero hit points due to fire, the ship's powder stores explode, if they have not done so already, sinking the ship instantly and inflicting damage to all crew equal to a base damage of 10 hp plus 1hp for every artillery piece on board greater than a 10-pounder.

### Deck Fire

When a ship's deck is reduced to zero hit points by fire, fires with one half the hit points of the deck fire will appear in the rigging and in the hull.

### Rigging Fire

When a ship's rigging is reduced to zero hit points by fire, a fire with one half the hit points of the rigging fire will appear on the deck.

that of the soldiers is 14 hp. They are alive, but removed from active duty and placed in the orlop.

## Critical Hit Descriptions

### Hull Subtable

#### 1-3 Holed at the Waterline!

In addition to inflicting normal damage, the shot smashes a hole in the hull "between wind and water", allowing water to rush into the ship. To determine how much water enters the ship's hold each turn, multiply the Dhp inflicted by the shot by one ton. When the weight of the incoming water plus any cargo in the cargo hold surpasses the displacement of the ship, the ship sinks. See the sidebar next page for rules concerning repairing leaks, and pumping water out of a ship.

#### 4 Powder Magazine Hit!

The shot strikes the ship's powder magazine. The magazine may explode -- the percentage chance of an explosion is equal to the Dhp inflicted by the shot. An explosion inflicts base damage of 10 Dhp against the hull, plus 1 Dhp for every artillery piece on board greater than a 10-pounder. The number of casualties will equal 1/10 of the Dhp of the explosion, inflicting 1/10 of the damage suffered by the hull. In addition, the explosion starts a fire below deck (see description below). If no explosion occurs, the shot inflicts normal damage and casualties.

#### 5-6 Mast Hit Below Decks!

The base of one of the ship's masts is struck below deck level, inflicting triple damage on the mast, because of the stress caused by the weight of the entire mast above the hit. Roll on the ship's random mast table to determine which mast is hit. If the damage exceeds the mast's current hit points, it breaks, reducing the ship's efficiency and requiring deck hands to cut it away.

#### 7-10 Fire Below Deck!

In addition to inflicting normal damage and casualties, the shot ignites a fire below deck. The fire begins with Dhp equal to the damage inflicted. The proximity of the fire to the ship's powder magazine is critical. Roll 1d20 on the following table to determine how much damage the fire must inflict on the hull before the powder magazine is ignited (see Powder Magazine Hit!, above).

### Die Roll Result

- |       |   |
|-------|---|
| 1-10  | Fire will not ignite magazine until hull reaches zero hit points due to fire.     |
| 11-18 | Fire will not ignite magazine until hull loses 1/2 of its hit points due to fire  |
| 19-20 | Fire will not ignite magazine until hull loses 3/4 of its hit points due to fire. |

See the fire fighting rules in the sidebar for more details.

#### 11-13 Gun Hit!

In addition to inflicting normal damage and casualties, one of the ship's artillery pieces is

hit. Roll randomly to determine which gun-deck mounted piece is hit. The gun is knocked off its mount and must be remounted before it can be used again.

## 14-20 Double Casualties!

The shot sends a particularly thick spray of splinters and fragments through the gun deck, inflicting twice as many casualties as normal, but doing no more damage than normal.

### *Deck Subtable*

#### 1-2 Mast Hit!

One of the ship's masts is struck above the deck, inflicting double damage on the mast. Roll on the ship's random mast table to determine which mast is hit. If the damage exceeds the mast's current hit points, it breaks, reducing the ship's efficiency and requiring deck hands to cut it away.

#### 3 Rudder Hit!

In addition to inflicting normal damage and casualties, the ship's rudder is hit. If the damage inflicted by the shot is greater than the rudder's hp, then the rudder is destroyed. Otherwise, it is jammed. A ship with a destroyed or jammed rudder must continue on her present course, although she may change her speed normally. A jammed rudder can be freed by repairing any hit points done to it.

#### 4-7 Fire on Deck!

In addition to inflicting normal damage and casualties, the shot ignites a fire on deck. The fire begins with hit points equal to the damage inflicted. See the fire fighting rules in the sidebar for more details.

## 5-19 Double Casualties!

In addition to inflicting normal damage to the deck, the shot mows down an unusually high number of deck hands and soldiers, inflicting twice as many casualties as normal, but doing no more damage than normal.

#### 20 Bridge Hit!

In addition to inflicting normal damage to the deck, the shot threatens the captain and any officers on deck, plus any PCs on the bridge. PCs and NPC followers and cohorts may roll individual saving throws to reduce the damage to 1/2, per normal rules.

### *Rigging Subtable*

#### 1-2 Mast Hit!

One of the ship's masts is struck well above the deck, inflicting normal damage on the mast. Roll on the ship's random mast table to determine which mast is hit. If the damage exceeds the mast's current hit points, it breaks, reducing the ship's efficiency and requiring deck hands to cut it away.

#### 3-8 Falling Yards!

In addition to inflicting normal damage on the rigging, the shot sends one or more yards (heavy wooden crosspieces which support the sails) crashing to the deck. The shot inflicts double the normal number of casualties to deck hands and soldiers, but does no additional damage.

## Emergency Repairs

Emergency repairs are made by assigning one or more crew members to repair duty. Generally, each person repairs 1 hp (0.1 Dhp) of damage each turn. Emergency repairs do not actually restore hp to the ship, but negate the effects of critical hits temporarily. Unlike permanent repairs, they use no significant amount of material from the ship's repair stores.

### *Hole at the Waterline*

A hole at the waterline in the ship's hull can be temporarily stopped by placing a square of oiled canvas over the area and stopping the hole with improvised materials. This is a very difficult repair to make -- the repair crew must repair three times the damage caused by the hit before the leak is stopped. Note that the hull damage is not actually repaired; only its effects are temporarily countered. A patched waterline hit will continue to admit water at the rate of 1 ton per Dhp of the shot per day, until permanent repairs are effected.

### *Jammed Rudder*

To repair a rudder jammed by a critical hit, the crew must repair damage equal to the damage inflicted by the shot that caused the jam. There is a 10% chance of another jam each time a turn is made until the damage is repaired permanently.

### *Falling Canvas*

A repair crew can remove fallen canvas to free a pinned crew members by inflicting damage to the canvas equal to the damage inflicted by the shot which caused the canvas to fall.

## Non-Emergency Repairs

The following damage can not be repaired during battle conditions:

- Hull, Deck, or Sail Damage
- Dismounted Artillery
- Broken Masts/Rigging Damage

See the Repairs section later in this chapter for repair times and costs.

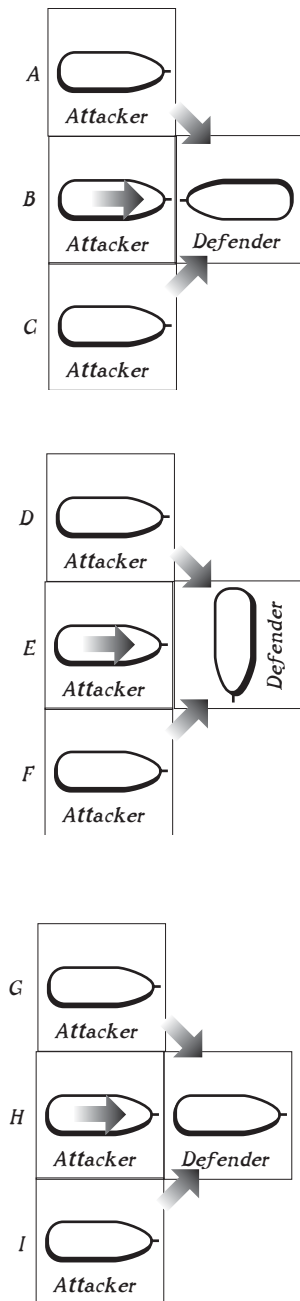
## Man the Pumps!

Water within the ship's hull due to a hole at or below the waterline can be pumped out by assigning one or more crew members to the ship's pumps. Each ship's stats include a maximum number of pump crew, each pumping the stated amount of water per turn.

# 122 Sea Battles

## Resolving Closing Attempts

First, determine which of these nine positions, labelled A through I, describe the relation between attacker and defender:



Then, make an opposed Sail check between the two ships. The final position of the two ships depends on whether the attacker or defender wins the Sail check. See the sidebar next page.

## 9-15 Falling Canvas!

In addition to inflicting normal damage on the rigging, the shot shears away a great piece of canvas, sending it to the deck. One deck hand per Dhp of damage is trapped beneath the canvas, and cannot take any actions until either the battle is over or a repair crew clears away damage equal to the damage inflicted by the shot.

## 16-20 Fire Aloft!

The ship's sails are afire. The fire's initial hit points are equal to the damage caused by the shot. See the fire fighting rules in the sidebar for more details.

## Boarding Actions

In this era, most warships carry a contingent of soldiers whose task is to board and capture enemy ships, once the artillery has damaged or destroyed their rigging and pounded their crew. Pirate ships, too, use ship-to-ship assaults to take possession of their prey. Between closely matched foes, a melee may sweep across the decks of the attacking and defending vessels, ranging up into the rigging and down below decks, until one side is victorious.

### Closing with an Enemy Vessel

A ship must already occupy the same square as her enemy at the start of her turn before a boarding action can begin. How exactly the two ships make contact depends on the Sail skills of their respective captains (see the sidebar to determine the results of one ship's attempt to close with another). The position of the two ship's hulls in relation to one another is crucial, because gun crews can continue to fire at the enemy ship while the two vessels are locked together. Ideally, the attacker wants to contact the enemy bow to bow, or bow to stern, so that the enemy's broadsides can't be brought to bear. The attacker's bowsprit makes a convenient bridge for boarders to stream onto the other ship. Less desirable is boarding while the two ships are side-by-side, because each ship is exposed to the other's broadside at point-blank range. The one advantage this position gives the attacker is a much broader front of attack -- it might be used against an undermanned, undergunned vessel for a quick, overwhelming assault. Worst of all, an attacker may find her bow against the enemy's broadside, allowing the enemy to rake her with her artillery with near impunity.

To determine the results of an attacker's attempt to close, choose the relation between the attacker and defender just prior to contact from among nine possible scenarios labelled A through I in the sidebar this page. Then, make an opposed Sail check between the two ships. Their ending position will depend on whether the attacker or defender wins the check. See the sidebar for more details.

### Collision!

When two ships collide prior to boarding, they may inflict damage upon one another -- the relative speed and final position of the two ships determines how much. Any hull damage indicated is lessened by the Hull Hardness rating of the ship, if any.

### Side-by-Side

Neither ship takes any damage, aside from scrapes along the hull. If either of the ships is oared, it automatically loses all oars on the side making contact with the enemy.

## Resolving Closing Attempts (continued)

The results of the opposed Sail check determine the position of the two ships when they make contact:

Starting Position	--Ending Position--	
	Attacker Wins	Defender Wins
A	Bow-to-Bow	Bow-to-Side
B	Bow-to-Bow	Passing
C	Bow-to-Bow	Bow-to-Side
D	Bow-to-Stern	Side-by-Side
E	Bow-to-Side	Bow-to-Side
F	Bow-to-Bow	Passing
G	Bow-to-Stern	Bow-to-Side
H	Bow-to-Stern	Side-by-Side
I	Bow-to-Stern	Bow-to-Side

### Passing

The rigging of both ships take 1 Dhp per knot of speed of both ships combined, as the yards scrape and tear against one another. Roll randomly to determine which mast is affected. If either of the ships is oared, it automatically loses all oars on the side making contact with the enemy.

### Bow-to-Stern

The bowsprit mast of the attacker suffers 3 Dhp per knot of speed of the attacker, minus the speed of the defender. If the bowsprit mast is destroyed, or the ship does not have a bowsprit, then the hulls of both ships suffer any remaining damage.

### Bow-to-Bow

The bowsprit masts of both ships suffer 3 Dhp per knot of speed of both ships combined. If either bowsprit mast is destroyed, or either ship does not have a bowsprit, then the hull of both ships suffer any remaining damage.

### Bow-to-Side

The bowsprit mast of the attacker suffers 3 Dhp per knot of speed of the attacker. If the bowsprit mast is destroyed, or the ship does not have a bowsprit, then the hull of both ships suffer any remaining damage.

## Away Grapnels!

Once contact has been made between the two ships, the attacker may attempt to secure the vessels by throwing grapnels (hooks) on heavy lines into the defender's rails and rigging. Only deck hands may throw grapnels. Using the deck hands' ranged attack bonus, make a ranged attack roll against the AC of the defender's deck, adding +1 to the die roll for every four deck hands (ignore fractions) throwing grapnels. Success means that one grapnel line has been established, plus an additional line for every 5 points that the adjusted die roll exceeds the defender's AC. Note that on a bow-to-bow, bow-to-stern, or bow-to-side contact, no more than 2 grapnel lines can be established each turn.

## Fend Off!

On the defender's next turn following contact, the defender may either attempt to pre-emptively board the attacker or fend off. (To board, see Away Boarders!, below). Fending off involves hacking away at grapnel lines and the entangled sections of the ships' rigging and then pushing the attacker's hull away with poles and boarding hooks.

The captain of the defending ship can order deck hands, repair crew, pump crew, fire watch, and soldiers to Fend Off. Their usual functions are suspended for the duration of the ship's turn. During the Boarding Action/Fend Off section of the turn, make a Sail check for the defending ship. The DC depends on the number of crew relative to the length of the attacking ship in feet:

Length of attacker in feet/5 is greater than number of crew fending off	DC 25
Length of attacker in feet/5 is equal to number of crew fending off	DC 20
Length of attacker in feet/5 is less than number of crew fending off	DC 15

### Ending Positions



*Side-by-Side*



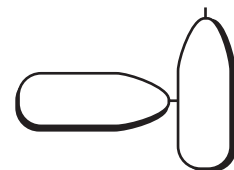
*Passing*



*Bow-to-Stern*



*Bow-to-Bow*



*Bow-to-Side*

# 124 Sea Battles

## Mass Melee Combat

The results of mass melee combat are determined by a single 1d20 roll for each type of attacker attacking each type of defender. The number of casualties equals the number of attackers multiplied by a factor based on the modified 1d20 roll. To determine melee results:

### 1. Melee Attack Bonus

Use the melee attack bonus of the attackers.

### 2. Choose Target: Soldiers or Deck Hands

The attackers choose one target type: either deck hands, or a particular soldier type, such as swordsmen or halberdiers. Note that no more than 2:1 odds can be made by the defender -- if there are only four targets, then only up to eight attackers may target them.

### 3. Defender's AC Modifier

Rather than using the defender's AC as the DC, you need to express the AC as a modifier to the attack bonus. Subtract 10 from the target's AC and subtract the remainder from the attack bonus. For example, if the defenders have an AC of 14, give a -4 penalty to the attack bonus, or if the defenders' AC is 8, then give a +2 bonus to the attack bonus.

### 4. Attack!

Roll 1d20 and add the modified attack bonus to the result. Consult the appropriate table below and multiply the casualties by the number of attackers:

Result	Casualties per Attacker
4 or less	0
5 to 10	1
10 to 15	2
16 to 20	3
21 to 24	4
26+	5

Note: If the attackers get 2 or more attacks per round, multiply the number of casualties by the number of attacks.

### 5. Damage

Each melee hit will inflict an average damage amount to one casualty. Damage for common shipboard weapons of the era include:

Broadsword	5 hp + Str bonus
Cutlass	4 hp + Str bonus
Dagger, Knife	3 hp + Str bonus
Rapier	4 hp + Str bonus
Rapier, Long	5 hp + Str bonus
Saber	4 hp + Str bonus
Smallsword	3 hp + Str bonus

Other weapons will do average damage according to their damage die:

1d4 weapon	3 hp + Str bonus
1d6 weapon	4 hp + Str bonus
1d8 weapon	5 hp + Str bonus
1d10 weapon	6 hp + Str bonus
1d12 weapon	7 hp + Str bonus

(continued next sidebar)

Attacker's bow is in contact with defender +5 DC

Each grapple line between ships +2 DC

On a successful check, the defenders push the attacker away. The two ships are still occupying the same square, but are not in contact with one another. Then, during the defender's Movement section of the turn, the defender may increase speed from zero to one knot, moving one square away from the attacker.

If the check fails, the two ships remain in contact. Successive attempts to fend off may be made in subsequent turns.

## Away Boarders!

On the turn following contact between the two ships, the captain of the attacking ship may give the order *Away Boarders*. Soldiers and deck hands assigned as boarding parties can attempt to cross to the enemy ship and attack her crew, while other soldiers may be left behind to make ranged attacks. The defender may attempt to repel boarders with available soldiers and deck hands, and like the attacker may reserve some crew to make ranged attacks.

### Where does the Fight Happen?

In a boarding action, melee initially is assumed to occur over the rails between the two ships, unless one group of melee attackers outnumbers the other by more than 2:1, in which case the fight may move to the ship possessed by the weaker side, if the stronger side desires. For example, a force of 21 pirates can swarm onto the deck of a ship with 10 or fewer defenders, will fight rail to rail against a force of 11 to 42 defenders, and could be boarded by a force of 43 or greater.

### How does Mass Combat Work?

The two essential differences between standard combat and mass combat are:

- a single 1d20 roll determines the outcome of many attacks;
- weapons do an average damage amount, not a random amount determined by a die roll.

The details of mass combat are discussed below.

### Who gets to Attack?

Both sides get to make one set of attack rolls during each ship's turn -- the equivalent of 30 seconds (5 rounds) of melee during one ship's turn, then the remaining 30 seconds during the other's turn. Casualties are assessed simultaneously at the end of each ship's turn.

### How many Die Rolls?

Melee and ranged attacks in a boarding action are resolved by a single 1d20 roll for each type of soldier or deck hand that is attacking a single type of defender. For example, the attacks of all 2nd level halberdiers attacking 1st level deck hands would be resolved with a single die roll, while any halberdiers attacking 3rd level greatswordsmen would be resolved with a second roll.

### Ranged Attacks

Ranged attacks are resolved using the Small Arms Fire rules in the sidebar adjacent to the Artillery Fire rules in this chapter, except that firers choose a particular target type, as described above. The range modifier is zero, and Deck AC does not apply, but apply a -4 penalty for firing into a melee unless the firers have a feat which negates this penalty.

## Melee Attacks

Melee attacks are resolved according to the Mass Melee Combat rules in the sidebar this page. Once all attacks have been made by both sides, apply the damage simultaneously. Any slain combatants are removed from the battle.

## Fighting Below Decks

If attackers clear the deck of the defender's ship, or gain odds of more than 3:1, they may enter the interior of the ship and attack any gunners or other crew below deck. Ranged attacks are generally not allowed below deck – only melee attacks.

## Boarding Actions among more than Two Ships

In the case of a ship being boarded by more than one ship at once, melee and ranged combat takes place during the turns of the first two ships to make contact – do not add a third set of attack rolls simply because another ship has joined the fray.

## Concluding a Boarding Action

Ship-to-ship melee combat continues until one side surrenders, retreats, or manages to disentangle their ship from the enemy. Ships are such valuable commodities that rarely will a ship be deliberately sunk after capture. Usually a fraction of the victor's crew are transferred to the new ship, who can be sailed away as a prize.

## Ramming

Ramming is, of course, the deliberate crashing of one ship into another to inflict damage to the hull. Most galleys are fitted with metal prows to enable them to penetrate wooden hulls, but sailing ships may also ram vessels, especially smaller ones, in order to crush and sink them.

## Point of Contact

Use the Closing with an Enemy Vessel rules, above, to determine where the two vessels make contact. The final position of the two ships in relation to one another determines how much damage is inflicted. If the attacking ship is outfitted with a ram, and the point of contact is her bow, subtract the sum of the attacker's Ram Hardness and Hull Hardness rating from the damage suffered by the attacker. Thus, the ramming ship will usually suffer less damage, because she has the strength of both her ram and her hull to absorb the damage.

## Breaching the Hull

When hit by a ram-equipped attacker, the defender's hull is breached below the waterline if the remaining damage to her hull is more than twice her Hull Hardness rating. Otherwise, the defender's hull is intact as long as hit points remain. A hole below waterline admits water at the rate of two tons per turn per Dhp of damage if the ram has not yet backed out (see below), or 3 tons per turn per Dhp of damage if the ramming ship has backed out. When the

## Mass Melee Combat (continued)

### 6. Damage Assignment

Only defenders engaged in the melee may take damage from melee attacks. The damage is assigned by the defender among the target type; he may assign each hit to the defender of his choice, with the following limit:

When assigning melee hits to deck hands or soldiers, the defender can't assign more than two hits to the same defender in the same turn. For example, the defenders, who include four halberdiers, have taken five hits during the current turn. The defender can't give a single halberdier more than two hits, because no more than two attackers are assumed to have been able to reach him. Some possible options for assigning hits could include:

	Option A	Option B
Halberdier #1	0 hits	1 hit
Halberdier #2	2 hits	1 hit
Halberdier #3	2 hits	1 hit
Halberdier #4	1 hit	2 hits

### Example: Mass Melee Combat

Five pirates with a melee attack bonus of +2, armed with cutlasses, attack 8 soldiers with AC 15, giving a penalty of (15-10 = 5) to the attack bonus, for a modified attack bonus of -3. The player controlling the pirates rolls 1d20 and subtracts 3 from the result, giving an adjusted result of 11. According to the Casualties per Attacker table, a result of 11 yields 2 casualties per attacker. The five pirates inflict 10 casualties on the soldiers, each inflicting 4 hp with their cutlasses.

### Example: Ramming by a Ship outfitted with a Ram

A galley outfitted with a ram, travelling at 6 knots, strikes the side of an enemy ship, inflicting 3 Dhp x 6 knots = 18 Dhp against both hulls. The attacker's ram has a Ram Hardness rating of 8 Dhp and a Hull Hardness rating of 2 Dhp, reducing the attacker's hull damage to 18 - (8 + 2) = 8 Dhp. The defender's Hull Hardness rating is 3 Dhp, reducing her damage to 18 - 3 = 15 Dhp. Since 15 Dhp is greater than twice the defender's Hull Hardness rating, her hull is breached.

### Summary: Ram Damage

#### To Attacker:

As indicated in Closing with an Enemy Vessel rules, minus Ram Hardness (if applicable)

#### To Defender:

As Indicated in Closing with an Enemy Vessel

#### Hull Breach:

If damage to defender is more than twice her Hull Hardness rating, her hull is breached.

## 126 Sea Battles

### Summary: Hull Breaches

Hull breach occurs if remaining damage to hull is twice the Hull Hardness rating or more

Two tons of water per turn per Dhp of damage if ram is still in place

Three tons per turn per Dhp if ram has backed out.

weight of the incoming water plus any cargo in the cargo hold surpasses the displacement of the ship, the ship sinks.

### Backing Out of a Hull Breach

After a hull breach is made, a ram-equipped ship is considered entangled with the enemy ship. If the breached ship sinks while the ram ship is stuck, both ships will go down together. Only backing out with a Reverse Oars order during the Movement section of the ram's next turn can free a stuck ram. Make a Sail check at DC 15 with the following modifiers to the die roll:

Maximum reverse oared speed of ramming ship (one half of max. forward speed, rounded up)	+1 per knot of speed
Size of hull breach	-1 per Dhp

A ram can make one attempt per turn until either it is freed, or the two entangled ships sink.

## Fireships

A common tactic of the era is to load an older, expendable ship with flammable materials, set it ablaze, and let it drift downwind into an enemy fleet, especially if the enemy is at anchor or in a confined space and cannot maneuver out of the way.

### Fireship Movement

Fireships are rigged with a limited spread of canvas (no more than 50% of Best Speed) then towed into position, ignited, and let loose. They travel directly downwind at the fastest speed allowed by their spread of canvas. If brought to a stop (by contact with an enemy vessel, for example), then allowed to move again, they will accelerate at +1 knot per turn until reaching their best speed.

### Damage to other Ships

When a fireship enters the same square as another vessel, it has a chance of starting a fire on board the enemy. The player controlling the fireship makes an opposed Sail check against the threatened ship. (The fireship's Sail skill modifier is always -4; a stationary defender has a Sail skill modifier of -8). If the fireship wins, then it starts a fire on board the other ship. Roll 1d6 to determine the location of the fire: 1-2 = rigging, 3-4 = deck, 5-6 = hull. The size of the fire is equal to the length of the fireship in feet, divided by five, expressed in Dhp. For example, a 30' fireship can ignite a fire of  $30/5 = 6$  Dhp.

Once a fireship starts a fire on board another vessel, it is considered to have closed with the vessel, but not entangled with it. It will continue to start an additional fire aboard the enemy vessel on each of its subsequent turns, until the target vessel moves away from the current square, fends off the fireship, puts out the fire aboard the fireship, or if the fireship sinks.

### Fireship Duration

Fireships inflict fire damage to their own hull each turn equal to their length in feet, divided by 5, expressed in Dhp. For example a 30' fireship inflicts 6 Dhp damage to itself each turn. When a fireship's hull reaches 0 hit points, it sinks.

## Bombships

Like fireships, bombships are unmanned vessels rigged with limited canvas, ignited, and set adrift to cause damage to a downwind target. However, they carry a deadly surprise – their holds are packed with gunpowder which will ignite explosively when the fire reaches it. Only a Spot check at DC26 can identify a bombship; otherwise it will appear to be a fireship. It can be loaded with up to 30 5-lb. powder kegs per 5’ of length, but in practice, the amount of powder will be less (see Timing, below).

### Timing

Timing the detonation of a bombship is only approximate - the powder can be placed to detonate when the hull loses either 3/4, 1/2, or 1/4 of its hit points due to fire. The longer the timing, the fewer kegs can be placed aboard:

<i>Timing of Explosion</i>	<i>Maximum Gunpowder Load</i>
at 3/4 fire damage to hull	1/4 of maximum
at 1/2 fire damage	1/2 of maximum
at 1/4 fire damage	3/4 of maximum

When the fire damage to the hull reaches the preset level, the gunpowder will ignite.

### Effects

A bombship has the same movement and incendiary abilities as a fireship. When it explodes, it inflicts 1Dhp per powder keg aboard against the hull of any ship it is in contact with, and 2 Dhp per powder keg against its own hull. In addition, it sends a spray of burning debris against any vessels in the same square, starting rigging fires in all ships with a size of 1Dhp.

## After the Battle

### Repairs

After a battle, the crew can make non-emergency repairs to the following:

- Broken Masts and Rigging Damage
- Dismounted Artillery
- Hole at the Waterline
- Hull, Deck, or Sail Damage
- Jammed Rudder

### Full Repair vs. Jury-Rigging

Repairs can either be full or *jury-rigged* (partial). Jury-rigging is faster, and uses less material, although it does not fully restore the Dhp of the part of the ship being repaired. Full repair takes more time and uses more materials, but results in complete restoration of the damage.

### To Jury-Rig or not Jury-Rig

When trying to decide between making a full repair and a jury-rig, consider the following factors:

Material:

If you don't have enough material to make a full repair, you simply must jury-rig.

Time:

If you don't have enough time to make a full repair, then a quick jury-rig may suffice until you reach a safe port or calm sea. Sometimes it is more important to regain a little sail efficiency quickly than to founder until proper repairs are made.



# 128 Sea Battles

## Summary: Repair Rates

Full Repair	ten work-hours x Dhp
Jury-Rig	five work-hours x Dhp

## Summary: Maximum Repair Crew Size

Dhp of damage x 2

## Repair Material Costs

Material	Cost, per 10 pounds
Canvas	6 gp
Iron	10 gp
Timber	4 gp

## Repair Rate and Repair Time

Full repairs require ten work-hours for each Dhp repaired (one work-hour per hp). To determine the time needed to complete a full repair:

- multiply the damage in Dhp x ten hours;
- divide the result by the size of the repair crew.

The result gives the number of hours needed to complete repairs. Jury-rigged repairs require only five work-hours per Dhp of damage, or half the time of a full repair.

## Maximum Size of Repair Crews

The maximum size of a repair crew is two times the size of the damage in Dhp. For example, a repair of 4 Dhp can be carried out by a repair crew of up to 8 persons.

## Repair Stores

Most ships carry spare canvas, timber, and iron to effect repairs. Any repair stores carried will count against a ship's cargo capacity. See the sidebar for costs of these materials.

### Broken Masts

A mast broken by a critical hit or reduced to zero Dhp cannot be fully repaired by extra timber from the ship's repair stores; a new mast must be purchased. A temporary mast can be jury-rigged from the stump of the old mast. A jury-rigged stump consumes no material, and restores only one-half of the original mast's contribution to sailing efficiency, rounded down. It has hit points equal to one-half of the original mast.

### Damaged Masts

Damaged masts can be repaired to 90% of full points by using timber and iron from the ship's repair stores, at a rate of 1 Dhp per 100 pounds of timber and 10 pounds of iron. A repaired mast cannot be repaired to higher than 90%; it must be replaced (see above).

### Dismounted Artillery

An artillery piece dismounted by a critical hull hit can be remounted by using 10 pounds of timber per 1 pound of shot weight of the piece.

### Hole at the Waterline

While a ship is at sea, a hole at the waterline can only be patched with canvas (see Emergency Repairs). It can be fully repaired only when the ship is beached, careened, or in dry-dock. Repairs require 100 pounds of timber per Dhp of damage.

### Hull and Deck Damage

Hull and deck damage can only be fully repaired, not jury-rigged. It is repaired at the rate of 50 pounds of timber per Dhp of damage.

### Sail Damage

Sail damaged by fire or shot can either be fully repaired or jury-rigged (patched). To fully repair sail damage requires 10 pounds of canvas per Dhp of damage. To patch canvas requires no significant amount of canvas, but can only restore the sails to 90% of full hit

points.

### Jammed Rudder

A jammed rudder can be fully repaired by expending 100 pounds of timber and 10 pounds of iron per Dhp of damage. Rudders do not function reliably until they are at full hit points.

## Hazards of the Sea

Beyond battle, sailors face other challenges, including storms, reefs, and shipwreck. This section contains information for DMs about the most common hazards of sea adventuring.

### Weather Hazards

Dangerous weather conditions at sea include hurricanes and tropical storms, and waterspouts. Each is described below, with an explanation of the hazards it presents to ships.

#### Hurricanes & Tropical Storms

By far the most dangerous of weather phenomena, hurricanes and tropical storms can sink even the largest ships. They develop in very warm water near the equator, usually between the months of May and November, and may last for days before losing energy when they make landfall or move over colder water. They present two main threats to ships: wind and waves.

Tropical storms and hurricanes are distinguished by the speed of the winds they generate. *Tropical storms* have winds of 63 knots or less. If they strengthen beyond this limit, they are considered *hurricanes*. No ship can keep full sails aloft for long during a cyclonic ocean storm; at wind speeds above 32 knots, sails take damage hourly (see the table below).

Usually, ships will ride out a hurricane under “bare poles”, meaning under masts without sails. In any case, only downwind movement is possible; a ship cannot tack under bare poles. The resistance of the masts alone under high winds is enough to propel the ship forward at significant speeds; in winds above 32 knots, assume an efficiency of 0.1 for masts alone (which does indeed stack with any sail carried). At very high wind speeds, even bare masts will begin to strain, and will take damage hourly, breaking when they reach 0 Dhp.

Waves are the second threat. A ship within a hurricane sustains hull damage at an hourly rate determined by wave size, and will have to make Sail checks to survive capsizing by rogue waves. Each hour, there is a 1 in 6 chance of encountering a rogue wave. (The DM can roll 1d6 for each hour of the hurricane’s duration, with each rogue wave indicated by a roll of 1). Each rogue wave inflicts one hour’s worth of damage to the hull, and will capsize the ship unless a Sail check is made at a DC equal to the wave’s damage. Ships in a hurricane will take on water in their holds at a rate equal to the hourly hull damage, in tons. (Generally, each crewmember can pump out 6 tons of water per hour. Check the ships stats for the maximum pump crew size to determine how many crew will have to man the pumps to keep the ship afloat. When the amount of water in the hold equals the ship’s displacement, she will sink.

#### Waterspouts

Waterspouts are rapidly spinning columns of air which form over water, creating a tornado-like funnel which moves with the wind. (For tactical movement purposes, treat them as sail-driven vessels with an efficiency of 1.0). These cyclonic whirls can cause damage to ships

#### Hurricane Duration

A hurricane will affect a ship for 1d2 hours per 10 mph of wind speed, rounded down.

#### Hurricane Strength

Subtract 10 from die roll if hurricane is encountered above 30° N latitude.

Die Roll (d100)	Wind Speed
01-10	32 + 1d8
11-25	40 + 1d10
26-50	50 + 1d10
51-70	60 + 1d10
71-80	70 + 1d10
81-85	80 + 1d10
86-90	90 + 1d10
91-95	100 + 1d10
96-99	110 + 1d10
00	120 + 1d10

#### Hurricane and Tropical Storm Damage, Hourly

Speed	Sail Damage	Hull/Mast Damage
33-40	13 Dhp	none
41-50	20 Dhp	2 Dhp
51-60	30 Dhp	3 Dhp
61-70	40 Dhp	4 Dhp
71-80	55 Dhp	5 Dhp
81-90	70 Dhp	7 Dhp
91-100	90 Dhp	9 Dhp
101-110	110 Dhp	11 Dhp
111-120	130 Dhp	13 Dhp
121-130	155 Dhp	15 Dhp

Note: Hull Hardness rating does apply to hull damage from hurricane and tropical storm damage.

#### Summary: Rogue Waves

- 1 in 6 chance per hour
- inflicts damage to hull equal to hourly damage
- capsize unless Sail check made at DC equal or above damage

#### Summary: Water in the Hold

- 1 ton of water x hourly hull damage, hourly
- each crewmember pumps 6 tons/hour

# 130 Sea Battles

## Summary: Waterspouts

Efficiency 1.0

### Fair-Weather Type:

Number Appearing 2d4

Size 100' diameter at surface

Height up to 3000'

Duration 10 + 2d6 minutes

Damage 3d6 Dhp to sails

Capsize Sail Check equal to damage

### Tornadic Type:

Number Appearing 1

Size 200' diameter at surface

Height up to 3000'

Duration 7 + 2d6 minutes

Damage 10+ 10d10 Dhp to hull/sails

Capsize Sail Check equal to damage

unlucky enough to encounter them; disabled ships and ships at anchor are the most at risk. Waterspouts include two distinct phenomena:

*Fair-weather waterspouts* occur most often in very warm water, especially in the tropics, during the summer months, under innocuous-seeming cumulous clouds. They often appear in clusters of 2d4 spouts, moving slowly with the prevailing winds. They tend to be weak, with a diameter of 100', inflicting 3d6 Dhp damage to the sails of any ship they encounter, with a risk of capsizing for vessels shorter than 50' in length (a Sail check at a DC equal to the damage inflicted negates capsizing). Because they draw their energy from the warm water, they quickly dissipate when they strike land (within 100' of landfall). Over water, their lifetime is only 10 + 2d6 minutes.

*Tornadic waterspouts* are generated by the same conditions that spawn their land-dwelling cousins: an unstable pressure front, often associated with thunderstorms and severe hail and rain. They inflict 10 + 10d10 Dhp to the hull and sails of any vessel they strike, as well as causing the vessel to heel dangerously (a Sail check at a DC equal to the damage inflicted negates capsizing). Unlike fair-weather waterspouts, tornadic waterspouts are not weakened by contact with land; they persist as long as conditions remain favorable: usually no more than 7 + 2d6 minutes, but up to seven hours in some rare cases. They have a diameter of 200', occupying a 2 x 2 square on the tactical movement grid.

## Arctic Hazards

Sailing at high latitudes involves unique risks: icebergs that can tear a hole in a ship's hull, pack ice capable of trapping a ship for months, slowly crushing it into splinters, and rime ice, formed by freezing spray that weighs down a ship and breaks her masts. All three hazards are detailed below.

## Summary: Iceberg Damage

3 Dhp x speed of the ship, in knots. Subtract Hull Hardness rating from damage.

## Icebergs

Icebergs are floating chunks of fresh-water ice which have calved (split off) from the terminal ends of the world's glaciers and entered the open sea. They can be found most commonly in the spring and summer months in subarctic waters, particularly in the North Atlantic. If spotted by lookouts, lone icebergs can be easily avoided. Any ship which does strike an iceberg suffers hull damage proportional to its speed at time of collision: 3 Dhp x the speed of the ship, in knots. If the damage is more than twice the hull's Hardness rating, a breach at the waterline has occurred. One ton of water will enter the hull each minute per Dhp of damage.

## Pack Ice

Pack ice is a solid layer of ice which forms on the surface of the sea. The seas near the pole are never free of ice, but the edge of the pack ice advances southward each winter and retreats northward each summer. Any ship unfortunate enough to find itself enclosed in pack ice suffers 1 Dhp hull damage each day until either the ship escapes, or the hull is destroyed.

## Summary: Pack Ice Damage

1 Dhp hull damage per day, regardless of hull Hardness rating.

## Rime Ice

Rime ice accumulates on sails, masts, and lines in subfreezing weather. It grows 10 Dhp in size each day per 10' length of the ship, and can be cleared off at the rate of 10 Dhp per crewmember per day. In addition to decreasing sailing efficiency by 0.1, rime ice damages sails and masts. Sail damage from rime ice is 1 Dhp x the size of the rime ice per day, always

### Sails:

1 Dhp x rime ice size per day, minimum 1 Dhp.

### Masts:

0.1 Dhp x rime ice size per day, no minimum.

a minimum of 1 Dhp, regardless of how much ice is cleared. Mast damage is equal to 0.1 Dhp x the size of the rime ice per day (after any clearing off is done), rounded down to the nearest Dhp.

## **Whale Collisions**

Whales offer occasional hazards to marine travel. Usually, the threat is passive – whales often swim just below the surface, and may not be aware that a ship is on a collision course with them. In this case, treat the damage as equivalent to an iceberg collision. Documented attacks on ships by whales have occurred, but they are rare, and usually are the harassment of the whale or its fellows by whaling vessels. Nearly all such attacks are initiated by *cachalots* (now called sperm whales). Cachalots swim at a speed of up to 15 knots; consider the damage to the hull from a deliberate attack to be 45 Dhp.

## **Reefs and other Underwater Hazards**

Solid underwater obstructions can be avoided if spotted by the crew in time. The DM can either assign a DC to avoid the hazard with a successful Sail check, or else use the tactical movement rules to see if the ship can turn in time (Wind direction becomes a crucial factor in this case, because of the ship's limited upwind maneuverability).

### **Reefs**

Reefs are extremely hard accretions of the skeletons of tiny marine animals; their jagged surfaces inflict tremendous hull damage if struck. If a ship passes over a reef without sufficient draught beneath its keel, the reef inflicts 4 Dhp x the speed of the ship, in knots. If the ship's keel is exactly the depth of the reef, the damage multiplier is only 2 Dhp, but if the reef is wider than the ship's length, the ship is stuck until it can be lifted off on the next high tide (a ship caught on a reef at high tide is stuck until the next storm or monthly high tide).

### **Sandbars**

Sandbars cause less damage than reefs; their collision damage multiplier is only 1 Dhp. They will stop and trap a ship unless the width of the sandbar is shorter than the length of the ship's hull.

### **Wrecks**

Shipwrecks are treated as reefs for collision purposes, but with a damage multiplier of 3 Dhp.

# Ships,

*being a list of common vessels of the era, their capacities, armament, and rig.*

This chapter includes stats for common ships of the era, for use with the Sea Battles rules detailed in the chapter of the same name. Each ship appears on a two-page spread; the left-hand page lists the ship's stats, while the right-hand page serves as a crew roster.

On the following two pages is a key explaining each listing within a ship's stats and crew roster.

## **Ships Included in this Chapter**

Fluyt  
Galley  
Galleasse  
East Indiaman  
Merchantman  
Royal Warship  
Sloop  
Galleon

# 134 Ships

## Description

A brief description of the ship's place in the evolution of ship design, her overall design, strengths and weaknesses, and common roles.

## Vital Stats

### Best Speed & Initiative Modifier

The ship's theoretical best speed, in knots, and her initiative modifier.

### Cargo

The maximum cargo capacity of the ship in tons.

### Complement

The number of human-sized creatures which the ship can accommodate.

## Sighting

### Lookout Height, Horizon

The height of the lookout's post on the mainmast, and the extent of the lookout's vision, based on the lookout height.

## Dimensions

### Displacement

The amount of water, in tons, displaced by the ship when afloat; also the maximum amount of water the ship can take on before sinking.

### Length, Beam, Draught

The length of the ship's hull, its width at the widest point, and the minimum depth needed for the ship to clear the sea bottom.

## Decks

The number and function of the ship's decks, not including the hold and the orlop.

## Crew

### Optimal Battle Crew

A good mix of sailors, gunners, soldiers, and bridge crew for the ship to perform well in a fight.

### Typical Crew

The typical crew complement encountered for this ship type.

## Ship Type

*Capsule description of ship*

## Historical Date

## Rig

AC	The armor class of the ship's rig.
Mast	The name of each mast in the ship's rig.
Efficiency	The contribution of each mast's sails to overall sailing efficiency.
hp	The hit points of each mast, in Dhp (deca-hit points).
Current HP	Record any current damage to a mast in this field.
Broken	Place an X in this field if the mast is broken by damage or critical hit.
Current Efficiency	Add the efficiency of all unbroken masts to tally total rig efficiency
Sail Strength	The current hp of the sails, in Dhp.
Efficiency	The corresponding modifier to sailing efficiency at full, 1/2, 1/4 and 1/10 hit points
Current Sail hp	Record any current damage to the sails in this field.
Fire Damage	Record fire damage to sails separately.

## Deck

AC	The armor class of the ship's deck.
Hit Points	The total hit points of the deck.
Hardness Rating	The deck's Hardness rating.
AC Bonus to Crew	The bonus to the deck hands' AC, if any.
Rudder Hit Points	The total hit points of the ship's rudder.

## Hull

AC	The armor class of the hull.
Hit Points	The total hit points of the hull.
Hardness Rating	The hull's Hardness rating.
Damage	Record any non-fire damage to the ship's hull in this field.
Fire Damage	Record any fire damage to the ship's hull in this field.
Breaches	Record the number and size of any waterline or below waterline hull breaches in these fields.

## Artillery

This section includes entries for bow chasers, stern chasers, port and starboard broadsides.

#	The maximum number of guns mounted.
Wt.	The weight of the heaviest gun type that can be mounted in this position. Any gun removed adds to the ship's cargo capacity.
Shot	The weight of each shot.
Range	The range increment for this type of gun.
Crew	The number of gunners needed to fire each gun at full speed. If there are two numbers listed, the number before the slash shows the number of gunners for each gun, while the number after the slash shows the number of gunners in the entire battery.

## Crew Roster and Manifest (Ship Type)

Ship's Name \_\_\_\_\_ Captain \_\_\_\_\_  
 Max Crew \_\_\_\_\_ The maximum crew capacity (see **Complement** in Ship's Stats)

### Crew

#### Deck Hands

Sailors The number of deck hands currently assigned to man the sails.  
 Density The crew density, from Full (100%) to Skeleton (10%)  
 # Sailors The number of sailors needed to maintain the given crew density  
 Sail Check The modifier to Sail skill check rolls when crew is at that density

Fire Watch Record the number of deck hands currently assigned to fire watch, and multiply by 1 Dhp to find the extinguishing power of the fire watch.

Repair Crew Record the number of deck hands currently assigned to repair crew, and multiply by 0.1 Dhp to find the amount of damage repaired each turn by the repair crew as emergency repair.

Pump Crew Record the number of deck hands currently assigned to pump crew, and multiply by 0.1 ton to find the amount of water pumped by the pump crew each turn.

Max. Pump Crew/Rate The maximum number of deck hands who can operate the ship's pumps, and the maximum rate of water pumped.

#### Gunners

This section includes entries for each artillery battery on the ship.

Number of Gunners Record the number of gunners assigned to each battery.

Number of Gunners/Number of Guns firing each Turn:

The number of gunners assigned to each battery determines the number of guns which can fire each turn. If the number of guns is "1/2", that means one gun will fire every other turn. If it is "1/3", then one gun will fire every third turn, and so on. If less than the minimum number of gunners for the battery are currently assigned, then no guns will fire at all.

#### Soldiers

To keep track of a ship's complement of soldiers, use a Military Unit roster from the Mass Battles chapter.

#### Crew Stats

This sidebar contains fields for keeping track of the NPC crew's experience, hit points, attack bonuses, saves, ability scores, AC, skills, and feats. For information about hiring, training, and improving crews, see the Captains and Crews chapter.

# 136 Ships

## Description

The beamy, flat-bottomed Nederlander fluyt is a cheaply produced, versatile cargo ship. Her cargo capacity is as much as 50% higher than other ships her size. Using innovations in block and tackle control of her sails and yards, the fluyt can be crewed by a small number of deck hands, in order to save on space and manpower.

## Vital Stats

Best Speed 11 knots  
 Initiative Modifier 0  
 Cargo 50 tons  
 Complement 50 Medium creatures

## Sighting

Lookout Height 80 feet  
 Horizon 10 miles

## Dimensions

Displacement 100 tons  
 Length 60 feet  
 Beam 20 feet  
 Draught 8 feet  
 Decks Main Deck + Gun Deck

## Crew

### Optimal Battle Crew:

Deck Hands 16  
 Gunners 22  
 Soldiers 9  
 Bridge 3

### Typical Crew:

Deck Hands 10  
 Gunners 6  
 Soldiers 0  
 Bridge 2

## Fluyt (Flute)

1600 AD

*A roomy merchant vessel with a small crew and plenty of cargo space*

### Rig AC 2

Mast	Efficiency	hp	Current hp	Broken
Sprit	0.1	8 Dhp	-----	-----
Foremast	0.2	18 Dhp	-----	-----
Mainmast	0.4	24 Dhp	-----	-----
Mizzen	0.1	10 Dhp	-----	-----
Current Efficiency	-----			

Sail Strength	Efficiency	Current Sail hp:	-----
31-60 Dhp	no modifier	Fire Damage to Sails	-----
16-30 Dhp	-0.2		
7-15 Dhp	-0.4		
1-6 Dhp	-0.7		

### Deck AC 6

Hit Points	30 Dhp
Hardness Rating	0
AC Bonus to Crew	+1
Rudder Hit Points	3 Dhp

### Hull AC 4

Hit Points	60 Dhp		
Hardness Rating	1 Dhp	Breaches	Size (Dhp)
Damage	-----	At Waterline	-----
Fire Damage	-----	Below Waterline	-----

## Artillery

Bow Chasers	#	Wt.	Shot	Range	Crew	Damage
Demi-Culverin	1	700	10 lbs.	400	4	7 Dhp/10+10d10 hp
Current #	-----					

### Stern Chasers

none

Port Broadside	#	Wt.	Shot	Range	Crew	Damage
Sakers	3	400	4 lbs.	400	3/9	3 Dhp/10 +4d10 hp
Current #	-----					

### Starboard Broadside

Saker	3	400	4 lbs.	400	3/9	3 Dhp/10 +4d10 hp
Current #	-----					



## Crew Roster and Manifest (Fluyt)

Ship's Name \_\_\_\_\_ Captain \_\_\_\_\_  
 Max Crew 50

### Crew

#### Deck Hands

##### Sailors

Density	# Sailors	Sail Check
Full (1/1)	9-16	0
Adequate (1/2)	5-8	-2
Short (1/4)	3-4	-4
Skeleton (1/10)	2	-6

**Fire Watch** \_\_\_\_\_ x 1 Dhp of Fire Size extinguished per Turn = \_\_\_\_\_ Dhp

**Repair Crew** \_\_\_\_\_ x 0.1 Dhp damage repaired each turn = \_\_\_\_\_ Dhp

**Pump Crew** \_\_\_\_\_ x 0.1 ton of water per turn = \_\_\_\_\_ tons

**Maximum Pump Crew/Rate** 5 crew/0.5 tons

#### Gunners

Number of Bow Chaser Gunners \_\_\_\_\_

Number of Gunners	Number of Guns firing each Turn
4 or more	1
3	1/2
2	1/3
1	1/4

Number of Port Broadside Gunners \_\_\_\_\_

Number of Starboard Broadside Gunners \_\_\_\_\_

Number of Gunners	Number of Guns firing each Turn
9 or more	3
6-8	2
3-5	1
2	1/2
1	1/3

#### Soldiers

(see Military Unit Roster)

### Crew Stats

NPC Level \_\_\_\_\_  
 Experience Points \_\_\_\_\_  
 Hit Dice \_\_\_\_\_d6  
 Av. Hit Points = 4 x level \_\_\_\_\_  
 Base Attack Bonus \_\_\_\_\_  
 Melee \_\_\_\_\_  
 Ranged \_\_\_\_\_  
 Fort Save \_\_\_\_\_  
 Reflex Save \_\_\_\_\_  
 Will Save \_\_\_\_\_

Ability	Score	Modifier
Strength	_____	_____
Dexterity	_____	_____
Constitution	_____	_____
Intelligence	_____	_____
Wisdom	_____	_____
Charisma	_____	_____

#### AC

Armor \_\_\_\_\_  
 Dex \_\_\_\_\_  
 Misc \_\_\_\_\_  
 +10 = \_\_\_\_\_

**Skills** Max Ranks: \_\_\_\_\_ /

1st Level: (3+Int Modifier) x 4

Each Additional Level: 3 + Int Modifier

Skill:	Mod	Abil	Ranks
Balance	_____	_____	_____
Climb	_____	_____	_____
Craft	_____	_____	_____
Intuit Direction	_____	_____	_____
Jump	_____	_____	_____
Knowledge (Sea)	_____	_____	_____
Listen	_____	_____	_____
Profession(Sail)	_____	_____	_____
Spot	_____	_____	_____
Swim	_____	_____	_____
Use Rope	_____	_____	_____

#### Feats

\_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

# 138 Ships

## Description

The east indiaman is the largest merchant vessel of the era. It is used by the Nederlanders and other powers to carry cargo between Europa and Asia. Although designed to carry a large crew and heavy armament, in practice these vessels seldom carry sufficient crew to fully man their artillery, because of the expense involved.

## Vital Stats

Best Speed 17 knots  
 Initiative Modifier -1  
 Cargo 300 tons  
 Complement 300 Medium creatures

## Sighting

Lookout Height 120 feet  
 Horizon 13 miles

## Dimensions

Displacement 600 tons  
 Length 160 feet  
 Beam 30 feet  
 Draught 12 feet  
 Decks Main Deck + Gun Deck +  
 Cargo Deck

## Crew

### Optimal Battle Crew:

Deck Hands 110  
 Gunners 156  
 Soldiers 30  
 Bridge 4

### Typical Crew:

Deck Hands 90  
 Gunners 72  
 Soldiers 0  
 Bridge 4

## East Indiaman

*A large cargo vessel for long ocean voyages*

## 1650 AD

### Rig AC 2

Mast	Efficiency	hp	Damage	Broken
Sprit	0.1	18 Dhp	-----	-----
Foremast	0.3	40 Dhp	-----	-----
Mainmast	0.4	54 Dhp	-----	-----
Mizzen	0.1	26 Dhp	-----	-----
Current Efficiency			-----	

Sail Strength	Efficiency
68-134 Dhp	no modifier
35-67 Dhp	-0.2
15-34 Dhp	-0.4
1-14 Dhp	-0.8

Current Sail hp: -----  
 Fire Damage to Sails -----

### Deck AC 4

Hit Points	200 Dhp
Hardness Rating	1
AC Bonus to Crew	+2
Rudder Hit Points	20 Dhp

### Hull AC 2

Hit Points	500 Dhp		
Hardness Rating	2 Dhp	Breaches	Size (Dhp)
Damage	-----	At Waterline	-----
Fire Damage	-----	Below Waterline	-----

## Artillery

Bow Chasers	#	Wt.	Shot	Range	Crew	Damage
Demi-Culverin	2	700	10 lbs.	400	4/8	7 Dhp/10+10d10 hp
Current #						-----

Stern Chasers	#	Wt.	Shot	Range	Crew	Damage
Demi-Culverin	1	700	10 lbs.	400	4/4	7 Dhp/10+10d10 hp
Current #						-----

Port Broadside	#	Wt.	Shot	Range	Crew	Damage
Demi-Cannon	12	900	32 lbs.	300	6/72	10+32d10/19 Dhp
Current #						-----

Starboard Broadside	#	Wt.	Shot	Range	Crew	Damage
Demi-Cannon	12	900	32 lbs.	300	6/72	10+32d10/19 Dhp
Current #						-----

## Crew Roster and Manifest (East Indiaman)

Ship's Name \_\_\_\_\_ Captain \_\_\_\_\_  
 Max Crew 300

### Crew

#### Deck Hands

##### Sailors

Density	# Sailors	Sail Check
Full (1/1)	71-140	0
Adequate (1/2)	36-70	-2
Short (1/4)	15-35	-4
Skeleton (1/10)	14	-8

**Fire Watch** \_\_\_\_\_ x 1 Dhp of Fire Size extinguished per Turn = \_\_\_\_\_ Dhp

**Repair Crew** \_\_\_\_\_ x 0.1 Dhp damage repaired each turn = \_\_\_\_\_ Dhp

**Pump Crew** \_\_\_\_\_ x 0.1 ton of water per turn = \_\_\_\_\_ tons

**Maximum Pump Crew/Rate** 20 crew/2 tons

#### Gunners

Number of Bow Chaser Gunners \_\_\_\_\_

Number of Gunners	Number of Guns firing each Turn
8 or more	2
4-7	1
3	1/2
2	1/3
1	1/4

Number of Stern Chaser Gunners \_\_\_\_\_

Number of Gunners	Number of Guns firing each Turn
4 or more	1
3	1/2
2	1/3
1	1/4

*(c continued next page)*

### Crew Stats

NPC Level \_\_\_\_\_  
 Experience Points \_\_\_\_\_  
 Hit Dice \_\_\_\_\_d6  
 Av. Hit Points = 4 x level \_\_\_\_\_  
 Base Attack Bonus \_\_\_\_\_  
 Melee \_\_\_\_\_  
 Ranged \_\_\_\_\_  
 Fort Save \_\_\_\_\_  
 Reflex Save \_\_\_\_\_  
 Will Save \_\_\_\_\_

Ability	Score	Modifier
Strength	_____	_____
Dexterity	_____	_____
Constitution	_____	_____
Intelligence	_____	_____
Wisdom	_____	_____
Charisma	_____	_____

#### AC

Armor \_\_\_\_\_  
 Dex \_\_\_\_\_  
 Misc \_\_\_\_\_  
 +10 = \_\_\_\_\_

**Skills** Max Ranks: \_\_\_\_\_ /

1st Level: (3+Int Modifier) x 4

Each Additional Level: 3 + Int Modifier

Skill:	Mod	Abil	Ranks
Balance	_____	_____	_____
Climb	_____	_____	_____
Craft	_____	_____	_____
Intuit Direction	_____	_____	_____
Jump	_____	_____	_____
Knowledge (Sea)	_____	_____	_____
Listen	_____	_____	_____
Profession(Sail)	_____	_____	_____
Spot	_____	_____	_____
Swim	_____	_____	_____
Use Rope	_____	_____	_____

#### Feats

\_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

**Crew Roster and Manifest (East Indiaman) -- continued**

Number of Port Broadside Gunners \_\_\_\_\_

Number of Starboard Broadside Gunners \_\_\_\_\_

*Number of Gunners*                      *Number of Guns firing each Turn*

72 or more	12
66-71	11
60-65	10
54-59	9
48-53	8
42-47	7
36-41	6
30-35	5
24-29	4
18-23	3
12-17	2
6-11	1
5	1/2
4	1/3
3	1/4

**Soldiers**

(see Military Unit Roster)

*(this page has been intentionally left blank to maintain the two-page spread format for ship stats and crew roster).*

# 142 Ships

## Description

Galleys were the dominant warship in the Mediterranean from ancient times through the 17th Century. They relied on ram-and-board tactics, having little room for artillery. Crewed by either free men or captives, they had up to three banks of oars, and a single lateen sail which could be deployed in favorable winds.

## Vital Stats

Best Speed 16 knots  
Initiative Modifier +1  
Cargo 20 tons  
Complement 200 Medium creatures

## Sighting

Lookout Height 60 feet  
Horizon 9 miles

## Dimensions

Displacement 200 tons  
Length 140 feet  
Beam 25 feet  
Draught 7 feet  
Decks Main Deck +Oar Decks

## Crew

### Optimal Battle Crew:

Rowers 60  
Deck Hands 20  
Gunners 12  
Soldiers 100  
Bridge 5

### Typical Crew:

Rowers 60  
Deck Hands 10  
Gunners 12  
Soldiers 50  
Bridge 5

## Galley

### 1550-1650 AD

*A rowed ship equipped with a ram, but with few guns*

### Rig AC 2

Mast	Efficiency*	hp	Damage Broken
Mainmast	0.4	18 Dhp	-----
Current Efficiency	-----		

Sail Strength	Efficiency
10-18 Dhp	no modifier
6-9 Dhp	-0.1
3-5 Dhp	-0.2
1-2 Dhp	-0.3

Current Sail hp: -----  
Fire Damage to Sails -----

### Deck AC 2

Hit Points 100 Dhp  
Hardness Rating 1  
AC Bonus to Crew +3  
Rudder Hit Points 10 Dhp

### Hull AC 5

Hit Points	140 Dhp	Breaches	Size (Dhp)
Hardness Rating	2 Dhp	At Waterline	-----
Damage	-----	Below Waterline	-----
Fire Damage	-----		

### Artillery

Bow Chasers	#	Wt.	Shot	Range	Crew	Damage
Demi-Cannon	2	900	32 lbs.	300	6/12	10+32d10/19 Dhp
Current #	-----					

### Ram

Hardness Rating 8

\*The contribution of rig to a galley's efficiency does not stack with the efficiency of the rowers. Sails only contribute to galley speed when the rowers are not employed.

## Crew Roster and Manifest (Galley)

Ship's Name \_\_\_\_\_ Captain \_\_\_\_\_  
 Max Crew 185

### Crew

#### Deck Hands

##### Sailors

Density	# Crew	Sail Check
Full (1/1)	11-20	-3
Adequate (1/2)	6-10	-5
Short (1/4)	3-5	-7
Skeleton (1/10)	2	-9

**Fire Watch** \_\_\_\_\_ x 1 Dhp of Fire Size extinguished per Turn = \_\_\_\_\_ Dhp

**Repair Crew** \_\_\_\_\_ x 0.1 Dhp damage repaired each turn = \_\_\_\_\_ Dhp

**Pump Crew** \_\_\_\_\_ x 0.1 ton of water per turn = \_\_\_\_\_ ton

**Maximum Pump Crew/Rate** 10 crew/1 ton

#### Rowers

##### Sailors

Density	# Crew	Speed
Full (1/1)	31-60	12
Adequate (1/2)	16-30	6
Short (1/4)	7-15	3
Skeleton (1/10)	1-6	2

#### Gunners

Number of Bow Chaser Gunners \_\_\_\_\_

# of gunners	# of guns firing
12 or more	2
6-11	1
5	1/2
4	1/3
3	1/4

### Crew Stats

NPC Level \_\_\_\_\_  
 Experience Points \_\_\_\_\_  
 Hit Dice \_\_\_\_\_d6  
 Av. Hit Points = 4 x level \_\_\_\_\_  
 Base Attack Bonus \_\_\_\_\_  
 Melee \_\_\_\_\_  
 Ranged \_\_\_\_\_  
 Fort Save \_\_\_\_\_  
 Reflex Save \_\_\_\_\_  
 Will Save \_\_\_\_\_

Ability	Score	Modifier
Strength	_____	_____
Dexterity	_____	_____
Constitution	_____	_____
Intelligence	_____	_____
Wisdom	_____	_____
Charisma	_____	_____

#### AC

Armor \_\_\_\_\_  
 Dex \_\_\_\_\_  
 Misc \_\_\_\_\_  
 +10 = \_\_\_\_\_

**Skills** Max Ranks: \_\_\_\_\_ /

1st Level: (3+Int Modifier) x 4

Each Additional Level: 3 + Int Modifier

Skill:	Mod	Abil	Ranks
Balance	_____	_____	_____
Climb	_____	_____	_____
Craft	_____	_____	_____
Intuit Direction	_____	_____	_____
Jump	_____	_____	_____
Knowledge (Sea)	_____	_____	_____
Listen	_____	_____	_____
Profession(Sail)	_____	_____	_____
Spot	_____	_____	_____
Swim	_____	_____	_____
Use Rope	_____	_____	_____

#### Feats

\_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

# 144 Ships

## Description

The galleasse is a compromise between a galley and a sailing ship. It was designed to be more adept at long ocean-journeys than the galley, while still retaining the galley's excellent maneuverability in battle. In practice, the galleasse was neither a good sailing vessel nor an effective galley -- the four galleasses among the Armada in 1588, for example, had no effect on the outcome of the battle. The galleasse concept was revived at the end of the 17th Century, in Captain Kidd's notorious *Adventure Galley* and one or two others.

## Vital Stats

Best Speed 16 knots  
Initiative Modifier 0  
Cargo 30 tons  
Complement 225 Medium creatures

## Sighting

Lookout Height 60 feet  
Horizon 9 miles

## Dimensions

Displacement 200 tons  
Length 140 feet  
Beam 30 feet  
Draft 9 feet  
Decks Main Deck +  
Oar/Gun Deck

## Crew

### Optimal Battle Crew:

Rowers 40  
Deck Hands 30  
Gunners 58  
Soldiers 80  
Bridge 5

### Typical Crew:

Rowers 40  
Deck Hands 10  
Gunners 34  
Soldiers 50  
Bridge 5

## Galleasse

*A hybrid oar-and-sail vessel*

1550-1700 AD

### Rig AC 2

Mast	Efficiency*	hp	Damage Broken
Mainmast	0.4	18 Dhp	-----
Current Efficiency	-----		

Sail Strength	Efficiency
10-18 Dhp	no modifier
6-9 Dhp	-0.1
3-5 Dhp	-0.2
1-2 Dhp	-0.3

Current Sail hp: -----  
Fire Damage to Sails -----

### Deck AC 2

Hit Points 100 Dhp  
Hardness Rating 1  
AC Bonus to Crew +3  
Rudder Hit Points 10 Dhp

### Hull AC 5

Hit Points	140 Dhp	Breaches	Size (Dhp)
Hardness Rating	2 Dhp	At Waterline	-----
Damage	-----	Below Waterline	-----
Fire Damage	-----		

## Artillery

Bow Chasers	#	Wt.	Shot	Range	Crew	Damage
Long Culverin	2	850	16 lbs.	600	5/10	10 Dhp/10+16d10 hp
Current #	-----					

Port Broadside	#	Wt.	Shot	Range	Crew	Damage
Demi-Cannon	4	900	32 lbs.	300	6/24	19 Dhp/10+32d10
Current #	-----					

Starboard Broadside	#	Wt.	Shot	Range	Crew	Damage
Demi-Cannon	4	900	32 lbs.	300	6/24	19 Dhp/10+32d10
Current #	-----					

## Ram

Hardness Rating 5

\*The contribution of rig to a galley's efficiency does not stack with the efficiency of the rowers. Sails only contribute to galley speed when the rowers are not employed.



## Crew Roster and Manifest (Galleasse)

Ship's Name \_\_\_\_\_ Captain \_\_\_\_\_  
 Max Crew 185

### Crew

#### Deck Hands

##### Sailors

Density	# Crew	Sail Check
Full (1/1)	16-30	-2
Adequate (1/2)	8-15	-4
Short (1/4)	4-7	-6
Skeleton (1/10)	3	-8

Fire Watch \_\_\_\_\_ x 1 Dhp of Fire Size extinguished per Turn = \_\_\_\_\_ Dhp

Repair Crew \_\_\_\_\_ x 0.1 Dhp damage repaired each turn = \_\_\_\_\_ Dhp

Pump Crew \_\_\_\_\_ x 0.1 ton of water per turn = \_\_\_\_\_ ton

Maximum Pump Crew/Rate 10 crew/1 ton

#### Rowers

##### Sailors

Density	# Crew	Speed
Full (1/1)	21-40	9
Adequate (1/2)	11-20	5
Short (1/4)	3-10	3
Skeleton (1/10)	1-2	1

#### Gunners

Number of Bow Chaser Gunners \_\_\_\_\_

# of gunners	# of guns firing
10 or more	2
5-9	1
4	1/2
3	1/3
2	1/4

Number of Port Demi-Cannon Gunners \_\_\_\_\_

Number of Starboard Demi-Cannon Gunners \_\_\_\_\_

# of gunners	# of guns firing
24 or more	4
18-23	3
12-17	2
6-11	1
5	1/2
4	1/3
3	1/4

### Crew Stats

NPC Level \_\_\_\_\_  
 Experience Points \_\_\_\_\_  
 Hit Dice \_\_\_\_\_d6  
 Av. Hit Points = 4 x level \_\_\_\_\_  
 Base Attack Bonus \_\_\_\_\_  
 Melee \_\_\_\_\_  
 Ranged \_\_\_\_\_  
 Fort Save \_\_\_\_\_  
 Reflex Save \_\_\_\_\_  
 Will Save \_\_\_\_\_

Ability	Score	Modifier
Strength	_____	_____
Dexterity	_____	_____
Constitution	_____	_____
Intelligence	_____	_____
Wisdom	_____	_____
Charisma	_____	_____

#### AC

Armor \_\_\_\_\_  
 Dex \_\_\_\_\_  
 Misc \_\_\_\_\_  
 +10 = \_\_\_\_\_

Skills Max Ranks: \_\_\_\_\_ /

1st Level: (3+Int Modifier) x 4

Each Additional Level: 3 + Int Modifier

Skill:	Mod	Abil	Ranks
Balance	_____	_____	_____
Climb	_____	_____	_____
Craft	_____	_____	_____
Intuit Direction	_____	_____	_____
Jump	_____	_____	_____
Knowledge (Sea)	_____	_____	_____
Listen	_____	_____	_____
Profession(Sail)	_____	_____	_____
Spot	_____	_____	_____
Swim	_____	_____	_____
Use Rope	_____	_____	_____

#### Feats

\_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

# 146 Ships

## Description

These stats are typical for a small cargo vessel of the early 17th Century, such as the *Mayflower*. This type of vessel was superceded by the larger East Indiamen by the end of the century.

## Vital Stats

Best Speed 11 knots  
 Initiative Modifier 0  
 Cargo 35 tons  
 Complement 50 Medium creatures

## Sighting

Lookout Height 50 feet  
 Horizon 8 miles

## Dimensions

Displacement 90 tons  
 Length 65 feet  
 Beam 20 feet  
 Draught 10 feet  
 Decks Main Deck + Gun Deck

## Crew

### Optimal Battle Crew:

Deck Hands 24  
 Gunners 22  
 Soldiers 2  
 Bridge 2

### Typical Crew:

Deck Hands 16  
 Gunners 6  
 Soldiers 0  
 Bridge 2

## Merchantman

*A small oceangoing cargo vessel*

## 1620 AD

### Rig AC 2

<i>Mast</i>	<i>Efficiency</i>	<i>hp</i>	<i>Damage Broken</i>
Sprit	0.1	8 Dhp	-----
Foremast	0.2	16 Dhp	-----
Mainmast	0.4	22 Dhp	-----
Mizzen	0.1	8 Dhp	-----
Current Efficiency		-----	

<i>Sail Strength</i>	<i>Efficiency</i>
29-56 Dhp	no modifier
15-28 Dhp	-0.2
7-14 Dhp	-0.4
1-6 Dhp	-0.7

Current Sail hp: -----  
 Fire Damage to Sails -----

### Deck AC 6

Hit Points 30 Dhp  
 Hardness Rating 0  
 AC Bonus to Crew +1  
 Rudder Hit Points 3 Dhp

### Hull AC 4

Hit Points 64 Dhp  
 Hardness Rating 1 Dhp  
 Damage -----  
 Fire Damage -----

<i>Breaches</i>	<i>Size (Dhp)</i>
At Waterline	-----
Below Waterline	-----

### Artillery

<i>Bow Chasers</i>	#	<i>Wt.</i>	<i>Shot</i>	<i>Range</i>	<i>Crew</i>	<i>Damage</i>
Demi-Culverin	1	700	10 lbs.	400	4	7 Dhp/10+10d10 hp
Current #	-----					

*Stern Chasers*  
 none

<i>Port Broadside</i>	#	<i>Wt.</i>	<i>Shot</i>	<i>Range</i>	<i>Crew</i>	<i>Damage</i>
Sakers	3	400	4 lbs.	400	3/9	3 Dhp/10 +4d10 hp
Current #	-----					

### Starboard Broadside

Saker	3	400	4 lbs.	400	3/9	3 Dhp/10 +4d10 hp
Current #	-----					

## Crew Roster and Manifest (Merchantman)

Ship's Name \_\_\_\_\_ Captain \_\_\_\_\_  
 Max Crew 50

### Crew

#### Deck Hands

##### Sailors

Density	# Sailors	Sail Check
Full (1/1)	13-24	-1
Adequate (1/2)	7-12	-3
Short (1/4)	3-6	-5
Skeleton (1/10)	2	-10

**Fire Watch** \_\_\_\_\_ x 1 Dhp of Fire Size extinguished per Turn = \_\_\_\_\_ Dhp

**Repair Crew** \_\_\_\_\_ x 0.1 Dhp damage repaired each turn = \_\_\_\_\_ Dhp

**Pump Crew** \_\_\_\_\_ x 0.1 ton of water per turn = \_\_\_\_\_ tons

**Maximum Pump Crew/Rate** 5 crew/0.5 tons

#### Gunners

Number of Bow Chaser Gunners \_\_\_\_\_

Number of Gunners	Number of Guns firing each Turn
4 or more	1
3	1/2
2	1/3
1	1/4

Number of Port Broadside Gunners \_\_\_\_\_

Number of Starboard Broadside Gunners \_\_\_\_\_

Number of Gunners	Number of Guns firing each Turn
9 or more	3
6-8	2
3-5	1
2	1/2
1	1/3

#### Soldiers

(see Military Unit Roster)

### Crew Stats

NPC Level \_\_\_\_\_  
 Experience Points \_\_\_\_\_  
 Hit Dice \_\_\_\_\_d6  
 Av. Hit Points = 4 x level \_\_\_\_\_  
 Base Attack Bonus \_\_\_\_\_  
 Melee \_\_\_\_\_  
 Ranged \_\_\_\_\_  
 Fort Save \_\_\_\_\_  
 Reflex Save \_\_\_\_\_  
 Will Save \_\_\_\_\_

Ability	Score	Modifier
Strength	_____	_____
Dexterity	_____	_____
Constitution	_____	_____
Intelligence	_____	_____
Wisdom	_____	_____
Charisma	_____	_____

#### AC

Armor \_\_\_\_\_  
 Dex \_\_\_\_\_  
 Misc \_\_\_\_\_  
 +10 = \_\_\_\_\_

**Skills** Max Ranks: \_\_\_\_\_ /

1st Level: (3+Int Modifier) x 4

Each Additional Level: 3 + Int Modifier

Skill:	Mod	Abil	Ranks
Balance	_____	_____	_____
Climb	_____	_____	_____
Craft	_____	_____	_____
Intuit Direction	_____	_____	_____
Jump	_____	_____	_____
Knowledge (Sea)	_____	_____	_____
Listen	_____	_____	_____
Profession(Sail)	_____	_____	_____
Spot	_____	_____	_____
Swim	_____	_____	_____
Use Rope	_____	_____	_____

#### Feats

\_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

# 148 Ships

## Description

This ship type is loosely based on the ill-fated Swedish warship Vasa, the largest of her day. This ship is built for boarding actions, with a high aft castle and plenty of room for soldiers. Her high profile makes her tricky to sail.

## Vital Stats

Best Speed 17 knots  
Initiative Modifier -3  
Cargo 200 tons  
Complement 450 Medium creatures

## Sighting

Lookout Height 130 feet  
Horizon 14 miles

## Dimensions

Displacement 1000 tons  
Length 160 feet  
Beam 30 feet  
Draught 12 feet  
Decks Main Deck + 2 Gun Decks

## Crew

### Optimal Battle Crew:

Deck Hands 100  
Gunners 136  
Soldiers 204  
Bridge 10

### Typical Crew:

Deck Hands 90  
Gunners 136  
Soldiers 160  
Bridge 10

## Royal Warship

### 1625-1700 AD

*A large fighting ship with lots of guns and room for soldiers*

### Rig AC 0

Mast	Efficiency	hp	Damage	Broken
Sprit	0.1	16 Dhp	-----	-----
Foremast	0.2	38 Dhp	-----	-----
Mainmast	0.4	50 Dhp	-----	-----
Mizzen	0.1	24 Dhp	-----	-----
Current Efficiency		-----		

Sail Strength	Efficiency
63-124 Dhp	no modifier
32-62 Dhp	-0.2
13-31 Dhp	-0.4
1-12 Dhp	-0.7

Current Sail hp: -----  
Fire Damage to Sails -----

### Deck AC 4

Hit Points 200 Dhp  
Hardness Rating 2  
AC Bonus to Crew +3  
Rudder Hit Points 20 Dhp

### Hull AC 2

Hit Points 600 Dhp  
Hardness Rating 3 Dhp  
Damage -----  
Fire Damage -----

Breaches	Size (Dhp)
At Waterline	-----
Below Waterline	-----

### Artillery

Bow Chasers	#	Wt.	Shot	Range	Crew	Damage
Long Culverin	2	850	16 lbs.	600	5/10	10 Dhp/10+16d10 hp
Current #	-----					

#### Stern Chasers

Long Culverin	2	850	16 lbs.	600	5/10	10 Dhp/10+16d10 hp
---------------	---	-----	---------	-----	------	--------------------

#### Port Broadside

	#	Wt.	Shot	Range	Crew	Damage
Cannon	8	1000	50 lbs.	300	7/56	29 Dhp/10+50d10 hp
Demi-Culverin	12	700	10 lbs.	400	4/48	7 Dhp/10+10d10 hp
Saker	10	400	4 lbs.	400	3/30	3 Dhp/10+4d10 hp
Current #	-----					

#### Starboard Broadside

Cannon	8	1000	50 lbs.	300	7/56	29 Dhp/10+50d10 hp
Demi-Culverin	12	700	10 lbs.	400	4/48	7 Dhp/10+10d10 hp
Saker	10	400	4 lbs.	400	3/30	3 Dhp/10+4d10 hp
Current #	-----					

## Crew Roster and Manifest (Royal Warship)

Ship's Name \_\_\_\_\_ Captain \_\_\_\_\_  
 Max Crew 450

### Crew

#### Deck Hands

##### Sailors

Density	# Crew	Sail Check
Full (1/1)	76-150	-2
Adequate (1/2)	38-75	-4
Short (1/4)	16-37	-6
Skeleton (1/10)	15	-12

**Fire Watch** \_\_\_\_\_ x 1 Dhp of Fire Size extinguished per Turn = \_\_\_\_\_ Dhp

**Repair Crew** \_\_\_\_\_ x 0.1 Dhp damage repaired each turn = \_\_\_\_\_ Dhp

**Pump Crew** \_\_\_\_\_ x 0.1 ton of water per turn = \_\_\_\_\_ tons

**Maximum Pump Crew/Rate** 30 crew/3 tons

#### Gunners

Number of Bow Chaser Gunners \_\_\_\_\_

Number of Stern Chaser Gunners \_\_\_\_\_

# of gunners	# of guns firing	# of gunners	# of guns firing
10 or more	2	3	1/3
5-9	1	2	1/4
4	1/2		

Number of Port Cannon Gunners \_\_\_\_\_

Number of Starboard Cannon Gunners \_\_\_\_\_

# of gunners	# of guns firing	# of gunners	# of guns firing
56 or more	8/2	21-27	3/2
49-55	7/2	14-20	2/2
42-48	6/2	7-13	1/2
35-41	5/2	6	1/3
28-34	4/2	5	1/4

Number of Port Demi-Culverin Gunners \_\_\_\_\_

Number of Starboard Demi-Culverin Gunners \_\_\_\_\_

# of gunners	# of guns firing	# of gunners	# of guns firing
48 or more	12	16-19	4
44-47	11	12-15	3
40-43	10	8-11	2
36-39	9	4-7	1
32-35	8	3	1/2
28-31	7	2	1/3
24-27	6	1	1/4
20-23	5		

(continued next page)

### Crew Stats

NPC Level \_\_\_\_\_  
 Experience Points \_\_\_\_\_  
 Hit Dice \_\_\_\_\_d6  
 Av. Hit Points = 4 x level \_\_\_\_\_  
 Base Attack Bonus \_\_\_\_\_  
 Melee \_\_\_\_\_  
 Ranged \_\_\_\_\_  
 Fort Save \_\_\_\_\_  
 Reflex Save \_\_\_\_\_  
 Will Save \_\_\_\_\_

Ability	Score	Modifier
Strength	_____	_____
Dexterity	_____	_____
Constitution	_____	_____
Intelligence	_____	_____
Wisdom	_____	_____
Charisma	_____	_____

#### AC

Armor \_\_\_\_\_  
 Dex \_\_\_\_\_  
 Misc \_\_\_\_\_  
 +10 = \_\_\_\_\_

**Skills** Max Ranks: \_\_\_\_\_ /

1st Level: (3+Int Modifier) x 4

Each Additional Level: 3 + Int Modifier

Skill:	Mod	Abil	Ranks
Balance	_____	_____	_____
Climb	_____	_____	_____
Craft	_____	_____	_____
Intuit Direction	_____	_____	_____
Jump	_____	_____	_____
Knowledge (Sea)	_____	_____	_____
Listen	_____	_____	_____
Profession(Sail)	_____	_____	_____
Spot	_____	_____	_____
Swim	_____	_____	_____
Use Rope	_____	_____	_____

#### Feats

\_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

**Crew Roster and Manifest (Royal Warship) -- continued**

Number of Port Saker Gunners

-----

Number of Starboard Saker Gunners

-----

<i># of gunners</i>	<i># of guns firing</i>	<i># of gunners</i>	<i># of guns firing</i>
30 or more	10	12-14	4
27-29	9	9-11	3
24-26	8	6-8	2
21-23	7	3-5	1
18-20	6	2	1/2
15-17	5	1	1/3
12-14	4		

*(this page has been intentionally left blank to maintain the two-page spread format for ship stats and crew roster).*

# 152 Ships

## Description

The sloop is a small, fast ship that carries an enormous area of sail for her size. Her most distinctive feature is her 50-foot bowsprit, jutting like a narwhal's tusk from her prow. She is fitted with a fore-and-aft rig, rather than square sails, giving her a 270° sailing arc, allowing her to sail as close as 45° to the wind. Sloops are favored by couriers, smugglers and pirates.

## Vital Stats

Best Speed 9 knots  
 Initiative Modifier +2  
 Cargo 20 tons  
 Complement 50 Medium creatures

## Sighting

Lookout Height 60 feet  
 Horizon 9 miles

## Dimensions

Displacement 70 tons  
 Length 50 feet + 50-foot sprit  
 Beam 10 feet  
 Draught 8 feet  
 Decks Main Deck + Gun Deck

## Crew

### Optimal Battle Crew:

Deck Hands 20  
 Gunners 24  
 Soldiers 4  
 Bridge 2

### Typical Crew:

Deck Hands 14  
 Gunners 12  
 Soldiers 0  
 Bridge 2

## Sloop

*A fast ship favored by couriers and pirates.*

## 1650 AD

### Rig AC 1

Mast	Efficiency	hp	Damage Broken
Sprit	0.3	20 Dhp	-----
Mainmast	0.5	32 Dhp	-----
Mizzen	0.2	12 Dhp	-----
Current Efficiency		-----	

Sail Strength	Efficiency
46-90 Dhp	no modifier
23-45 Dhp	-0.2
10-22 Dhp	-0.4
1-9 Dhp	-0.9

Current Sail hp: -----  
 Fire Damage to Sails -----

### Deck AC 4

Hit Points	25 Dhp
Hardness Rating	0
AC Bonus to Crew	0
Rudder Hit Points	3 Dhp

### Hull AC 2

Hit Points	60 Dhp
Hardness Rating	1 Dhp
Damage	-----
Fire Damage	-----

Breaches	Size (Dhp)
At Waterline	-----
Below Waterline	-----

## Artillery

Bow Chasers	#	Wt.	Shot	Range	Crew	Damage
Demi-Culverin	1	700	10 lbs.	400	4	7 Dhp/10+10d10 hp
Current #	-----					

*Stern Chasers*  
 none

Port Broadside	#	Wt.	Shot	Range	Crew	Damage
Sakers	4	400	4 lbs.	400	3/12	3 Dhp/10 +4d10 hp
Current #	-----					

*Starboard Broadside*

Sakers	4	400	4 lbs.	400	3/12	3 Dhp/10 +4d10 hp
Current #	-----					



## Crew Roster and Manifest (Sloop)

Ship's Name \_\_\_\_\_ Captain \_\_\_\_\_  
 Max Crew 50

### Crew

#### Deck Hands

##### Sailors

Density	# Sailors	Sail Check
Full (1/1)	11-20	0
Adequate (1/2)	6-10	-2
Short (1/4)	3-5	-4
Skeleton (1/10)	2	-8

**Fire Watch** \_\_\_\_\_ x 1 Dhp of Fire Size extinguished per Turn = \_\_\_\_\_ Dhp

**Repair Crew** \_\_\_\_\_ x 0.1 Dhp damage repaired each turn = \_\_\_\_\_ Dhp

**Pump Crew** \_\_\_\_\_ x 0.1 ton of water per turn = \_\_\_\_\_ tons

**Maximum Pump Crew/Rate** 5 crew/0.5 tons

#### Gunners

Number of Bow Chaser Gunners \_\_\_\_\_

Number of Gunners	Number of Guns firing each Turn
4 or more	1
3	1/2
2	1/3
1	1/4

Number of Port Broadside Gunners \_\_\_\_\_

Number of Starboard Broadside Gunners \_\_\_\_\_

Number of Gunners	Number of Guns firing each Turn
12 or more	4
9-11	3
6-8	2
3-5	1
2	1/2
1	1/3

#### Soldiers

(see Military Unit Roster)

### Crew Stats

NPC Level \_\_\_\_\_  
 Experience Points \_\_\_\_\_  
 Hit Dice \_\_\_\_\_d6  
 Av. Hit Points = 4 x level \_\_\_\_\_  
 Base Attack Bonus \_\_\_\_\_  
 Melee \_\_\_\_\_  
 Ranged \_\_\_\_\_  
 Fort Save \_\_\_\_\_  
 Reflex Save \_\_\_\_\_  
 Will Save \_\_\_\_\_

Ability	Score	Modifier
Strength	_____	_____
Dexterity	_____	_____
Constitution	_____	_____
Intelligence	_____	_____
Wisdom	_____	_____
Charisma	_____	_____

#### AC

Armor \_\_\_\_\_  
 Dex \_\_\_\_\_  
 Misc \_\_\_\_\_  
 +10 = \_\_\_\_\_

**Skills** Max Ranks: \_\_\_\_\_ /

1st Level: (3+Int Modifier) x 4

Each Additional Level: 3 + Int Modifier

Skill:	Mod	Abil	Ranks
Balance	_____	_____	_____
Climb	_____	_____	_____
Craft	_____	_____	_____
Intuit Direction	_____	_____	_____
Jump	_____	_____	_____
Knowledge (Sea)	_____	_____	_____
Listen	_____	_____	_____
Profession(Sail)	_____	_____	_____
Spot	_____	_____	_____
Swim	_____	_____	_____
Use Rope	_____	_____	_____

#### Feats

\_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

# Combat,

*being a treatise on the deadly arts of defense, including divers strategies, methods, and hazards of war.*

## Guns

### Loading and Firing

Operating a snaphance or wheellock gun requires three combat rounds:

- 1 Load Powder (full-round action)
- 2 Load Shot (full-round action)
- 3 Fire (standard action)

In the first round, the firer primes the pan and empties a premeasured powder charge from a powder flask into the barrel. In the second round, the firer loads the barrel with shot, rams it down with a ramrod, and cocks the weapon. In the third round, the firer aims the weapon and pulls the trigger.

Operating a matchlock weapon requires *four* rounds, because the firer must first prime the match by blowing on it:

- 1 Prime Match (full-round action)
- 2 Load Powder (full-round action)
- 3 Load Shot (full-round action)
- 4 Fire (standard action)

### Interruption during Loading

If the firer is attacked or otherwise hindered during loading, a Dexterity check at DC 10 is required to complete that particular step. If the firer takes damage, add the damage to the DC.

### The Rapid Shot Feat applied to Guns

Characters with the Rapid Shot feat can reduce by one round the time required to load a gun. The attack is not made with the -2 penalty usually applied to extra shots associated with this feat.

### Effects of Smoke, Muzzle Flash, and Noise

**Smoke:** Every time a Heavy gun is fired, a smoke cloud is created in the 5' square directly in front of the firer. This cloud lasts for one round, and provides one-half concealment (20% miss chance) to any missile attacks passing through it.

**Muzzle Flash:** In addition to a smoke cloud, a Heavy gun creates a muzzle flash in the same 5' square directly in front of the firer. Anyone in the affected area must make a Reflex save at

### The Role of Guns in Your Campaign

Guns are an integral part of the campaign flavor. For players used to twanging arrows at their foes, they can be quite intoxicating. To make guns a balanced feature of the campaign, you have to emphasize their limitations. A matchlock musket is noisy, smelly, smoky, and cumbersome. And if the PCs have them, chances are the bad guys have them too. In my own campaign, guns are good for delivering a quick salvo before charging in with swords, or for picking off an advancing enemy from a covered position. Players who don't have any other ways of dealing with an enemy will find guns impractical for sustained or close order fights, even against archers, who gain fire off three or four arrows for every bullet.

### Guns vs. Monsters

To preserve play balance and emphasize the supernatural qualities of monsters in this setting, it is highly recommended that guns not inflict full damage on certain creature types. Aberrations, dragons, elementals, fey, and magical beasts should lose only 1 hp for each gun hit. Undead and shapechangers are immune to bullets, but take full damage from silver bullets. Outsiders are immune entirely.

### Summary of Loading and Firing Schedule for Guns

*Wheellocks and Snaphances:*

- 1 Load Powder (full-round action)
- 2 Load Shot (full-round action)
- 3 Fire (standard action)

*...with Rapid Shot Feat:*

- 1 Load Powder & Shot (full-round)
- 2 Fire (standard action)

*Matchlocks:*

- 1 Prime Match (full-round action)
- 2 Load Powder (full-round action)
- 3 Load Shot (full-round action)
- 4 Fire (standard action)

*...with Rapid Shot Feat:*

- 1 Prime Match (full-round)
- 2 Load Powder & Shot (full-round)
- 3 Fire (standard action)

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## Stupid Gun Tricks

To liven up combat or in desperate circumstances, characters may try the following techniques. They are not wholly realistic, but are certainly allowed in a *Septentrionalis* campaign.

### Double-Shotting

A PC can try loading double powder and two balls of shot to pack an extra punch. Double-shotting takes an extra full round of action. Make an attack roll as normal, but with double the normal critical hit range. However, if the attack roll is a 1-3, the gun barrel bursts, destroying the gun and giving the firer 1d6 points of fire damage. In this case, the shot is automatically a miss.

### Improvised Shot

A PC who is out of shot, or wishes to pepper a nearby foe with smallshot, can substitute a handful of nails, beads, ha'pennies, gravel, or pebbles. Assuming you have some material in hand, it takes no longer than a normal loading procedure. Just pour the missiles down the barrel and ram them home. Make an attack roll as normal. Unless you misfire, the effect is a 10' cone with a base of 10'. All targets within the cone receive 1d6 damage. Congratulations -- your gun is automatically fouled, and cannot be fired again until you spend one full turn cleaning it.

### Shooting the Ramrod

A firer in a hurry can fire one round sooner than normal, if you neglect to remove the ramrod from the gun barrel. Make an attack roll as normal, and treat the hurtling ramrod as a dart (1d4 damage, range increment 20 feet). The ball hits whatever the ramrod hits, but will only do 1/2 normal damage. An attack roll of 1-3 will burst the gun barrel and inflict 1d6 points of fire damage to the shooter. And your ramrod is now sticking in somebody's chest.

## Artillery Classification

Four main types of artillery exist in the campaign: cannon, culverin, perier, and mortar.

*Cannon* are of large bore and medium length. They have a respectable range and firepower for their size.

*Culverin* have a greater length relative to their bore, and are therefore of longer range. They are often mounted in the bow of a ship as a chaser, to fire during a pursuit.

*Periers* are short-barrelled relative to their bore, giving them a shorter range, but making them easier to mount aboard a cramped ship.

*Mortars* are even shorter length relative to their bore. They are often used to fire bags of small-shot against an enemy crew before boarding, but they can also be used to lob a large shot over the walls of a fortress.

DC 15, or suffer d2 points of burn damage.

Noise: Any character within 5' when a gun is fired suffers a penalty of -3 to Listen checks for the next hour.

## Misfires & Fouls

Any time a 1 is rolled on an attack roll for a gun, the weapon has failed to fire. The firer may attempt to fire it again during their next round of action. In the event a 1 is rolled again, the gun is fouled, and must be cleaned before it will work again, which requires one full turn.

Certain conditions increase the chance of misfire, including weather and the condition of the gun, but regardless of the conditions, if a second attempt to fire also results in misfire, gun is not fouled unless the second die roll is 1 -- you can try to fire as many times as you like until the gun fires or is fouled.

### Table: Gun Misfires

<i>Weather Condition</i>	<i>Matchlocks Misfire on</i>	<i>Other Guns Misfire on</i>
Light Rain/Spray	1-3	1-2
Heavy Rain	1-6	1-4
Damp Powder	1-8	1-10
High Wind	1-6	1

## Artillery

Artillery includes any gun that must be fired from a mount or carriage, whether on a ship, on a castle wall, or on a mounted carriage in the field. To use artillery without penalty requires the Artillery feat. Anyone without the Artillery feat who tries to fire an artillery piece suffers a penalty of -8 to their attack roll, and cannot clear a fouled piece.

### Table: Artillery Types

<i>Culverins</i>	<i>Length</i>	<i>Bore</i>	<i>Wt.</i>	<i>Shot</i>	<i>Range</i>	<i>Mount</i>	<i>Cost</i>	<i>Crew</i>
Rabbinet	3 ft.	2"	50	1 lb.	100	Swivel	125	1
Falconet	4 ft.	2"	75	1 lb.	200	Swivel	175	1
Falcon	6 ft.	2"	125	1 lb.	300	Swivel	300	2
Minion	8 ft.	3"	250	4 lbs.	300	Wheel	600	3
Saker	9 ft.	3"	400	4 lbs.	400	Wheel	1000	3
Demi-Culverin	11 ft.	4"	700	10 lbs.	400	Wheel	1400	4
Culverin	12 ft.	5"	800	18 lbs.	400	Wheel	2000	5
Long Culverin	16 ft.	4.75"	850	16 lbs.	600	Wheel	2100	5

<i>Cannon</i>	<i>Length</i>	<i>Bore</i>	<i>Wt.</i>	<i>Shot</i>	<i>Range</i>	<i>Mount</i>	<i>Cost</i>	<i>Crew</i>
Demi-Cannon	11 ft.	6"	900	32 lbs.	300	Wheel	2200	6
Cannon	12 ft.	7"	1000	50 lbs.	300	Wheel	2400	7

<i>Periers</i>	<i>Length</i>	<i>Bore</i>	<i>Wt.</i>	<i>Shot</i>	<i>Range</i>	<i>Mount</i>	<i>Cost</i>	<i>Crew</i>
Perier	5 ft.	8"	500	76 lbs.	200	Wheel	1200	7

<i>Mortars</i>	<i>Length</i>	<i>Bore</i>	<i>Wt.</i>	<i>Shot</i>	<i>Range</i>	<i>Mount</i>	<i>Cost</i>	<i>Crew</i>
Deck Mortar	1 ft.	6"	75	32	25	Sled	175	2
Howitzer	2 ft.	8"	300	76	50	Sled	600	8
Bombard	3 ft.	12"	1200	200	75	Sled	1600	12

*Length:* The length of the barrel.

*Bore:* The width of the mouth of the barrel, also the diameter of the shot.

*Wt.:* The weight of the artillery in pounds, including the mount.

*Shot:* The weight of the iron ball fired by the gun. Artillery is often referred to by the size of the shot it fires, for example, a ten-pounder, a thirty-two pounder, and so on.

*Range:* The range increment, in feet.

*Mount:* The type of mount appropriate to the piece. Swivel indicates a gun mounted on a fork-shaped brace that, when inserted into a fixed tube, can be aimed in any direction.

Commonly this would occur on the railing of a ship, or the walls of a fortress. These weapons can also be mounted on wheeled carriages for field battles. Wheel indicates a wheeled carriage, either a naval mount with four small wheels, or a field mount with two or more large wheels. Sled indicates a non-wheeled mount that is carried or dragged into place, most commonly for sieges or castle defence.

*Cost:* The cost of the piece, in gold pieces, including mount and artillery tools. Cost of shot is 2 sp per pound, with powder costs being 2 sp per pound of shot fired.

*Crew:* The minimum number of crew needed to fire the gun in the shortest time. For every crewman missing, add one round.

## Loading and Firing Artillery

Loading and firing an artillery piece requires at least six combat rounds:

- 1 Sponge out (full-round action)
- 2 Load Powder (full-round action)
- 3 Load Shot (full-round action)
- 4 Sight Gun (full-round action)
- 5 Prime Vent (full-round action)
- 6 Fire (standard action)

In the first round, the bore is swabbed with a pole-mounted sponge soaked in a vinegar-water solution to snuff out any sparks remaining from the last shot, and to soften the soot caking the side of the bore. Next, while one gunner puts his thumb over the vent to prevent accidental firing, a cloth bag of powder is rammed down the bore with a rammer, followed by the shot itself. The gun is aimed at the command of the master gunner, and then primed by filling the vent with a small powder charge. Finally, the gun is fired.

Large-bore artillery requires more time to load, because of the weight of the shot, and the difficulty of moving the piece for aiming. 32-pounders require two rounds each for loading powder, shot, and sighting the gun, for a total of 9 rounds. Anything heavier than a 32-pounder requires two rounds for loading powder, 3 rounds for loading shot, and 4 rounds for sighting the gun, for a total of 12 rounds. See the sidebar for a summary of loading and

## A List of Artillery Tools

*Quadrant:* A levelling tool used to measure the angle of elevation of the barrel.

*Rammer:* A rod with a padded leather head used for pushing down the powder-bag and shot.

*Sponge:* A stuffed cloth pad on a stick for swabbing the barrel between shots.

*Thumbstall:* A leather pad used to protect the thumb while covering the vent during loading.

*Worm:* a screw-like tool for clearing damp charges and other blockages from the bore.

## Summary of Loading and Firing Schedule for Artillery

*Below 32-pounder:*

- 1 Sponge out (full-round action)
- 2 Load Powder (full-round action)
- 3 Load Shot (full-round action)
- 4 Sight Gun (full-round action)
- 5 Prime Vent (full-round action)
- 6 Fire (standard action)

*32-pounder:*

- 1 Sponge out (full-round action)
- 2-3 Load Powder (full-round action)
- 4-5 Load Shot (full-round action)
- 6-7 Sight Gun (full-round action)
- 8 Prime Vent (full-round action)
- 9 Fire (standard action)

*Above 32-pounder:*

- 1 Sponge out (full-round action)
- 2-3 Load Powder (full-round action)
- 4-6 Load Shot (full-round action)
- 7-10 Sight Gun (full-round action)
- 11 Prime Vent (full-round action)
- 12 Fire (standard action)

## Summary of Roundshot Damage:

Base Damage: 10

Additional Damage: 1d10 per pound

Fortitude Save reduces damage to 1/2

Save DC: 10 + weight of shot.

Reflex save reduces damage to 1/2, or to zero if the PC has the Evasion class feature.

Save DC: 20, minus 1 for every 50 feet of distance between the gun and the target, to a minimum of DC 10.

Excess damage from first target is applied to subsequent targets up to 30' beyond first target, until all damage is absorbed.

## Example of Roundshot Damage:

An 18-pounder culverin is fired at a company of advancing troops. Each soldier has 10 hp. The damage is 10 + 18d10, and after much die rolling, the result is 105 points of damage. The company is in a line 3 ranks deep. One man in the first rank is killed, leaving 95 excess damage points. The man behind him is also slain, leaving 85 points. Finally, a man in the third rank is hit, leaving plenty of excess energy for the shot to bounce to a stop 15 feet or so behind the company.

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## Smallshot Area of Effect

<i>Culverins</i>	<i>Length</i>	<i>Base</i>
Rabbinett	20	5
Falconet	20	5
Falcon	20	5
Minion	30	10
Saker	30	10
Demi-Culverin	40	10
Culverin	50	15
Long Culverin	50	15

<i>Cannon</i>	<i>Length</i>	<i>Base</i>
Demi-Cannon	50	15
Cannon	60	15

<i>Periers</i>	<i>Length</i>	<i>Base</i>
Perier	50	20

<i>Mortars</i>	<i>Length</i>	<i>Base</i>
Deck Mortar	30	15
Howitzer	40	20
Bombard	60	30

## How Artillery is Used in Combat

### Field Battles

First, artillery is expensive. Most mercenary captains can't afford it, leaving it to the royal army to employ in battle. Second, it is not very mobile. Field guns have to be hauled around by teams of oxen, who are strong but slow animals. Sighting the guns is a matter of guessing where the enemy will be during the battle. The guns are often protected from enemy fire by rows of sharpened stakes and huge wicker baskets filled with earth. Once sited, a battery of artillery usually stays put until the firing is over. It can be used to fire at enemy soldiers or artillery, often right over the heads of one's own advancing soldiers.

### Sieges

In a siege, artillery really comes into its own, for both sides. A besieging force with artillery will inevitably breach the walls of a besieged town or fortress, given enough time and ammunition. Mortars, especially the huge bombards, are placed in protected batteries to hammer at the walls and lob shot inside the fortress itself. The defenders, meanwhile, use their own wall-mounted cannon to repel assaults and try to pick off enemy artillery, while mortars sited safely behind the walls rain down fire on enemy trenches.

### Naval Battles

At sea, artillery becomes the primary weapon of fighting ships. For more about ship-to-ship combat, refer to the relevant chapter later in this book.

firing schedules for artillery of various sizes.

## Artillery Misfires and Fouls

The chance of misfire for artillery is the same for as for small arms — any roll of 1 indicates a misfire. They are subject to weather conditions, too, using the same column as matchlock weapons on the Gun Misfires Table. Clearing a fouled artillery piece involves removing the shot and then the powder-bag with the screw tool, a process which takes as long as a standard loading and firing procedure.

## Artillery vs. Living Targets

### Roundshot

When iron roundshot hits a human target, the results can be calamitous. The base damage alone for roundshot is 10 points. In addition, for each pound of weight of the shot, add 1d10 points of damage. For example, a 6-pounder roundshot does 10 + 6d10 points of damage, and a 12-pounder does 10 + 12d10 points of damage. A Fortitude save at a DC equal to 10 + the weight of the shot reduces the damage to 1/2. Instead of a Fortitude save, a target may choose to make a Reflex save to evade the shot, but only if a successful Spot check has been made to see the shot being fired. The DC for the Reflex save is 20, minus 1 for every 50 feet of distance between the gun and the target, to a minimum value of DC 10.

The most devastating aspect of roundshot is its ability to mow down an entire column of targets. If the damage is greater than the total hit points of the first target, the shot will bounce up to 30 feet past its initial impact, inflicting the excess damage on any other targets in its path until either all damage is absorbed, it bounces to a stop, or it hits a solid obstruction (see Artillery vs. Structures, below). Note: Mortars do not bounce beyond their initial target, because they approach the ground at a higher angle.

### Smallshot

An artillery piece can be loaded with bags of small iron shot against living targets within short range. Make an attack roll as normal, but only for purposes of determining misfires. The resulting shot will fill a cone extending some distance from the bore of the gun, hitting all targets within the cone. See the sidebar for length and base of the cone of effect for various guns. Regardless of the size of the gun, the damage is 1d10 per 5' square occupied by the target. (So, for example, a horse, occupying two 5' squares, receives 2d10 damage, while the rider only receives 1d10. A Fortitude save reduces the damage to 1/2, with a DC of 10. Targets can add their AC bonus due to armor to their die roll.

## Artillery vs. Structures

Artillery fire against standing structures follows the rules outlined in Attack an Object in the Special Attacks and Damage section of the Combat chapter in the D&D Player's Handbook. If the shot is a miss, determine the distance and direction of the missed shot under the Grenadlike Weapon Attacks rules in the same chapter.

## Artillery vs. Ships

Naval combat is covered in its own chapter later in this book, using an abstract system that groups individual shots into broadsides. For added realism, or in very small sea battles, the

Attack an Object rules can be used to determine the results of individual shots.

# Fencing

Characters with the Fencing feat (see the Character Creation chapter) are not confined to merely cutting or thrusting at their opponents. They have a wide palette of fencing moves available to them, including passes, rondos, corps a corps, hilt smashes, binds, touches, lunges, and beats, each of which has a unique effect on combat. Fencers can also use a weapon, gauntlet, hat, cloak, or improvised defense in their off-hand to increase their AC. Finally, simply having a blade in one's hand adds to a fencer's AC against melee attacks!

## Fencing Moves Described

In addition to inflicting normal damage, fencing moves provide the following benefits:

### Beat (*Attack roll modifier: -2*)

The attacker knocks the defender's main weapon aside, giving the defender a -2 modifier to attack with his main weapon on his next attack, and negating the defender's fencing bonus to AC for any subsequent attacks this round. A beat is often used as a first attack to prepare for a second attack either with the main weapon or off-hand weapon.

### Bind (*Attack roll modifier: -3*)

The attacker catches the defender's main weapon in the quillions of her own sword. The defender cannot use his main weapon until he frees it during a subsequent turn at the cost of one attack, or until the attacker cancels the bind by making another attack.

### Corps a Corps (*Attack roll modifier: -4*)

The attacker moves into the defender's square without provoking an attack of opportunity, and may attempt to grapple.

### Hilt Smash (*Attack roll modifier: -4*)

The attacker bludgeons the defender with the hilt of her sword as a follow-through to her attack. She inflicts additional damage equal to her Strength ability modifier.

### Lunge (*Attack roll modifier: -4*)

The attacker lunges forward on one knee, driving her main weapon into the defender's body. The normal critical threat range for her weapon is doubled for this attack, but if the defender survives, he makes a free attack of opportunity against the attacker.

### Pass (*Attack roll modifier: -8*)

The attacker moves through the defender's square without provoking an attack of opportunity, cutting or thrusting as she does so, and ends up in the square on the opposite side of her starting position. The defender is considered flanked for this attack only.

### Rondo (*Attack roll modifier: -4*)

In a tactical maneuver, the attacker circles the defender at close range while cutting or thrusting, forcing the defender to switch squares with her, still facing one another, without provoking an attack of opportunity. This is a good way of getting past someone guarding a doorway or corridor.

**Table: Fencing Moves**

Move	Attack Roll Modifier
Beat	-2
Bind	-3
Corps a Corps	-4
Hilt Smash	-4
Lunge	-4
Pass	-8
Rondo	-4
Spring & Fly Out	-6
Touch	-4

**Table: Fencing Moves, by Difficulty**

Move	Attack Roll Modifier
<i>Easy</i>	
Beat	-2
Bind	-3
<i>Moderate</i>	
Corps a Corps	-4
Hilt Smash	-4
Lunge	-4
Rondo	-4
Touch	-4
<i>Difficult</i>	
Spring & Fly Out	-6
<i>Very Difficult</i>	
Pass	-8

### How to Prepare for a Swordfight

If you carry only a sword, grasp the scabbard with your left hand, draw the sword with your right, then throw away the scabbard and its detachable hanger to unencumber yourself and give your opponent one less thing by which to grab you.

If you're wearing a cloak or a hat, either toss it away or hold it in your left hand for protection.

If you carry both sword and dagger, carry them both on the left hip, so that you can draw them both at once without crossing your arms.

Get into the fighting stance of your favorite fencing master, whether Giganti Alfieri or Agrippa (see next page).

En garde!

# 160 Combat

## Examples of Improvised Defenses

Any solid object (Hardness 5+) you can hold comfortably in one hand can be used as an improvised defense. It must be between 6 inches and 18 inches long, and no heavier than 3 pounds. Some examples include:

Basket	Roast Turkey Leg
Belaying Pin	Rolling Pin
Candlestick	Saddlebag
Chair Leg	Stick
Footstool	Wooden Spoon

## Applying National Styles to Combat

The fencing rules assume that a character with the Fencing feat has received training in one or more regional or national traditions. Instead of making each style a separate feat, I've left it up to the players to use the universal palette of fencing moves to simulate any style of play they choose. Here are some tips for simulating the most popular national styles, or "schools", of the era:

### *Espaniard*

The Espaniard school emphasizes geometry and formal stances over maneuver and off-hand play. The preferred weapon is the long rapier, which keeps the enemy as far away as possible. Adherents of this school will seldom attempt any fencing moves, simply standing their ground and thrusting when their opponent presents an opening.

### *French*

The French school is highly aggressive and daring. Using a rapier or the highly fashionable smallsword, followers of this school prefer lunges to quickly dispatch an inferior foe, and a series of touches and beats to wear down a more formidable one. Left-hand weapons are seldom used, but cloaks or wide-brimmed hats are often employed as an off-hand defense.

### *Albian*

The Albian school is considered uncouth by many other nations. It features frequent corps a corps allowing for kicks and unarmed attacks. Albian fencers often use a *case of rapiers*, that is, a rapier in each hand. When only one weapon is used, the broadsword is favored.

### *Italian*

The Italian school advocates letting the opponent make the first move, provoking an attack of opportunity as they enter weapon range. Once engaged, a student of this school becomes highly mobile, using passes and rondos to gain opportunities to make off-hand attacks with a dagger.

### *Gael*

Gaels are masters of broadsword and shield fighting. They employ a small wooden shield called a *target* (pronounced "targe", rhymes with "large") fitted with a central spike. Off-hand attacks with a shield are covered under Shield Bash rules in the D&D PHB.

## Spring & Fly Out (*Attack roll modifier: -6*)

The attacker springs forward on one knee, attacks, and retreats, giving her main weapon a 10' reach.

## Touch (*Attack roll modifier: -4*)

The attacker only does 1 hp of damage, giving the defender a painful wound that also delivers one point of temporary ability damage to Dexterity. This is a good move to apply repeatedly to a closely matched foe, in order to wear him down.

## Off-Hand Defenses

Characters with the Fencing feat capable of off-hand attacks may use a tiny or small weapon, gauntlet, rolled cloak, hat, or improvised defense to increase their armor bonus to AC against melee attacks. If a fencer carrying an off-hand defense does not make an off-hand attack in a given round, they receive an AC bonus against melee attacks until the beginning of their next round, at which time they can decide again. Characters attacked unaware or caught flat-footed do not receive the off-hand defense bonus.

### Table: Off-Hand Defenses

<i>Defense</i>	<i>AC Bonus</i>
Hat	+1
Improvised	+1
Leather Gauntlet	+1
Rolled Cloak	+2
Small Weapon	+3
Tiny Weapon	+2

## Fencing Weapon Bonus to AC

Characters with the Fencing feat can use their main weapon to get a miscellaneous AC bonus against Tiny, Small, and Medium melee weapons, as long as they are not attacked unaware or caught flat-footed. Only fencing weapons apply. The AC bonus applies whether or not the fencer attacks with the weapon during his combat round. The level of the bonus depends on how many experience levels the character has gained since first receiving the Fencing feat.

### Table: Fencing Weapon Bonus to AC

Levels gained	AC Bonus
0	+1
1-2	+2
3-4	+3
5-6	+4
7 or more	+5

# Greatsword Combat

Characters with the Greatsword feat practice a highly specialized martial art, involving many techniques for both attack and defense. Both the blade and the heavy hilt of the greatsword are used in attack. It can be swung in a wide arc, or gripped with one hand above the hilt for precise half-sword thrusts and parries. The weapon can be used as an effective shield, even to block blows from the rear, by holding the sword along the length of one's body. Finally, the intimidating appearance of the greatsword itself cannot be denied, and can be used to great advantage to keep enemies at bay.

## Double Weapon Status

Characters with the Greatsword feat may treat their greatsword as a double weapon, using not only the blade but the pommel of the weapon. The pommel inflicts 1d6 bludgeoning damage, with a critical range of 20/x2. Using the greatsword as a double weapon incurs normal penalties for fighting with two weapons, as if you were using a one-handed weapon and a light weapon.

## Greatsword Bonus to AC

Like fencers, greatsword fighters get a miscellaneous AC bonus against melee attacks simply by having the weapon in hand. The bonus is determined by how many levels the character has gained since receiving the Greatsword feat, using the Fencing Weapon Bonus to AC table above. The bonus applies to attacks by Medium and Large melee weapons; the greatsword is too slow to give this bonus against Tiny or Small weapons.

## Greatsword Intimidation Ability

Instead of making an attack, a character with the Greatsword feat may use the weapon to intimidate his foes, simply by swinging it in an arc around him. This is a effective way to clear an area of foes who threaten to flank you. The ability affects only the eight 5' squares adjacent to you. Make an Intimidation check, adding your melee attack bonus to the die roll. (See the Intimidation skill in the Skills chapter of the D&D Player's Handbook). If the check succeeds, all affected targets must vacate the area of effect by moving 5' away from you, unless they are stopped by a solid obstruction or an ally, would have to enter an enemy's threatened area, or would suffer obvious harm by doing so, like falling from a balcony. Intimidated enemies do not provoke an attack of opportunity from you by retreating!

## Half-sword Grip for Greatsword

Many greatswords feature an unsharpened area of the blade above the hilt, called the ricasso. When one hand is placed on the ricasso, the effective length of the sword is reduced, and the precision of its strokes increased, at the expense of power. A character with the Greatsword feat can shift to this half-sword grip as a free action. For combat purposes, the sword then becomes a Medium weapon, 1d6 piercing damage, critical 19-20/x2. The greatsword's

## Inventing New Fencing Moves

Historically, the fencing manuals of the era were filled with colorfully named moves and stances. They had names like "the Grieving Iron Gate", "the Star", "the Falcon", and "the Lion." As DM, you can add new moves to your NPC fencers' palettes, and even allow players to invent moves of their own.

Here are examples of several fencing moves that could be introduced to the players or invented by them. None are historically accurate, but they do sound impressive:

**Apollo's Arrow** Difficulty: Moderate (-4)

A move in which the attacker makes a feint with the main weapon to distract the defender from a thrown dagger from the off-hand. The main weapon does no damage. The thrown dagger does not provoke an attack of opportunity. Furthermore, the defender is considered flanked against the dagger attack for purposes of AC.

**The Scorpion's Sting** Difficulty: Difficult (-6)

This move can only be made by a character who is flanked by two or more foes. The attacker feigns an attack on one foe, then thrusts behind him at the foe to his rear, sliding his main weapon beneath his left armpit. In addition to normal damage, the defender is dazed for one round.

**The Scythe** Difficulty: Very Difficult (-8)

The attacker crouches and swings in an arc at the defender's legs. The defender must make a Jump check at a DC of 18, or receives a leg wound that reduces his Dexterity by 1d6 points until healed, in addition to normal damage.

## Introducing New Moves to your Campaign

New fencing moves can be introduced to the campaign in several ways. A character may discover a scroll or manuscript describing a lost or secret move. An old master may be encountered, who teaches a PC a patented move as a reward, or perhaps in exchange for money. Sadistic DMs may introduce NPC friends or foes who seem to be able to do things the PCs can't. Or, a character may invent his own move. The player should write down what the move is, give it a name, and then let the DM decide if it should be allowed and what the difficulty level is. The player's PC must then spend 1d6 weeks of game time in the fencing studio perfecting the move before trying it out on his unsuspecting foes!



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### Optional Rule: Fencing Stances

Different fencing manuals argued for varying levels of caution and risk during sword combat. You may want to give your players the tactical option of choosing a particular fencing stance each round, with associated modifiers to attack, damage, and AC. Here are some possible fencing stances:

#### Giganti Alfieri (Cautious)

*Attack -2, AC +2*

A cautious approach. The fencer places more weight on the rear leg, leaning away from her opponent, right foot in front. The left hand is held by the left ear, to deflect blows to the face.

#### Agrippa (Neutral)

*no modifier to attack or AC*

A neutral stance, with body slightly bent, squarely facing the opponent. Fencers who do not choose a stance are considered to be standing according to Agrippa.

#### Capo Ferro (Risky)

*Attack +2, AC -2*

A more risky stance, with more weight placed on the forward leg, ready for a sudden lunge or riposte.

#### Meyer (Strength over Speed)

*AC +1, Damage +1, Attack -2*

Especially suitable for broadsword combat, this stance engages the fencer's strength in wide swings and checks. In defense, the blade is held over the head, sometimes with one hand grasping the blade.

Note: these stances do stack with the feats Expertise and Power Attack. Also, I apologize to students of fencing who may notice that I have greatly simplified the teachings of the above masters in the interests of finding some excuse to include their names in play.

bonus to AC remains. More significant, the wielder gets a +2 to attack rolls due to the added control afforded by the half-sword grip. Changing back to full sword grip is a free action.

## Polearm Combat

Like the greatsword, the polearm is associated with a unique martial art, one that takes advantage of the weapon's size for purposes of attack and defense. Entire manuals are devoted to the finer points of polearm combat. Halberds and other poleaxes are by far the most popular weapon for polearm fighters, with glaives, guisarmes, and ransours a distant second. Regional favorites include the Lochaber and Jedburg axes of Scotland, the Welsh hook, and the berdiche, popular in Russia, especially among the Cossacks.

### Double Weapon Status

Characters with the Polearm feat may treat any polearm as a double weapon, using not only the head but the butt-end of the weapon. The butt-end inflicts 1d6 bludgeoning damage, with a critical range of 20/x2. Using a polearm as a double weapon incurs normal penalties for fighting with two weapons, as described in the D&D PHB, as if you were using a one-handed weapon and a light weapon.

### Polearm Bonus to AC

Characters with the Polearm feat get a miscellaneous AC bonus against melee attacks when wielding a polearm. The bonus is determined by how many levels the character has gained since receiving the Polearm feat, using the Fencing Weapon Bonus table above. The bonus applies to attacks by Medium and Large melee weapons; polearms are too slow to give this bonus against Tiny or Small weapons.

### Close Attack Grip

Normally, polearms can only be used against foes 10 feet away, due to the length of the haft. As a free action, a character with the Polearm feat can shift their grip to bring the head of the weapon much closer to their body, allowing attacks against adjacent foes. To use a close attack grip, the 5' square behind you, opposite the attacker, must be unoccupied, so that you have room for the butt-end of the haft. While held in close attack grip, a polearm becomes a Large weapon, 1d8 piercing damage, critical x3.

### Improved Trip Ability

Characters with the Polearm feat gain the Improved Trip feat when using a polearm. See the Feats chapter of the D&D Player's Handbook for more information.

## Specialized Styles: Cloak, Lantern

### Cloak

Characters with the Cloak feat can use a cloak in their off-hand (or main hand, if unarmed), to blind, confuse, or disarm a foe. A standard cloak is a square of heavy cloth about 3' x 4', but a blanket, sheet, curtain or tablecloth can also serve. Removing a cloak one is wearing to use for combat is a move equivalent action that can be done one-handed.

### Cloak-Blind

Instead of making an off-hand attack, a character with the Cloak feat may blind an opponent by throwing a cloak over their head. The target must be within 10'. Make an attack roll as normal, using your melee attack bonus if the target is 5' away, or your ranged attack bonus if the target is 10' away. The defender does not get their armor, shield, or natural armor AC bonus against a cloak-blind, because the intent is not to penetrate their armor. Dexterity, size modifier, and miscellaneous AC bonuses do apply. If successful, the defender is effectively blind (see Concealment in the Combat chapter of the D&D Player's Handbook) until the cloak is removed, either by the defender or another person. Removing a cloak is a move-equivalent action.

Attacks made against a cloak-blinded defender get a +2 bonus, and the defender loses any Dexterity bonus to AC. If within 5', the attacker may hold on to a corner of the cloak while attacking the subject of a cloak-blind, and may remove the cloak in lieu of an off-hand attack, or as a move-equivalent action.

Small size and smaller opponents are completely covered by a cloak-blind rather than simply blinded. Escaping requires an Escape Artist check at DC 20 (a full-round action).

### Muffle

Instead of making an off-hand attack, a character with the Cloak feat can muffle an opponent's weapon in a cloak and render it harmless. Only Medium and smaller weapons are affected. The attacker and defender make opposed attack rolls, with a +4 bonus to the defender if they are using the weapon two-handed. If the defender loses, their weapon is muffled in the cloak, and cannot be used until the defender either makes a successful Escape Artist check at DC 18, or wins an opposed Strength roll against the holder of the cloak in lieu of an attack with his main weapon.

### Flourish

Instead of making an off-hand attack, a character with the Cloak feat can swirl a cloak to baffle a single Medium size or smaller opponent within 5'. The target must make a Will save at a DC equal to 10 + the attacker's melee attack bonus. Failure means that the opponent can take no action during their next round, although attackers receive no special advantage

against them.

### **Great Flourish**

As a full-round action, a character with the Cloak feat can sweep the cloak in an arc between the 5' square adjacent to his left flank and the 5' square adjacent to his right. Any Medium size or smaller opponents within the five squares covered by the flourish must make a Will save at a DC equal to 10 + the attacker's melee attack bonus. Failure to save means that the defender can take no action during their next round, although attackers receive no special advantage against them.

### **Lantern**

Characters with the Lantern feat can use a combat lantern to confuse and dazzle their opponents. Entire treatises have been devoted to the science of this unique fighting style, which is for obvious reasons only effective in dim or dark conditions.

#### **The Combat Lantern**

A combat lantern is heavier and sturdier than a standard lantern. It costs 30 gp, and weighs 4 pounds. If used as a shield, a combat lantern gives a shield AC bonus of +1. It has a Hardness of 5, 5 hit points, and a Break DC of 20. It burns for 6 hours on a pint of oil, dimly illuminating a 5' radius circle when shuttered. The shutter remains closed until opened by squeezing a lever in the handle, emitting a cone of bright light with a length of 40 feet and a base of 20 feet.

#### **Confuse**

As a move-equivalent action, a character with the Lantern feat can brandish a combat lantern to create distracting shadows around themselves, making themselves harder to hit. A Will save negates the effects, with a DC of 10 in moderate darkness, DC 15 in near total darkness, and DC 20 in total darkness. If the save fails, the holder of the lantern receives a concealment bonus for the next round, giving all opponents a 10% chance of missing in conditions of moderate darkness, 20% in near total darkness, and 30% in total darkness.

#### **Dazzle**

As an off-hand attack, a character with the Lantern feat can dazzle an foe by briefly snapping open the shutter of their lantern in the face of a single opponent within 15'. This is a ranged attack, but does not provoke an attack of opportunity. A Fortitude save negates the effects of the dazzle, with a DC of 10 in moderate darkness, DC 15 in near total darkness, and DC 20 in total darkness. A target who fails to save suffers a -2 to attack and Spot checks for one minute.

## **Explosives**

## Grenades

Grenades are made of sheet metal, stuffed with gunpowder and sporting a rope fuze that must be lighted from a slow-match before throwing. They are often used in sieges and boarding actions, but seldom in field actions. Typically, they are carried in satchels of no more than four grenades. They have the following characteristics:

<i>Cost</i>	<i>Damage (Direct Hit)</i>	<i>Damage (within 5')</i>	<i>Range Increment</i>	<i>Weight</i>
1 gp	3d6	1d6	10 ft.	2 pounds

Lighting a grenade is a full-round action. It requires a Dexterity check at DC 3. If the check succeeds, the grenade will detonate at the end of the wielder's next round of action. Failure (including any roll of 1) means that the fuze is lit too close to the grenade, and will explode immediately unless the thrower makes a second Dexterity check at DC 10 and snuffs it out.

Grenades are subject to the same misfire chances as matchlock guns, with the same vulnerability to weather conditions. When the attack roll is made, a misfire result indicates that the fuze has gone out in flight. Such grenades can be relit according to the rules above.

## Gunpowder Kegs

Gunpowder is a low explosive, meaning that it explodes by simply burning very rapidly, without creating the shattering impact of a high explosive. It is also an insensitive explosive, meaning that it cannot be easily detonated through jarring or impact. A spark or flame, however, will ignite dry powder easily. In bulk, gunpowder has the following characteristics:

<i>Cost (5 lb. keg)</i>	<i>Damage (Direct Hit)</i>	<i>Damage (within 5')</i>	<i>Damage (within 10')</i>
5 gp	5d6	3 d6	1d6

As many as 30 kegs may be stacked in a single 5' area. For each keg above one, add 1d6 to the direct hit damage. For the blast area, consult the following table:

**Table: Gunpowder Blast Area**

<i>Kegs</i>	<i>Direct Hit</i>	<i>3d6 Damage</i>	<i>1d6 Damage</i>
1-5	5' x 5'	15' x 15'	25' x 25'
6-10	15' x 15'	25' x 25'	35' x 35'
11-20	25' x 25'	35' x 35'	45' x 45'
21-30	35' x 35'	45' x 45'	55' x 55'

For keg piles with a larger area than 5', overlap the blast areas, adding 1d6 damage to overlapping 3d6 and 4d6 areas. A keg pile taller than 5', for example, a 10' pit filled with kegs, will increase the direct hit damage by 1d6 for each keg over 30, but will not increase the area

## Unusual Weapons:

### Grenade Launchers

Grenade launchers were indeed toyed with in the late 1600s, taking the form of a tiny mortar on a rifle stock. This "hand mortar" had its own powder charge and gunlock, which were readied before loading the bore with a live grenade, probably by a second man assigned as a loader. The firer had only seconds to fire before the grenade exploded; a misfire or mistiming could be fatal. Often the gunstock had a folding metal rod which could be planted in the ground to steady the piece for firing. One model was a combination musket and grenade launcher, with a rear-facing mortar barrel serving as the butt of the gunstock!

If you want to make grenade launchers available in your campaign, you can give them the following stats:

Snaphance Hand Mortar  
 Cost: 90 gp  
 Size: Large  
 Range Increment: 30 ft  
 Maximum Range: 300 ft  
 Damage: as grenade (3d6/2d6/1d6)

Loading Schedule:

- 1 Load Powder (full-round action)
- 2 Load Grenade (full-round action)
- 3 Fire (standard action)

The loading schedule assumes a lit grenade is at hand. Note that a misfire result applies only to the gunlock, not to the grenade itself. In case of misfire, the firer may attempt to snuff out the grenade with a Dexterity check at DC 10.

### Wall Guns

Wall guns, also called rampart guns, *arquebuses a croc*, or *amusettes*, were essentially huge smooth-bore matchlocks or snaphances fired from a swivel mount or rested against the top of a battlement. They had a caliber of 1-inch or more, with an overall length of at least six feet. More portable than cannon, wall guns were often used to defend hastily built forts, or to pick off individual attackers during a siege.

A typical wall gun might have the following stats:

Snaphance Wall Gun  
 Cost: 150 gp  
 Size: Huge  
 Range Increment: 80 ft  
 Maximum Range: 800 ft  
 Damage: 2d12, critical 17-20/x2

Loading Schedule:

- 1 Dismount (full-round action)
- 2 Load Powder (full-round action)
- 3 Load Shot (full-round action)
- 4 Mount (full-round action)
- 5 Fire (standard action)

of the 3d6 and 1d6 zones.

### **Gunpowder Damage to Living Targets and Structures**

Damage from gunpowder blasts can be applied to both people and structures in the area of effect. A Fortitude save at a DC equal to  $5 + 1$  for each 1d6 of damage will reduce the damage to 1/2. Prone characters receive 1/2 damage, unless they are in the direct hit area. Characters who Spot or are otherwise warned of an impending blast may “hit the deck” just in time if they make a successful Reflex save at DC 15.

### **Craters from Gunpowder Blasts**

A gunpowder blast in soft earth, sand, or gravel will create a crater equal in size to the direct hit zone, with a depth equal to 1/3 its width. An underground blast will cause a collapse of the ground above it of the same size as an ordinary crater, to a depth of 1/4 its width. Earthen, stone or wooden walls above such a collapse will fail, as long as the collapsed area is at least as wide as the wall's thickness.

### **Fougasses**

A fougasse is a fixed defense used in fortifications against attacking troops. It is built within a trench with walls sloping toward the enemy. The bottom of the trench is filled with gunpowder, and covered with stones, gravel, and earth. When detonated by rope fuze, the powder explosion hurls the debris outward in a huge cone, pummeling the enemy with stones and earth. A standard fougasse is 10 feet long and 5 feet deep when empty. It is filled with 16 powder kegs (80 pounds of gunpowder) and 5 tons of rocks. When detonated, it creates a 400' cone 10' wide at the source and 300' wide at the end. All targets within the cone take 1d8 damage.

# Gazetteer,

*being a description of the diverse lands comprising the setting of the game.*

## How to Use this Chapter

This chapter is for DMs only; it contains information about encounters, places, and adventures that players should not be privy to. It is arranged as a key to the Atlas of Septentrionalis, including a description of each named area, notes about important features within the area, and adventure ideas.

The entries in this Gazetteer correspond to the areas shown on the schematic maps in the Atlas. The schematic maps allow point-to-point movement of characters from one area to the next, along either a land route, a river, or body of water. Each area is indicated by a star on the map; the routes are shown as lines connecting the areas. As DM, you can use the schematic maps as a flowchart, to determine how characters get from one area to the next, giving them choices at each intersection. Treat each area as though it were a room in a standard dungeon adventure, with its own description, occupants, challenges, and exits, as described in its own capsule description in the Gazetteer. The capsule description includes:

- an “*in the distance*” description of the area, giving the players a distant glimpse of the area from adjacent areas. Read this description to the players when their characters are within one day’s journey of the area.
- a *full description*, to be read to the players when they reach the area itself. The full description describes the general look and feel of the area, without getting into details about specific features or characters.
- *DM’s background information*, detailing the key NPCs and locations within the area. This tells you what is going on in this part of the campaign world: the political situation, the major players, and other things the PCs won’t learn unless they explore the area and meet the local NPCs.
- *notes* for the DM about local hazards, fortifications, population level, and other helpful information too specific to be included in the background information. Often, additional notes will be found in a sidebar nearby, showing stat blocks for NPCs, unique creatures and other handy information.
- *adventure ideas* in case you want to use this area as the setting of an adventure, rather than just a place the characters have to traverse on their way to somewhere else.

### **WARNING: Work in Progress!**

The Gazetteer of Septentrionalis is a huge project, and will take many months to complete. Until a complete version of the Gazetteer is available, some capsule descriptions will be limited to a one- or two-sentence description. Even so, you will still find dozens of complete capsule descriptions in this early version.

### **Ab'naki**

Ab'naki country is occupied by an Algonkian people of the same name. They are more dependent on hunting and foraging than their more settled neighbors to the south, and have little contact with Europeans, except for Vinlander raiders, whom they fear and despise. The land itself is dominated by south-running rivers, the great Ab'naki Lake, and low glacier-scoured hills.

### **Abitibi**

The Abitibi subgroup of the great Cree culture occupy a broad area of the northern forest. They live by hunting and trapping, in the sub-arctic manner.

### **Adirondacs**

#### **“In the Distance” Description:**

You see a wide forested upland of long ridges and deep vales.

#### **Full Description:**

You enter a broad upland of forested mountains, with occasional higher peaks bare and rocky. Between the mountains are narrow vales, some forested, some filled with open meadows, and others filled with treacherous bogs and flooded forests of swamp maple and other hardwoods. Occasionally, you encounter a narrow, dark blue mountain lake or pond.

#### **DM's Background Information:**

The Adirondacs form a broad, jumbled upland north of the Mohawk Vale. They support no permanent settlements, offering few opportunities for growing crops. Only hunters, shamans, and explorers visit them with any frequency.

#### **Notes:**

- North of the Adirondacs are the High Adirondacs (see separate entry for this region).

### **Agamenticus**

-see Piscataqua

### **Alabama**

The Alabama are part of the great Southern native culture which spreads from the Espiritu Santo River to La Florida. They dwell along the upper Escambia River in fixed settlements.

### **Algonkins**

The Algonkins, a people related to the Ojibwa nation, occupy the lower vale of the Ottawa River. They have extensive trade dealings with the French, who use the river as a trade route for penetration of the interior.

### **Algonquins, Les**

Les Algonquins are a cluster of highlands and hills clad in pine forests. They are thinly settled, due to the rugged terrain.

### **Alleghanies**

The Alleganic mountains run for hundreds of miles in hog-backed, parallel ridges separating narrow vales. They offer an extremely rugged terrain to east-west travel, and have impeded mass settlement of the lands to the west by European settlers.

### **Allegashe, The**

#### **“In the Distance” Description:**

A vast lowland area drained by winding channels and rivers.

#### **Full 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.

#### **DM’s Background Information:**

The Allegashe is a wild, little-travelled wilderness, seldom visited even by Algonkians. It forms an effective barrier between Nouvelle France and the valleys of the Kennebecke and P’nobscot. The spirit of the wild is strong here; the land itself reacts with malice to human intruders, unless they are marked as friends of the manito. Chilling mists rise from the ground at night; solid ground can suddenly become a quaking, grasping bog. Rivercourses can change from day to day, always steering characters back into the heart of the wilderness if they seek to escape, or blocking entry if they are trying to penetrate the interior.

#### **Notes:**

- The Allegashe is home to a powerful manito named Moos-soogit, who protects the area’s wild creatures, especially its moose and caribou. His chief concern is keeping humans out of his domain, especially hunters and trappers. He travels with a bodyguard of 1 spirit moose and 1d6 ordinary bull moose, appearing when his animals are threatened or disturbed, but at other times he prefers to graze quietly in the most remote areas of the Allegashe. He has an uneasy peace with Pomola, Manito of K’tahdin, and has an especial dislike of his followers. Moos-soogit can speak Algonkian and the languages of all wetland animals. See the sidebar for more information about Moos-soogit’s powers.

- The moose here are enormous in size, and spirit-moose are common (see the Beasts of Septentrionalis chapter).

#### **Adventure Ideas:**

- Only great need or great foolishness could drive characters into the Allegashe. Unless on a special mission from a great pawwaw or another lawful neutral manito, Moos-soogit’s response will be hostile.

- Evil NPCs might enter the Allegashe to hunt game; the PCs could pursue them with the aim of thwarting them.

#### **Moos-soogit, Manito of the Allegashe**

Large Outsider; CR 12; AL LN  
Hit Dice 12d8+60 (114 hp) ; initiative +8; speed 40 ft/Swim 30 ft  
AC 18 (+4 Dex, -1 size, +5 natural)

#### **Attacks:**

antlers +18 melee, 2d6+6 damage  
2 hooves +13 melee 1d8+3 damage



Face/Reach: 5ft. by 10 ft./5ft.  
Special Attacks: Trample 2d8+3, bellow  
Special Qualities: Tremorsense 30', Scent, Damage Reduction 5/+1  
Saves: Fort +15/Ref +12/Will +14

Str 22 Dex 18 Con 21 Int 12 Wis 22 Cha 16

Selected Skills: Animal Empathy +10, Concentration +11, Handle Animal +15, Heal +13, Intuit Direction +13, Knowledge (Nature) +15, Wilderness Lore +15.  
Feats: Improved Initiative, Endurance, Great Fortitude, Track, nature sense, woodland stride, trackless step, resist nature's lure, *wild shape* 2/day

Special Qualities: *Wildheart*: has spell and class abilities of a 6th level druid. Darkvision 60'.

Spells per Day: 5/5/5/3. Base Save DC:22

Description: Moos-soogit appears as an enormous reddish-brown moose with massive antlers.

#### **Combat:**

Moos-soogit prefers to catch his enemies while they are mired in soft ground, or while crossing open water. He often overturns boats with his antlers, then attacks the passengers in the water. On dry ground, he charges and tramples, while his bodyguard of moose keep his prey from escaping. Often, he uses his druid powers to entangle his enemies before he attacks.

**Bellow (Ex):** Every 1d4 rounds, Moos-soogit can let out a thunderous bellow that affects all enemies within 30'. All affected must make a Fortitude save at DC 15 or be shaken for the duration of the encounter.

**Trample (Ex):** Moos-soogit can trample Medium or smaller opponents for 2d8+3 points of damage.

## **Amoskeag**

### **“In the Distance” Description:**

A broad, shallow river valley flows through a landscape of densely forested hills.

### **Full 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 Algonkian villages, where corn, beans, and squash are grown. Local folk seem generally friendly, eager to exchange goods and news.

### **DM's Background Information:**

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, in the form of fish, turtles, and waterfowl. The greater sachem Passaconnawaw rules here, from his winter court at the Falls of Amoskeag. The falls themselves are a series of drops totalling about 25 feet. They can only be passed via portage through the nearby Penacook settlement, making Amoskeag a natural administrative center.

### **Notes:**

- For information about Passaconnawaw, see the gazetteer entry for Pawtucket.
- The friendliness of the local inhabitants belies an uneasiness and wariness over incursions from the north by coureur and Algonkin 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 French into the lands of the Commonwealth and the hated Witchlings.

### **Adventure Ideas:**

- Characters could be sent to Amoskeag to counter the French raiders. They themselves

might even be captured by raiders and dragged off to the dungeons of Quebec, to await transport to the plantations of D'Orleans.

- Amoskeag might be the starting point of a great chase, with PCs following an escaping raiding party returning to Nouvelle France with captives and plunder. The route would likely lead through Great Notch, over the White Hills, and so to Trois Rivieres.
- If Passaconnawaw is holding court in Amoskeag, he might be the object of a diplomatic mission by PCs from the Commonwealth or Naumkeag.

### **Apalachee**

The Apalachee, like their neighbors the Alabama, are part of the Southern culture of native groups. They have closer ties to the Espaniards than some of the more remote nations, hoping to find allies against the encroaching French.

### **Appalachi Mts.**

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.

### **Ascutney**

The upper vale of the Neticut is a narrow but fertile region flanked by hills and mountains on both sides. Rising dramatically from the midst of this narrow vale, on the western bank of the river, is a lone mountain which gives its name to the entire region. Ascutney is bitterly contested by both the Pocumtuks to the south and homesteaders from the Republic of Vermont to the west.

### **Attawapiskat**

The lands of the Attawapiskat, a sub-group of the great Cree cultural area, are a mix of sub-arctic conifer forest and open wetlands, crossed by great herds of elk.

### **Attikamer**

The Attikamer Cree occupy a land of thousands of small lakes, linked by streams and portageways. The Attikamer are hunters, rather than farmers, traversing a huge area in search of game.

### **Bahamia**

Bahamia is an archipelago of low, sandy-shored islands and keys, covered with tropical vegetation. It 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.

### **Baye des Hurons**

The Baye des Hurons is a relatively sheltered arm of Mer Douce, separated from the rest of the lake by the narrow Petun peninsula.

### **Baye des Puans**

The long, narrow Baye des Puans thrusts southwestward from the northern reaches of Lac des Illinois towards the forested lands of the Winnebago.

## **Beothuk**

Beothuk, called “the land God gave to Cain” by the French, is a subarctic landscape of shallow, stony rivers, rocky fields, and stunted fir trees. The Beothuk are a nation of hunters and fishers, determined enemies of the Vinlanders, who sometimes raid Beothuk for captives.

## **Bermuda**

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 said to be the lair of the hermit wizard Prospero, formerly Duke of Milan, and considered to be among the greatest magi of the age.

## **Biloxi**

The coastal lowlands of Biloxi are occupied by cypress swamps, navigable by small boat but difficult to cross on foot.

## **Blue Hills**

### **“In the Distance” Description:**

A range of dark, wooded hills rising nearly 1000’ above the surrounding terrain. From a distance, they seem to take on a deep, shadowy blue color, especially at dawn and dusk.

### **Full 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 E, and vast forests to the W and S.

### **DM’s Background Information:**

The Blue Hills are a wild and lonely region, not often visited by either Commonwealthers or Algonkians, although occasionally visited to obtain flint and other minerals.

## **Blue Ridge**

A long, nearly unbroken range of low mountains separating the Republic of Sophia from the Renegado Vale. The ridge 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 Gael raiders, who cross the mountains to steal cattle from outlying Sophian settlements.

## **Boston**

### **“In the Distance” Description:**

A great bay dotted with islands, surrounded by low hills, dotted with settlements, and featuring a large city.

### **Full Description:**

A ring of low, maple-clad hills, enclosing a great bay, 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.

**DM's Background Information:**

The city on the peninsula, is, of course Boston. The smaller settlement is the College. Refer to the Spectral Boston campaign setting for very detailed information about the area.

*Adventures:*

See the Spectral Boston campaign setting.

**Camden**

A recently established Carolingian settlement at the ford of the Santee, between Castle James and Henrietta. Camden is accessible by river from the capital of Charles Town, making it a popular trade route to the interior.

**Campbelltown**

Seat of the Earldom of Campbell. A river town, dominated by the vast estates of the Earl, called Chiraw House, after the river which flows past its banks.

**Cape Hatteras**

A treacherous shore of barrier islands thrust out into the Atlantic along the coast of Carolingia. The cape is a ships' graveyard, as well as a gathering place for pirates. The islands are sparsely populated by a mix of fishermen, coastal pirates, and outlaws.

**Carillon**

**"In the Distance" Description:**

You see narrow waterway between two large lakes dominated by a hilltop fortress.

**Full 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. Built upon a strategically placed height, brooding over the valley is a large fortress flying the French flag.

**DM's Background Information:**

The fortress of Carillon controls a key passage between Willems Zee to the south and Lac Champlain to the north along the great north-south water route between Nieu Amsterdam and Nouvelle France. The French have constructed the fortress at great expense to prevent Nederlander expansion to the north, and to facilitate French 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 hold in the Champlain area. The Vermont navy often harasses French shipping on Lac Champlain to make it as costly for the French as possible to maintain Carillon.

**Notes:**

- Carillon is built on a hilltop along a rectangular plan, with corner bastions, a stone blockhouse, and numerous fixed defenses outside its walls. Its battlements sport 24 32-pound cannon, with 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 which is somewhat high-

er than the fort, but French engineers are confident that such a thing could never be accomplished.

- The commandant of Carillon is Capitaine Beaumont (Aristocrat4/Ftr 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.

### **Adventure Ideas:**

- A secret mission to infiltrate the fort and capture it might make the centerpiece of an action-oriented adventure. Or perhaps PCs could attempt to rescue a captured spy, or steal the enemy's war plans. Merely trying to sneak past Carillon without capture might be an adventure, with the possibility of capture or attack by the French defenders.

## **Castle Beversrede**

### **“In the Distance” Description:**

You see a deep river valley flowing through a forested landscape, running north to south.

### **Full Description:**

Upon an island in a lazy river flowing 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.

### **DM's Background Information:**

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, who produce food for the city of Cristina downriver. The castle supports a small village on the east bank of the river nearby. The village, also named Beversrede, attracts a population of rivermen and teamsters, very rough and tumble. Its single tavern is called the Two Oxen.

### **Notes:**

- Beversrede is small by military standards, with only 8 cannon and a garrison of 50 men. It is commanded by Colonel Berg, of the Swedish Royal Army.

### **Adventure Ideas:**

- This is a relatively sleepy area of settlement, but raids by Delaware warriors on farmsteads and occasional piracy by rivermen might make the basis of an adventure.

## **Castle Frontenac**

### **“In the Distance” Description:**

At the edge of a great archipelago, opening on to a large inland sea, stands a sturdy island fortress.

### **Full Description:**

You see the eastern edge of a vast inland lake, which meets a narrow waterway dotted with hundreds of wooded and rocky 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 with one sailing vessel and many trading canoes.

**DM's Background Information:**

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 French possessions against attack by the Irroquois League or other enemies.

**Notes:**

- The Castle is built in a square, with bastions at each corner. It is supplied with a garrison of 60 musketeers and gunners, with a further 100 servants, administrators, and laborers. The 15' high, 6' thick walls of the fort boast 8 32-pound demi-cannon, four of which can be brought to bear against any single target. In the courtyard is a single 8" howitzer. One wall of the fort is taken up by a two-storey stone blockhouse, containing a barracks, armory, kitchen, offices, storehouses, and jail.
- The commandant of the Castle is Capitaine Vaudreil (Ftr 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, knowing 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.

**Adventure Ideas:**

- 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 Quebec to sell their cargo. PCs arriving at the same time may find a rowdy, lawless encampment outside the fortress walls, where not even the guards dare to go.

**Castle James**

**"In the Distance" Description:**

Within a bend of a slow-moving river lies a fortified town.

**Full Description:**

Encircled by a bend in a lazy, muddy-brown river is a small town protected by a defensive wall, mostly of stone, but with only a wooden palisade standing in certain sections. A road leads out of town to the east. The flag of Carolingia flies above the town.

**DM's Background Information:**

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 New Spain 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 com-

manded by the Warden of the Ogechee Marshes, a not-very-prestigious position currently given to a younger son of the Earl of Campbell.

### Notes:

- The garrison here includes 200 musketeers and 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.

### Adventure Ideas:

- Castle James is a good jumping-off point for adventures on the Ogechie Marches and beyond. PCs could be recruited for a raid, as scouts, spies, or surveyors, or they could themselves encounter Espaniard spies hidden among the populace.

## Castle Massanuten

### “In the Distance” Description:

Upon the downstream end of a long, rocky spine that runs along the floor of the Renegado Vale, lies a high fortress commanding the surrounding valley floor.

### Full Description:

You approach a formidable fortified town built at the NE 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, houselike 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, long-horned cattle.

### DM’s Background Information:

Castle Massanuten is the seat of the High Laird of the Renegado Vale. This title is given to the laird of whichever Gael clan is dominant in the Vale at the moment. Currently, it is The MacDonald, as he is known. 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 town itself is peopled by folk of many clans, who work as artisans and traders, supporting the High Laird and producing goods for export to Sophia.

### Notes:

- 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 Calvinist church, whose minister is loyal to The MacDonald.
- The MacDonald’s household includes 200 family members and 50 servants. Among his family are perhaps 50 warriors. He also maintains a group of 10 loyal retainers, all fighters. They fight in the Gael manner, with broadsword and target shield, which a brace of pistols for good measure, or else a great claymore.

### Adventure Ideas:

- Characters travelling up the Renegado Vale will be 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. An interesting adventure might involve the characters getting caught between two feuding 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 strangers, and might hold the PCs in the dungeon of Castle Massanutten until he decides they are not a threat. Or, he might hire them to carry out some mission against a rival.
- The Witchlings have a small, secret coven in the town. Perhaps they have infiltrated the High Laird's own household. Maybe one of his daughters is secretly a witch, and is plotting to usurp her father's seat.

**Douglas, The MacDonald, High Laird of the Renegado Vale:**

Male Gael Brb10; CR 10; AL CN  
 Hit Dice 10d12+30 (95 hp); initiative +7 (+3 Dex, +4 Imp. Init.); speed 40 ft  
 AC 15 (+3 Dex, +2 bracers of armor) or  
 AC 19 (wearing chain shirt, if prepared for a fight)

Base Attack +14/+9/+4 melee, +13/+8/+3 ranged  
 +2 broadsword, +16/+11/+6 melee, 1d8+6 damage, critical 19-20/x3  
 2 belt pistols +13/+8 ranged, 1d8 damage, critical 18-20/x2

Saves: Fort +10/Ref +6/Will +4  
 Str 19 Dex 16 Con 17 Int 13 Wis 12 Cha 18

Selected Skills: Animal Empathy +10, Concentration +9, Diplomacy +8, Handle Animal +15, Heal +13, Intuit Direction +11, Knowledge (Nature) +15, Wilderness Lore +15.

Feats: Rage 3/day, fast movement, uncanny dodge (+1 against traps, can't be flanked), Improved Critical (broadsword), Improved Initiative, Power Attack, Cleave, Leadership (18 follower, 16 cohort).

Special Qualities: +2 to Bluff skill rolls; can cast *charm person* once per day as a 10th level sorcerer.

Cohort: Haimish MacDonald, Human Male Rgr 8  
 Followers: 35 1st level warriors/3 2nd level warriors/1 3rd level warrior/1 4th level warrior

Possessions: +2 broadsword, 2 belt pistols, +2 *bracers of armor*, potion of cure moderate wounds, potion of invisibility, potion of bull's strength, 250 gp, gold ring worth 100 gp.

Description: The MacDonald is a short, very broad man with ruddy complexion and a neatly trimmed beard. He wears tartan at all times, with a flat cap emblazoned with the MacDonald arms and an eagle feather. He is eloquent and very gracious, even to his enemies, whom he fights with great gusto. His private persona is that of a much quieter, more calculating man, not as jocular as one might think.

**Castle Oranj**

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 French fortress to the north. The French and the Commonwealth would like to destroy Oranj, because of its role as a center of firearms trade with the Mohawk, and because it blocks expansion into the prized Hudson Vale.

**Castle William**

Unlike Castle Oranj to the south, Castle William is purely a military outpost, with little role in the Nederlander trade network. It sits on a small promontory at the south end of the



mountain lake of Willems Zee, 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 French attack launched from Carillon.

### **Catawba**

The Catawba nation dwells in the foothills of the Pied-a-Mont, in the shadow 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**

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, 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 Septentrionalis. 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 great concerns are the Espaniards and their native allies to the south, and the freethinking Sophian radicals to the north.

### **Chesapeake Bay**

A great tidal estuary fed by many rivers. It separates the Republic of Sophia from New Sweden, and is patrolled by the anxious fleets of both powers.

### **Chippewa**

The wooded peninsula of the Chippewa separates Lac des Illinois and Lac Superieur. The Chippewa nation are major players in the 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.

### **Choctaw**

The Choctaw dwell among the lowlands and coastal swamps east of the southern French possessions. They are determined enemies of both the French and the Espaniards, making sure that a heavy price is paid for any encroachment into their territory.

### **Cree**

The Cree are a huge culture of sub-arctic hunting groups, ranging across wide swaths of the northern forest. They are becoming increasingly important in the fur trade as suppliers rather than middlemen.

### **Creek**

The lands of the Creek nation are dominated by pine forests and muddy rivers flowing from the distant mountains to the north. The Creek themselves are 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 it is an alliance of convenience, for the Creek are just as wary of losing territory to the Espaniards, advancing north from La Florida.

### **Cristina**

Capital of New Sweden, ruled by Princess Cristina, daughter of Gustav, the Swedish emperor. Cristina 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 wish to sweep the Swedes into the sea.

### **Crystal Hills**

East of the White Hills, the mazelike jumble of the Crystal Hills is said to hide hidden lodes of silver and gold, as well as many gems, especially tourmaline.

### **Cumberland**

The Vale of Cumberland is a private fief of 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 Irroquois and Gael renegado raids.

### **D'Orleans**

Capital of the southern province of Nouvelle France, the city of D'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 Nova Espana 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 which guard against attackers and high water. The landward approach to D'Orleans are limited to a single causeway which traverses an adjacent lake and swamplands.

### **Delaware**

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 League of Five Nations to the north, who covet the Delaware Vale.

### **Dismal Swamp**

The Dismal Swamp is a nearly impenetrable coastal swamp along the Carolingian coast. It has been the refuge of outlaws, and the source of legends about giant lizards, ghostly lights, and lost Albian colonists.

### **Duchy of Albermarle**

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. The Duke is a staunch Stuart loyalist, providing a suitable bulwark against the spread of republicanism to the remainder of Carolingia.

### **Duchy of Hatteras**

The Duchy of 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.

### **Duchy of Wilmington**

Sandwiched between two forbidding swamps, the Duchy of Wilmington is virtually cut off from the rest of Carolingia by land, relying almost exclusively on the sea lanes for its connections with the capital of Charles Town to the south.

### **Earldom of Campbell**

The Earldom of Campbell is the heart of the Carolingian 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.

### **Eastern Cree**

The vast subarctic forest east of Hudson's Bay is occupied by the eastern branch of the great Cree culture of foragers/hunters.

### **Eastern Ojibwa**

The Eastern Ojibwa control the heart of the Michigan peninsula. This is a land of dense woods and gently rolling hills, between two great inland seas. It is a place poorly known and understood by most Europeans, remaining something of a stronghold of native culture.

### **Eden Town**

Sited on the coast, at the mouth of the Chowan, the optimistically named Eden Town is a miasmal settlement of fishermen and farmers, serving the material needs of the Duchy of Albermarle.

### **Elizabeth's Isle**

This sandy island, surrounded by dangerous shoals and a chain of smaller islands to the west, is an Algonkian stronghold little visited by the Commonwealthers to the north. Its western end terminates in high cliffs of multihued clay, a spiritually powerful site. The island's many coves provide harbors for the great canoes of the island's native whalers. The bay of Menemsah is said to be the home of a sacred white whale whose well-being is tied to that of the whalers themselves.

### **Erie**

The portage between Lac du Chat and the headwaters of the Alleganic River is the homeland

of a small independent Iroquois group known as the Erie. They are not officially members of the League, but are on civil terms with the Seneca, westernmost nation of the League.

### **Falls of the Ohio**

Along a steep-banked reach of the Ohio, as it pours its way towards its meeting with the river of Espiritu Santo, lie the Falls. Not a single drop but a series of drops totalling thirty to forty 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 both Algonkian, French, and Coureur. The French have plans to erect a fort at the falls, but as yet have no permanent presence there.

### **Forêt des Loups, La**

The deepest reaches of the northern forest, beyond the settlements of Nouvelle France, beyond even the knowledge of the Algonkians, is called La Forêt des Loups – the Wolfwood. It is stronghold of the Wildheart – the power of the wilderness. There, the beasts rule, and, it is said, retain their primordial powers of speech and reason, since lost by animals who have been in closer contact with humankind.

### **Fort Maurepas**

This French 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 punitive expeditions against the Espaniards' native allies.

### **Gardiner's Isle**

#### **“In the Distance” Description:**

Lying off the two-pronged eastern terminus of a large, wooded island is a modest-sized island with a busy harbor.

#### **Full 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.

#### **DM's Background Information:**

Gardiner's Isle is the private fief of one Gregory Gardiner, victualler, moneychanger, and host to the most fearsome and notorious pirates of the east coast. He owns the settlement, lock, stock, and barrel, charging inflated fees for food, water, rum, canvas, and timber, which the pirates gladly pay, for the privilege of unloading cargoes and spending their hard-won loot with no questions asked. Hefty bribes to the director-general of Nieu Amsterdam ensure that the commerce of the island goes on undisturbed by the Nederlander navy.

The Commonwealth is not happy about the existence of Gardiner'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 conve-

niently 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 fear to launch an all-out assault, for fear of angering the *Nederlanders*, who possess a powerful navy.

### Notes:

- Prices for most goods on Gardiner's Isle are at 150% of normal. Although the population is only about 1500 people, the GP limit for the town is 5000 gp, due to the heavy influx of coin and treasure brought in by the pirates.
- Gardiner operates a moneychanging operation, charging a 3% conversion fee. He also 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 gold pieces 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.

### Adventure Ideas:

- The fortunes of PCs visiting Gardiner's Isle will depend on their character identity. Buccaneers will blend in and attract no notice; Commonwealthers may incur hard looks or worse. The standard pirate entertainments of brawls, duels, and gambling bouts will be easily found.

## Golfe du Mexique

The warm, shallow waters of the Golfe du Mexique brew fierce storms in the summer months. They are plied by both French and *Espaniard* vessels.

## Great Cahokia

A ghost city of earthen pyramids, beast-form mounds and dikes, and wide, overgrown plazas, Great Cahokia was once the capital of a great inland empire that spread from the upper reaches of the Ohio to the lower waters of the river of *Espiritu Sancto*. It has been abandoned for hundreds of years, its builders suffering an unknown fate, its secrets hidden 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 native empires to the South, 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 *Algonkians* 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

The Great Falls of the Pottomacke present a natural barrier to water travel to the interior. A series of drops totalling forty 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

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 Notch is a U-shaped valley with

soaring walls of granite. It is brooded over by a great face of stone, a natural formation that tops the western wall of the vale.

### **Great Swamps**

A tangle of wet maple stands, open bogs, and tussocked meadows, the Great Swamps serve as a refuge for adjacent Algonkian nations, particularly 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 Algonkian neighbors through wholesale destruction and slaughter. It is said that within the depths of the swamp is a pallsided Algonkian castle capable of holding hundreds of people.

### **Green Hills**

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 roaming grounds of the Vermont Rangers, a band of rugged, independent mountain-men who form the backbone of their tiny republic's army.

### **Green Swamp**

A dense swamp along the Carolingian coast.

### **Greenbrier**

The remote vale of Greenbrier is nestled in an arm of the Appalachian Mountains. It is a little-seen wilderness, drained by a mountain river that drains into the Kanawa Vale.

### **Hart's Ford**

Hart's Ford is a frontier settlement of the Commonwealth along the road between Boston and Nieu Amsterdam. As such, it is surrounded by a stout wooden pallsade, and is in constant danger of attack from Algonkians 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, not to conquer, but to curb any challenge to their inland trade empire, and to placate their Mohawk allies.

### **Havana**

Capital of Nueva Espana, Havana is a stoutly fortified port city, with grand churches, houses, and a citadel defending the harbor. It is administered by the Viceroy of Nueva Espana from his palatial quarters inside the city. The island of Cuba itself, beyond the city walls, is a heavily forested, hilly land, occupied by a native people who are slowly retreating in the face of Espaniard settlement.

### **Henrietta**

Named for Charles' queen, the young frontier settlement of Henrietta is poised to push the settled lands of Carolingia to the very slopes of the Great Smoky Mountains themselves. It is a jumping-off point for renegade homesteaders seeking new lands for development away from the heavy taxes of the duchies and earldoms to the east.

### **High Adirondacs**

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.

### **Hispaniola**

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. The western half of the island, controlled by the French, is the target of frequent Espaniard raids.

### **Holy Yoke**

Holy Yoke is the sister settlement of Hart's Ford, even further north along the Neticut River, where the ancient east-west war-trail crosses the river. Sheltered behind its pallisade, Holy Yoke is under frequent assault by Mohawks from the west, determined to destroy the settlement before it becomes established. It is inhabited by a motley mix of outcasts, Puritan zealots, and hardened rangers.

### **Hudson's Bay**

Southernmost arm of the Polar Sea, Hudson's Bay marks the limit of Old World knowledge of the northern reaches of Septentrionalis. It is said to be haunted by great white bears with the power of speech, as well as by a nation of native people who live much of the time on the ice, and travel in boats of animal skin.

### **Huron**

The powerful woodland nation of the Huron are the major competitors of the Irroquois League in the French fur trade. As a result, the two peoples are in constant conflict, each one seeking to destroy the other and gain a trade monopoly. For their part, the French are only too happy to play the Huron and the Irroquois off one another, and do not greatly care which one emerges dominant. The Jesuits, however, have made far greater inroads with the Huron than with the Irroquois, and are pressuring the French to make them their preferred partner in trade.

### **Illini**

The Illini are a French-allied nation at war with the Irroquois, who seek to expand westward into the Illini vale.

### **Indian Stream**

The uppermost reaches of the Neticut Vale are claimed both by Nouvelle France and by the Republic of Vermont. In point of fact they are occupied by a group of several hundred squatters who consider themselves an independent nation, with its own charter, laws, and currency.

### **Isle du Sable**

A long, low, sandy crescent in the middle of the sea, Isle du Sable is a perfect ships' graveyard. Its shores are lined with many 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 among the debris, especially those of wayward French and Espaniard galleons.

### **Isle Minong**

Set within a western arm of Lac Superieur, Isle Minong is a stronghold of wild power, seldom trodden by humans. It is said to be the home of a great band of intelligent wolves, who cross the frozen surface of the lake in winter to hunt in the surrounding coastlands.

### **Jamaica**

The island of Jamaica is the home of the original buccaneers, settlers who took to piracy after the Espaniards attempted to drive them from the island. They have found a sympathetic home in Port Royal, the 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 city is a growing circle of Carolingian plantations, worked by condemned prisoners and native captives in abominable conditions.

### **Jamestown**

This Albian settlement, founded sixty years ago, is being slowly swallowed by the surrounding swamps, leaving the pallisaded 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. 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, their lives 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 their crimes in the early days of the settlement.

### **Jerusalem**

#### **“In the Distance” Description:**

A rockbound coastal land, full of crags and ravines, with some evidence of settlement, in the form of chimney smoke, and a few narrow roads.

#### **Full 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 pounded by hissing, angry waves. Inland are granite-topped hills and narrow ravines and gullies, hindering progress. 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 S side, is the bewitched town of Jerusalem.

#### **DM’s Background Information:**

Jerusalem is a disputed land between Boston, capital of the Commonwealth, and Naumkeag, the great city of the Witchlings. The town of Jerusalem itself, 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 which 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 will 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 Pawtuckets to the NW, and harassing visitations from the Witchlings to the E – unless, of course, they are Witchling sympathizers themselves.

### **Adventure Ideas:**

- Outside of the city, the PCs may encounter a war party of Pawtucket Algonkian warriors. There is a base 30% chance per day of such an encounter; the two parties should make opposed Spot vs. Hide checks. The party will include 2d8 + 8 1st level warriors, 2 2nd level warriors, one 2nd level ranger, and 1 3rd level barbarian leader. The raiders are looking for Commonwealthers only; they will not attack Witchlings. Their goal is drive away any strangers seeking either to enter Pawtucket or to travel to Naumkeag (see Pawtucket for descriptions of the alliance between the Witchlings and the Pawtuckets).
- A Witchling patrol may spot the party; each day, make an opposed check between the PCs’ Hide skill and the witch patrol’s Spot skill, which is +8. The patrol may either be a flight of broom-mounted witches (3 3rd level coven witches + one 4th level leader); or a single 4th level ranger with a dire wolf companion animal. Weak PCs will be attacked immediately; stronger parties will be trailed at a distance, while reinforcements are sent from Naumkeag.
- 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 E 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 waiting for the arrival of greedy mortals.

### **K’Tahdin**

K’tahdin is a broad, stony plateau-like mountain set amid a vast wilderness of lower mountains, remote lakes, and lonely swamps. It is considered holy ground by neighboring Algonkian peoples, never scaled, the abode of a powerful manito named Pomola.

### **Kanawa Vale**

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 explored by Carolingian surveyors, and remains a wilderness.

### **Kats Kills**

The Kats Kills are a mass of steep mountains rising several thousand feet above the surrounding terrain. They are said to be ruled by an enclave of Algonkian hexes (skwannits), who brew storms, generate landslides, and awaken the very trees of the forest to guard their domain against intrusion.

### **Keweenaw**

The Keweenaw Peninsula juts out into Lac Superieur like a flint arrowhead. Its shores are marked by high, stony cliffs, and ringed by pine-covered rocky islets. The peninsula's weather is cold and wet, often covering the land and surrounding waters in dense fog.

### **Kikapo**

The upper reaches of the Illinois River are the homeland of the Kikapo nation, who are said to have migrated there from the Wisconsin Vale to the west. The Kikapo is an independent player in the politics of the region, owing no allegiance to the Irroquois or the French, and participating little in the fur trade.

### **La Florida**

The peninsula of La Florida is claimed by Spain, but only a few scattered coastal settlements are actually under Espaniard control. The interior, composed of swampy glades and lush grasslands, is the home of several native nations, who so far have successfully resisted Espaniard incursion, whether in the form of raiders, settlers, or searchers for the fabled Fountain of Youth, said to lie within these lands.

### **Lac Champlain**

Long, narrow Lac Champlain is a strategically important water route between the heart of Nouvelle France and her southern fortress of Carillon (qv). 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 French shipping without engaging in general battle with the numerically superior French. Opposed to both is a third force: an enormous okanagan (lake serpent), responsible for several sinkings, especially in the deepest parts of the lake. Both the French and the Vermonters have attempted to slay the creature without success.

### **Lac des Illinois**

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. Its southern shores are sandy and gentle, hosting many Algonkian settlements, while stony cliffs and more rugged terrain predominates in the north.

### **Lac des Kilistinons**

A forest lake, used as a waterway for travel between the lands of the Northern Ojibwa and Lac Supérieur.

### **Lac du Chat**

The “Lake of the Cat” is named, perhaps, for its capricious and sometimes cruel character. 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 Irroquois League 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 by French traders.

### **Lac Ontario**

#### **“In the Distance” Description:**

A great inland sea stretches from horizon to horizon, ringed by wooded shores.

#### **Full 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, which blows most often from the west.

#### **DM’s Background Information:**

Lac Ontario is the lowest of the Great Lakes in elevation. It is fed by the Niagara River, and drains into the Rivière du Canada. Politically important as a route to the interior, the French maintain a small fleet here and have built trade stations/fortresses at the east and western ends of the lake. The Irroquois League stare across the lake at their hated enemies, the Hurons and their allies. Often, the lake is used as a warpath between these two native powers.

### **Lac St-Jean**

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 serpent-like monster capable of attacking and sinking small boats.

### **Lac Supérieur**

Mighty Lac Supérieur 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 restricted by the French to all but the *voyageur* traders, who ply the waters in enormous trading canoes.

### **Lacs du Main**

The Lacs du Main, or Lakes of the Hand, are a series of narrow, steep-sided lakes running roughly north to south, with hills to the south, and flatter land to the north. They are heavily populated by people of the Five Nations, who maintain many villages and farms there.

### **Lake Nipissing**

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.

### **Laurentides, Les**

Les Laurentides are a range of low, forested mountains to the north and east of the city of Québec. They are reknowned for heavy snowfalls and rugged terrain, and as a consequence, remain a wild region despite their proximity to the settlements of Nouvelle France.

### **Leni-Lenape**

A fertile land of Algonkian villages and gentle ranges of hills, this region is eyed covetously by the Nederlander *jonker* landowners. Skirmishes are common, as the Nederlanders encroach upon Leni-Lenape fields and settlements.

### **Les Mille Isles**

Les Mille Isles fill a narrow, eastward-thrusting arm of Lac Ontario. They make a natural maze for water traffic – and a haunt for smugglers, unsanctioned traders, and Algonkian raiders.

### **Logstown**

A fortified frontier settlement at the confluence of the Monongehela and Alleganic rivers, once controlled by the French but now occupied precariously by Sophian soldiers. The recent seizing of the fort is controversial within Sophia, not having been approved in advance by the Court General. By some in Sophia it is seen as a provocation against France; others consider it a necessary check to French ambitions in the Alleganies, and to counter the aims of the renegade state of Vandalia (qv).

### **Manassas**

A fertile farming state of Sophia.

### **Markland**

Markland, or “wooded land”, is a forested shore much visited by Vinlanders for timber harvesting. Formerly a populous area, the native peoples of Markland have moved away from the coast to escape capture by the Vinlanders.

### **Melungeon Pass**

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 Espaniard mariners and deserters. They live as farmers and hunters, in peace with their Algonkian neighbors.

### **Menomini**

The Algonkians 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**

The great Mer Douce, or “Sweet Sea”, is a great crossroad of Septentrionalis, connecting

Nouvelle France and the interior.

## **Merrymount**

### **“In the Distance” Description:**

A parklike, idyllic stretch of partially wooded, gentle hills.

### **Full 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.

### **DM’s Background Information:**

Merrymount is a thorn in the side of the Commonwealth, a stronghold of the Old Ways a few short miles from Puritan Boston. It is the tiny realm of Tobias Merton, self-styled Lord of Merrymount, and priest of the Albion god of the hunt, Herne. Merton has been here nearly as long as the Puritans – he has been sent here 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 Algonkians. Marriage between Algonkians and Europeans 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.

### **Notes:**

- Merrymount is defended by stagriders: human lancers mounted on enormous deer. The stagrider troop includes 20 1st level warriors, 2 2nd level warriors with the rank of ensign, and one 3rd level warrior captain. The riders carry longswords and shortbows, and wear hide armor. In addition, Merton’s people include several low-level sorcerers and wizards.
- Merton has established a shrine to Herne on the summit of the hill of Merrymount itself. It takes the form of a grassy glade, dominated by a carved 20’ pillar surmounted with a stag’s skull and antlers. The pole is used as a maypole in ceremonies led by Merton himself. Each ceremony requires 20 dancers, and takes about 1 hour to complete. At the end of this time, the pole bestows the following powers:  
First, Merton and the dancers receive the benefits of a *prayer* spell for 24 hours. Secondly, any game animals slain within the borders of Merrymount in the previous 24 hours will reappear at the pole alive and whole, to retake their place in the natural order. Third, Merton himself gains the ability to detect evil within 10 miles of Merrymount. This ability lasts for 24 hours.
- Merton has a small priesthood of adepts: 5 1st level adepts, and 3 2nd level adepts. These acolytes of Herne are not full-time worshippers, but are drawn from the community at large.
- Some strange beings have been sighted in the woods of Merrymount. It is said that several satyrs and fauns have crossed the sea from the Old World, attracted by the virgin forest and the sympathetic, dionysian spirit of Merton’s followers.

### **Adventure Ideas:**

- PCs entering Merrymount will be welcomed, unless they are agents of the Commonwealth. If there are druids or Albians in the party, they will recognize the Greening and the power of Herne in this land. Merton welcomes new members of his community, as long as they revere Herne and the land.

- The Commonwealth may try to invade Merrymount and capture Merton, if they decide he is enough of a threat. Only superstitious dread among the rank and file has prevented them from doing so before. Perhaps a particularly fervent firebrand could rouse some followers to attempt such a raid.

**Tobias Merton, Lord of Merrymount:**

Male Albian Drd12; CR 12; AL CG  
 Hit Dice 12d8+24 (78 hp); initiative +4 (dex); speed 30 ft  
 AC 14 (+4 Dex)

Base Attack +11/+6/+1 melee, +13/+8/+3 ranged  
 halfspear +11/+6/+1 melee, 1d6+2 damage  
 mighty masterwork longbow +14/+9/+4 melee, 1d8+2 damage, or +12/+12/+7/+2 as full attack, with rapid shot feat

Saves: Fort +10/Ref +8/Will +12  
 Str 15 Dex 18 Con 14 Int 15 Wis 18 Cha 16

Selected Skills: Animal Empathy +10, Concentration +9, Diplomacy +8, Handle Animal +15, Heal +13, Intuit Direction +11, Knowledge (Nature) +15, Wilderness Lore +15.

Feats: Nature sense, woodland stride, trackless step, resist nature's lure, *wild shape* 4/day, venom immunity, brew potion, combat reflexes, point blank shot, rapid shot, leadership 15, dodge.

Special Qualities: can cast 3 0-level sorcerer/wizard cantrips per day as spell-like ability; +2 to all Bluff skill checks. Also, see *Herne's antlers*, below.

Spells per Day: 6/6/5/5/3/3/2

Animal Companion: none.

Cohort: none  
 Followers: 20 1st level warriors/2 2nd level warriors/1 3rd level warrior

Possessions: halfspear; mighty masterwork longbow, *Herne's antlers*.

Description: Tobias Merton is a tall, muscular Albian gentleman with a neatly trimmed beard, long blond hair tending to grey at the temples, and pale blue eyes. He wears a green doublet and brown riding boots. Most remarkably, he sports a pair of stag's antlers growing from his temples.

**Herne's Antlers**

*Herne's antlers* are a wondrous item created by the Albian priests of Herne, god of the hunt. Only seven of these items are known to exist, all of which are in the possession of high-ranking Albian druids and their followers. The High Priest of Herne only bestows *Herne's antlers* on worthy champions who have proven themselves to be tireless servants of the Greening and determined guardians of the natural world and its inhabitants. Only chaotic good characters are eligible. Once donned, the *antlers* cannot be removed; only the death of the wearer releases them for reuse by another champion.

The *antlers*, used as a Medium natural weapon, deliver a base damage of 1d8 plus the wearer's Strength ability modifier, with a critical range of 19-20/x2. They also give the wearer the following spell-like abilities, once/day each, as a 9th level spellcaster: *calm animals*, *pass without trace*, *hold animal*. In addition, the wearer gains the ability to *speak with animals* at will.

**Miami**

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 leader, known as Small Turtle, is determined to present a strong front against any encroachment of his forested lands, and has been making overtures to neighboring Algonkian nations to form an alliance against the French, the Irroquois, and other foreign threats.

### **Michilimackinac**

The French fort and trading post of Michilimackinac is one of two forts guarding 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.

### **Micmac**

The Micmac are a hunting culture of the northern woods. They have long been at war with the Vinlanders to the east, who ever seek to dominate Micmac lands.

### **Mingo**

The Mingo are an independent Irroquois group – not a member of the League of Five Nations, but rather a powerful force in their own right. They are loosely allied with the French, who have supplied them with arms to harass Sophian attempting to settle in the Vale of the Ohio. Their villages are large, with stout wooden pallisades, often using the river for added defensive strength.

### **Missisauga**

This conifer forest is the home of an Algonkian people of the same name, who are loosely allied with the Huron to the west.

### **Mohawk**

#### **“In the Distance” Description:**

A river valley cuts its way west to east across a forested landscape.

#### **Full 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. Algonkian settlements line the river bank at intervals, and a well-worn footpath parallels the river on the northern side.

#### **DM’s Background Information:**

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, most easterly of the Five Nations, and considered to be among the finest of Irroquois warriors. The Mohawk are on generally friendly terms with the Netherlanders, for whom they act as middlemen between the fur-supplying areas of the west and the trade post of Fort Oranj. The Netherlanders give them guns in exchange, which upsets their neighbors to the north and east, who are often the target of deeply penetrating Mohawk raids. The Mahicans, Nipmucs, and Vermonters are the most frequent target of these raids, which the Netherlanders privately condone, to compromise these powers ability to get a share of the fur trade.

#### **Notes:**

- 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. Pallisaded walls provide communal defense.

**Adventure Ideas:**

- The Mohawk becomes a dangerous gantlet for PCs who are not on good terms with the Mohawk leaders. Traders, pathfinders, and spies often risk a passage down the Mohawk because it provides one of the few fast water routes through the mountains. An adventure for ranger class PCs could involve a pursuit of raiders or a spying out of Mohawk military strength.

**Montagnais**

The Montagnais groups are a hunter/gatherer culture of the sub-arctic forests, much like their Cree neighbors to the west. Their region is said to be the homeland of many fearsome giants, some benevolent, some malicious.

**Mont Real**

The French 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 stony heights augmented by modern stone fortifications. Detachments from its garrison are sent to defend French possessions from attack by Algonkians, Vermonters, and other foes. The city is also the center of Jesuit missionary activity in Nouvelle France; the Society maintains its Septentrionalian headquarters there, sending missions to the interior of the continent.

**Monts du Fer**

The Monts du Fer, or “Mountains of Iron”, rise in stony terraces from the surrounding forests. They 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, French surveyors have been turning their attention to both metals.

**Moosoni**

The sub-arctic Moosoni people are a part of the great Cree culture which rings the cold, flat, many-watered lands south of Hudson’s Bay. They live as hunter-gatherers, with little contact with Europeans.

**Mounds**

The lower reaches of the Ohio are bordered by dozens of green-clad earthwork mounds, some round, some pyramidal, and some in the form of animals or geometric designs. They were raised by a 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 plunder and treasure of the ancient empire that constructed them.

**Mountains of Smoke**

The Mountains of Smoke are the highest in the east, rising thousands of feet above the surrounding foothills, terminating in treeless, domelike peaks, often wreathed in smoky, bluish mist. They provide a daunting barrier to east-west travel, but can be traversed by experi-



enced mountaineers.

### **Mt. Tremblant**

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 travelled.

### **Naraganset**

#### **“In the Distance” Description:**

You glimpse the western shore of a broad ocean bay, opening to the south, dotted with large islands.

#### **Full Description:**

You stand at the western shore of a great bay of the ocean, filled with large islands, some wooded, some 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 pallsades.

#### **DM’s Background Information:**

This is the land of the Naragansets, a powerful nation ruled jointly by the great sachem Canonicus (Aristocrat 9/Sor 5) and his nephew Miantonomo (Aristocrat 4/Bbn 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 Europeans, while Miantonomo seeks to make an alliance with the neighboring Algonkian 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, pallsaded settlement has a population of several hundred people, which can swell to a thousand or more when the sachems hold a tribal council.

#### **Notes:**

- The total military force of the Naragansets is perhaps 500 warriors. They are well equipped for sea-borne invasions, having large war canoes about 25 feet in length, holding a dozen or more warriors. About 10% of the warriors are elite pniese.
- Although not widely known by Europeans, 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.

#### **Adventure Ideas:**

- Visitors still receive a warm welcome in the Court of the Two Sachems -- for now, at any rate. Miantonomo might grill PCs for information about Commonwealth defenses. If the PCs are Algonkians, he might seek to recruit them to his cause of a united front against the

Commonwealthers.

### **Naskapi**

The Naskapi dwell on the very fringes of the earth's polar regions, north even of the Cree lands. They are poorly known by Europeans, but are said to run an extensive sub-polar trade route stretching from shore to shore of Hudson's Bay.

### **Natchez**

The Natchez are a powerful southern nation inhabiting the broad vale of the Pearl River. They have at times been allied with the Spaniards, but now maintain an uneasy neutrality between the Spaniards and the French. They have a well-organized state, with castes of priests and professional warriors. Their settlements have dedicated religious districts, with temples, tombs, and observatories built atop and within earthen pyramids of impressive size. The Southern Cult, a warrior religion, is popular here.

### **Natchez-sur-Terre**

The French river-town of Natchez-sur-Terre is sited along a high bluff of the eastern bank of the river of Espiritu Santo. Its harbor is nestled along the narrow shore at the base of the bluff, connected to the houses atop the bluff by several steep roads. The face of the bluff itself has been delved into a warren of caves, used as storehouses, taverns, and residences. The town is a notorious den of river-pirates, who prey upon shipping between D'Orleans and upriver French settlements.

### **Natoket**

Natoket is a sandy, windswept island with a small population of Algonkian whalers. The waters around the island are known as a ships' graveyard, and were the site of the Battle of Natoket, which ended Albion claims to Septentrionalis.

### **Naumkeag**

#### **"In the Distance" Description:**

At the end of a craggy peninsula, separated from it by a steep banked tidal river, is a cliff-ringed headland, lying under perpetual cloud. The land is rough and hilly, and covered with dark forests.

#### **Full 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.

#### **DM's Background Information:**

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 E end of Naumkeag is the Witches' City, from which few outsiders have ever returned.

The greatest Witchling stronghold in Septentrionalis, 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 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. It is this artifact which allows the Coven Mother to control the weather on Naumkeag, as well as communicate with the souls of those who came before her.

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.

### Weather Effects:

The witches of Naumkeag can produce dense fog, rain, and cold winds at will anywhere on the peninsula, as well as up to five miles out to sea. Any characters subjected to these weather effects for more than six hours must save against their Constitution at DC 15 or else lose 1d6 hit points due to exposure, which cannot be recovered until they leave the area.

### Storms:

Once per week, the witches can create a 5-mile radius squall anywhere in Naumkeag or the surrounding waters. A conjured squall lasts d6+1 hours. On land, this squall reduces characters' movement to 1/3 normal, and reduces visibility to 50'. Anyone caught in the squall must save against Constitution at DC 18 or lose d6 hit points due to exposure (in addition to any previous loss of hp from the at-will weather effects described above).

At sea, the squall requires the pilots of any ships in the area to make a Profession (Navigator) skill check at DC 15. Failure will send the ship in a random direction (use the Grenadelike Weapons table in the PHB), resulting in shipwreck if landfall is made.

### Defenses:

Any characters attempting to reach the Witches' City by land have an 80% chance of being spotted before reaching the stone bridge over the Annisquam. Once detected, intruders can be immediately attacked by a patrol of three 3rd level and one 4th level witch.

The witches' preferred tactic is to use low cloud as cover, and fire arrows from the air, which they can do quite comfortably from their brooms.

Within one hour of the initial attack, the witches can bring to bear an additional 12 3rd level and 3 4th level witches, led by a 7th level Coven sister. In an all-out defense of Naumkeag, the witches will also employ ordinary soldiers (1st level NPC warriors). The soldiers are organized in ten companies of 20 soldiers, each with a 2nd level captain.

### The Stone Bridge:

The bridge over the Annisquam is guarded by a watch composed of 20 human warriors in the service of the witches:

Their captain, John Campion, is a formidable 5th level fighter, and an experienced soldier: Campion is not a willing servant of the witches, but owes them a debt for saving his life (his

social standing makes him honor-bound). If convinced that the party is travelling to the Witches' City to offer service or information to them, and not to attack them, he may allow the party to cross the bridge and be escorted under guard the rest of the way, but the least act of disrespect or resistance on the part of the party will change his mind.

**Adventure Ideas:**

- Many ships have been lost after straying too close, their crews never seen again, or else returning years later, strangely altered by the witches' enchantments. The party might find themselves shipwrecked on the coast of Naumkeag and have to fight their way back to safety.
- A ship carrying a VIP from the Old World has gone missing, and the party must journey to Naumkeag and discover his or her whereabouts.
- One of the party members is a rebel witch who has just escaped from Naumkeag with a critical piece of information that could change the balance of power between the witches and the Puritans.
- The party must infiltrate the Witches City to rescue a prisoner, steal the Coven Mother's broom, spy on the construction of the city, etc.
- An abandoned manor on the peninsula is said to conceal a secret treasure hoarde, but being in witch territory, no one has dared try to recover it.
- The Puritans decide to finance a raid on Naumkeag, and the party is hired as an advance group to scout out the way for the main raiding force.
- The witches have smuggled in some Old World monsters and let them loose on the Puritans. Can the party catch them before they breed, or escape into the west? (Manticores, chimerae, leucrota?)
- A fire-and-brimstone preacher has been abducted from the streets of Jerusalem. Can the party find him before the local vagabonds turn him over to the witches?

**Crow Imp**

CR 1/3  
 Tiny Fiendish Creature  
 HD 3  
 hp = 1/2 master's  
 Init +2 (Dex)  
 Speed 10 feet, fly 90 ft (average)  
 AC 15  
 Attack +4 melee  
 claws 1d2-5  
 Special Attack: Smite Good: +3 points of damage against a foe of good alignment, once/day.  
 Face/Reach 2.5' x 2.5'  
 Alignment: Lawful Evil  
 Saves: Fort +1, Ref +5, Will +5  
 Str 1, Dex 16, Con 10, Int 6, Wis 14, Cha 7  
 Skills: Hide +2, Listen +3, Spot +2  
 Special Qualities: Speak Language (English),  
 Darkvision 60', Cold/Fire Resistance 5, SR 6.

**Soldier of Naumkeag**

2nd level warrior NPC; CR 2; AL Lawful (any)  
 Medium-Sized Human  
 2d8 hp; Init 0  
 Speed 25 ft  
 AC 15 (+5 armor)  
 Base attack +3 melee, +2 ranged

weapons:

+3 melee, poleaxe 2d4+1, x3 crit,  
 +3 melee, broadsword 1d8+1, x3 crit

or

+3 ranged, matchlock musket 1d12, 17-20/x2  
 +3 melee, broadsword 1d8+1, x3 crit

Saves: Fort+3, Ref+0, Will+0  
 Str 12, Dex 10, Con 10, Int 10, Wis 10, Cha 10  
 Skills: Climb +2, Intimidate +2, Hide +1, Spot +1  
 Feats: Polearms or Weapon Focus (musket)  
 Special Qualities: 60' darkvision, +2 morale bonus on saving throws against fear

Possessions: breastplate, polaxe or musket, broadsword, dagger; 4d6 gp.

### Seargent of Naumkeag

3rd level warrior NPC; CR 3; AL Lawful (any)  
 Medium-Sized Human  
 3d8 hp; Init 0  
 Speed 25 ft  
 AC 16 (+5 armor, +1 Dex)  
 Base attack +4 melee, +4 ranged  
 +4 melee, poleaxe 2d4+1, x3 crit,  
 +5 melee, broadsword 1d8+1, x3 crit  
 +4 ranged, belt pistol 1d8, 18-20/x3 crit  
 Saves: Fort+4, Ref+2, Will+1  
 Str 12, Dex 12, Con 10, Int 12, Wis 10, Cha 10  
 Skills: Climb +3, Intimidate +5, Hide +2, Spot +2  
 Feats: Polearms, weapon focus (broadsword).  
 Special Qualities: 60' darkvision, +2 morale bonus on saving throws against fear

Possessions: breastplate, polaxe, wheellock belt pistol, broadsword, dagger; 6d6 gp.

### Level 3 Coven Witch NPC

CR 2  
 Medium-Sized Human  
 3d4 hp  
 Init +1 (Dex)  
 Speed 30ft/90ft on broom of flying  
 AC 11 (+1 Dex)  
 Attack +1 melee, +2 missile  
 Dagger 1d4, 19-20/x2 crit  
 Shortbow 1d6, x3 critical  
 Special Attacks: Each witch'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).  
 Alignment: Lawful Evil  
 Saves: Fort+1, Ref+2, Will+5  
 Str 10, Dex 12, Con 10, Int 11, Wis 14, Cha 8  
 Skills: Concentration +3, Hide +2, Knowledge (arcana) +3, Knowledge (local) +4, Listen +2, Spellcraft +2, Spot +2  
 Feats: Silent Spell, Brew Potion  
 Special Qualities: Spellcasting, imp.  
 Spells Prepared:(4/3/2):  
 0--Daze, Ghost Sound, Detect Magic, Mage Hand.  
 1st--Cause Fear, Change Self, Sleep. 2nd--Invisibility + one of the following (roll d100): 01-25=Shatter, 26-60=Scare, 61-85=Web, 86-00=Summon Swarm.

Possessions: *broom of flying*, dagger, shortbow, quiver of 12 arrows, 1 poisoned arrow, poisoned thorn.

### Level 4 Coven Witch Flight Mother NPC

CR 3  
 Medium-Sized Human  
 4d4 hp  
 Init +1 (Dex)  
 Speed 30ft/90ft on broom of flying  
 AC 12 (+2 Dex)  
 Attack +2 melee, +3 missile  
 Dagger d4, 19-20/x2 crit  
 Shortbow d6, x3 critical  
 Special Attacks: Quiver contains one arrow doctored with black adder venom (Injury DC 12, secondary damage 1d6 Str)  
 Alignment: Lawful Evil  
 Saves: Fort+2, Ref+4, Will+7 (includes +1 from Cloak of Resistance)  
 Str 10, Dex 14, Con 10, Int 11, Wis 14, Cha 12

Skills: Concentration +4, Hide +2, Knowledge (arcana) +4, Knowledge (local) +5, Listen +2, Spellcraft +3, Spot +2  
Feats: Silent Spell, Brew Potion  
Special Qualities: Spellcasting, imp.  
Spells Prepared:(4/4/3):  
0--Daze, Ghost Sound, Detect Magic, Mage Hand. 1st--Cause Fear, Change Self, Sleep, Obscuring Mist. 2nd--Invisibility, Shatter, Scare.

Possessions: broom of flying, dagger, shortbow, quiver of 12 arrows, 1 poisoned arrow, poisoned thorn, cloak of resistance +1.

Note: Stats for a crow imp are found on the sidebar next page.

## Nemaska

The Nemaska are a group of Cree hunters ranging across the many-rivered northlands that drain into Hudson's Bay.

## Neutrals

The Neutrals are an independent Iroquois 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 whom the Iroquois would like to eliminate.

## New Sweden

The peninsula of New Sweden is occupied by Swedish farmsteads, maintaining a foothold in the New World despite threats from the Nederlander forward base of Zwaanendael. Most of the farmsteads are pallisaded, and maintain a high state of readiness against Nederlander raids. In times of real threat from the Nederlanders, New Sweden is reinforced with troops from the capital of Cristina to the north.

## Niagara

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 Algonkian nations. It is said that the island that lies between the two halves of the cataract is a burial ground for Iroquois warriors. Three smaller islands lead toward the edge of the cataract, from which point offerings are made to the waters.

## Niantic

The Niantic nation dwells at the mouth of the Neticut River. They occupy 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.

## Nieu Amsterdam

### “In the Distance” Description:

At the southern tip of a long, narrow island set in a splendid natural harbor lies a bustling port town.

### Full 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, 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 Nederlands. Some of the younger folk wear brighter colors in the French fashion. Everywhere you see signs of economic vitality, with a profusion of banks, storehouses, customs houses, and newly minted townhouses.

### **DM's Background Information:**

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, appointed by the board of the Nederlander Septentrionalis 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.

### **Notes:**

- The current Director-General is the one-legged soldier Pieter Stuyvesant (Ftr 5/Officer 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.

### **Adventure Ideas:**

- Nieu Amsterdam is one of the few places in Septentrionalis with a true cityscape, for urban adventures involving thievery, crime, mystery, and intrigue.

## **Nipmuc**

### **"In the Distance" Description:**

A wide, forested land dominated by ranges of steep hills spreading across the horizon from N to S.

### **Full Description:**

You enter an expanse of mixed pine, oak, and maple forest, full of small lakes and ponds, but with no sizeable rivers. The terrain features several parallel ranges of steep hills, running N-S, with flat-bottomed valleys between them. Small Algonkian settlements occupy some of the valley floors, but they are few in number.

**DM's Background Information:**

The people of Nipmuc, few in number, are on friendly terms with the Pocumtuk to the W, 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**

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.

**Northern Peaks**

The northern peaks of the White Hills are a wild land of sharp peaks, dense conifer forests, and steep ravines filled with rushing rivers. They are extremely remote and poorly known by both Europeans and Algonkians.

**Ogeechie Marches**

The Ogeechie Marches are a theater of war between the Kingdom of Carolingia and Nueva Espana, 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 pitched battles.

**Ojibwa**

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 Algonkian nations. 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.

**Onandaga Castle**

Onandaga Castle is the political and spiritual center of the League of Five Nations. It is a huge fortified settlement, the largest Algonkian 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 Garacontic, and his spiritual advisor, Daganawida.

**Ottawa**

The forests of the northern Michigan peninsula are occupied by the Ottawa, a populous nation on relatively good terms with the French, but wary of the Irroquois, who are kept at bay for the moment by their focus on the Huron. The Ottawa worry that if the Huron fall, the Irroquois will turn on them, and they have been augmenting their military strength in anticipation.

**Pamlico Sound**

The waters of Pamlico Sound form a sheltered waterway for inland travel along the Carolingian coast.



### **Pamunkey**

Pamunkey is a densely populated agricultural state of the Republic of Sophia.

### **Pawtucket**

#### **“In the Distance” Description:**

A land of rolling hills, merging with a wide band of green marshes and sandy islets to the E, at the edge of the sea.

#### **Full Description:**

An area of rounded, rolling hills, covered with open stands of mature pine and oak, and crossed by foot trails. Signs of Algonkian settlement are common: campsites, cultivated fields, and distant curls of smoke from campfires. A wide, tidal river bisects the area from W to E, emptying into the sea amid a landscape of flat, puzzle-channeled marshes and slender, sandy islets running parallel to the shore.

#### **DM’s Background Information:**

The strong Pawtucket nation is ruled by a greater sachem-maunetu named Passaconawaw (“Son of the Bear”). He has made a treaty with the Witchlings to the SE, to cooperate in keeping the Commonwealthers from expanding N 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’nakees to the N, as well as Commonwealther settlement attempts. Much of his political acumen is credited to his spiritual advisor, Aspinaquid, who dwells in Piscataqua. They share the strategic goal of uniting all the nations of northern New England against the Commonwealth.

#### **Notes:**

- Passaconawaw’s summer court is held upon a green lawn on the south side of the Merimacke River, about 4 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 8 sagamores, 20 pniese (paladins), 100 warriors, 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 indeed lies in his impressive sorcerous abilities. He often demonstrates his sorcerous powers to audiences of followers, guests, or foreign diplomats, as a means of impressing and entertaining them. He especially enjoys displays of shape-shifting, producing materials out of thin air, and pyrotechnics. 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, 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 get a warm welcome there!

**Adventure Ideas:**

- Gaining the friendship of Passaconawaw is a powerful asset for a group of PCs. An adventure could involve saving the great sachem's life from an assassination attempt during a diplomatic or trade mission to his court. Once established as a powerful NPC patron, Passaconawaw could send a party of PCs on any number of missions.
- Commonwealther raiders sometimes sail up the Merimacke to harass Pawtucket settlements. Perhaps a foolhardy pirate captain hatches a scheme to kidnap the sachem and his sagamores, to turn them over to the governor at Boston. Such an outrage would certainly spark a war between Boston, Naumkeag, and the Pawtuckets, with the Algonkians and Witchlings allied against the Commonwealthers.
- Pawtucket is a good jumping-off point for exploring the White Hills to the northwest. Gaining permission to do so would involve showering Passaconawaw with gifts.

**Passaconawaw, Great Sachem of the Pawtucket:**

Male Algonkian Bbn6 Sor9; CR 15; AL NG  
 hp 59; initiative +2; speed 40 ft  
 AC 16 \*(+2 Dex, +2 cloak, +2 armor)  
 \* +1 misc AC bonus in woodland settings.

Base Attack + 12/+7 melee and ranged  
 +3 Club, +15/+10 melee, 1d6+5 damage  
 +2 Longbow, +14/+9 melee, 1d6+2 damage

Saves: Fort +10/Ref +7/Will +8  
 Str 15 Dex 14 Con 14 Int 16 Wis 11 Cha 18

Selected Skills: Handle Animal +8, Hide +8, Intimidate +9, Intuit Direction +5, Knowledge (arcana) +), Listen +4, Spellcraft +9, Swim +6, Wilderness Lore +6

Feats: Alertness (from familiar), Leadership (18), Combat Casting, Improved Unarmed Strike, Deflect Arrows, Point Blank Shot, Rapid Shot, Spell Focus (Conjury), Rage 2/day, Uncanny Dodge.

Special Qualities: 30% chance of receiving aid from personal manito (celestial black bear) once per day. Or, may call upon manito to heal d3 points of damage, give +1 to any single saving throw, +1 to a single attack roll, or +1 to any single skill roll, once per day.

Spells Known: 6/6/6/6/4: 0 - *daze, detect magic, ghost sound, light, mending, ray of frost*; 1st - *animate rope, mage armor, obscuring mist, spider climb, summon monster I, ventriloquism*; 2nd - *continual flame, invisibility, pyrotechnics, see invisibility, summon swarm, whispering wind*; 3rd - *fly, major image, protection from elements, summon monster III, tongues, water breathing*; 4th - *leomund's secure shelter, minor creation, polymorph self, remove curse*.  
 Spells per Day: 8/6/5/4/3

Familiar: Black Rattlesnake. Powers: improved evasion, share spells, empathic link, touch spells, speak with master; speak with animals of same type.

Cohort: Kancamagus (Passaconawaw's eldest son and heir), Bbn6/Drd6  
 Followers: 35 1st-level warriors, 3 2nd-level warriors, 1 3rd level warrior, 1 4th level warrior.

Possessions: leather armor, +2 *cloak of protection*, +3 club, +2 longbow, 3500 gp (in wampum), *jar of Keoughtom's ointment, drums of panic*.

Description: Passaconawaw is a strong, vigorous man with an expressive face, a quick laugh, and a quick temper. He wears a leather coat and leggings, with a softly rustling turkey-feather cloak.

**Penn's Wood**

Penn's Wood was originally an independent, far-flung settlement of Carolingia, founded by

Elder Penn, a spiritual leader seeking to create a utopian community in the wilderness of Septentrionalis. It has since become a state of the Republic of Sophia, with Penn as governor.

### **Petun**

The narrow Petun peninsula is surrounded on three sides by Mer Douce. The Petun themselves are an Irroquoian people not aligned with the League of Five Nations, and therefore, in a precarious position.

### **Piankeshaw**

The lower reaches of the Miami Vale are occupied by the Piankeshaw, a sub-group of the Miami themselves.

### **Pied-a-Mont Marches**

The Pied-a-Mont Marches mark the extent of Carolingian control towards the great mountains of the interior. The Marches are ruled by the Marquis of Pied-a-Mont, 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 Rangers of the king: hardy mountaineers who keep the peace among the rough-and-tumble frontier settlements, rescue lost travelers, and guard against enemies seeking to attack the kingdom from the west.

### **Pine Barrens**

The Pine Barrens are a wilderness of bogs and sandy-floored pine groves spanning the broad lands between the mouth of the Delaware and the open ocean. The Barrens are inhabited by widely-scattered groups of Nederlander and Swedish settlers, derisively called Pineys by their neighbors. They brave the treacherous bogs and envenomed snakes 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 sorcerors, 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**

#### **“In the Distance” Description:**

A flat coastal plain, dotted with pines, surrounding a high, round-shouldered hill with an open summit.

#### **Full Description:**

You enter a flat, sandy-soiled plan, covered with stands of slender pines, whose dead needles carpet the forest floor. To the E is a shoreline of sandy beaches between rocky headlands. The shoreline is broken by a narrow tidal river leading to a great salt-water bay extending miles inland. NE of the bay stands a lone hill, rising about 500' 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.

**DM's Background Information:**

Piscataqua is a satellite sachemdom of the great sachem of the Pawtucket, Passaconawaw. He seldom holds court here; in fact, the area is sparsely populated, having poor soil for cultivation and being vulnerable to raids by the Abenakis to the north. What few Algonkians 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 boatbuilders 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 pawaws. The pawaws operate a spiritual school there, for the training of members of their order. The current elder pawaw is Aspinaquid, 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 European. 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 pawaw dies, his bones are placed beneath the cairn.

**Notes:**

- The school at Agamenticus includes a small pallisaded "castle" near the summit protecting the pawaws and their families. About 10 priest champions, 10 pawaws, and 30 sannops dwell there, in addition to Aspinaquid's personal followers (see sidebar). The hill itself commands views of the sea, and of the snow-capped peaks of the White Hills, far to the NW, said to be the abode of powerful spirits.
- The pine woods of Piscataqua are particularly vulnerable to forest fires. Every half-century or so, a great fire, started by lightning, sweeps across the area, charring everything in its path, and limiting the growth of the trees.
- Anyone coming within five miles of Agamenticus will encounter a pack of  $1d4 + 14$  wolves whom the creator god Cautantowit, it is said, uses to keep evil folk from setting foot on the revered hill where the Pawtucket shamans dwell. The wolves constantly patrol the area, finding the scent of any trespassers within 2d6 hours. Upon finding a scent they will bay and howl, letting Aspinaquid know that danger may be near. The wolves then follow the scent with their Tracking ability until the intruders are found. The pack leader, whose stats are equivalent to those of a dire wolf, can use *detect evil* as a spell-like ability (as a 9th level spell-caster) at will to determine the hearts of the intruders. Evil intruders are attacked, while good or neutral intruders are held at bay until Aspinaquid or one of his shamans arrives. The old shaman sometimes takes wolf form to run with the pack; there is a 10% chance he will be accompanying them during any given encounter.

**Adventure Ideas:**

- The most significant feature of Piscataqua is the pawaw school on Agamenticus, and the dominant NPC is Aspinaquid. PCs might have many reasons to consult the old shaman before starting an adventure – or he might summon them there to fulfill a vision he has experienced.
- Travelers in Piscataqua are vulnerable to raids by Ab'nakis coming from the north. They are of a different culture group, and do not get along well with their Algonkian neighbors.

- The occasional Vinlander ship will stop in the great bay to gather timber, or lay in wait for passing ships. Algonkian captives are often taken by Vinlanders here, since it is the most northerly coastal Algonkian area, and the Vinlanders are bound by political alliance with the Ab'nakis. PCs could be the victim of such an attempt, or else be employed by the Algonkians to rescue captives, or stop the Vinlanders before the next raid. Perhaps the Vinlanders might try to settle here permanently, threatening to upset the political balance of the entire region.

### **Aspinaquid, Elder Pawaw of the Pawtucket:**

Male Algonkian Drd 14; CR 14; AL NG  
hp 68; initiative 0; speed 30 ft  
AC 15 \*(+5 *belt of protection*)  
\* +1 misc AC bonus in woodland settings.

Base Attack +10/+5 melee and ranged  
+3 halfspear; +13/+8 melee, 1d6+3 damage

Saves: Fort +12/Ref +6/Will +15  
Str 11 Dex 11 Con 16 Int 16 Wis 19 Cha 17

Selected Skills: Animal Empathy +12, Concentration +14, Diplomacy +15, Handle Animal +12, Heal +18, Intuit Direction +10, Knowledge (Nature) +18, Wilderness Lore +10.

Feats: Nature sense, woodland stride, trackless step, resist nature's lure, *wild shape* 5/day, venom immunity, a thousand faces, craft wondrous item, craft magic arms and armor, endurance, leadership (23), lightning reflexes, iron will.

Special Qualities: 28% chance of receiving aid from personal manito (celestial black bear) once per day. Or; may call upon manito to heal 1d3 points of damage, give +1 to any single saving throw, +1 to a single attack roll, or +1 to any single skill roll, once per day.

Spells per Day: 6/5/5/4/4/3/3/2

Animal Companion: Giant Eagle.

Cohort: none

Followers: 90/9/5/3/2/1 (30 1st level warriors, 60 1st level commoners, 9 2nd level warriors, 5 3rd level warriors, 3 4th level warriors, 2 5th level warriors, 1 6th level warrior)

Possessions: +3 halfspear; +5 *belt of protection*, 300 gp (in wampum), *wolves' whistle* (see the chapter **The Algonkian World** for info).

Description: Aspinaquid is a tall, thin, white-haired elderly man in good health. He has a piercing gaze but a warm, friendly voice and manner. An exquisite wampum belt is looped around his waist, and he wears a wolf-skin cloak, trimmed with eagle feathers.

### **Plimoth**

Plimoth was established as a colony of religious separatists from Albion by way of the Netherlands some 50 years in the past, before the founding of Boston and the Puritan Commonwealth. Its existence has always been precarious, 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. The fathers of Plimoth have seen their isolated spiritual refuge encroached by the much larger and more prosperous Puritans to the north, resignedly becoming part of the Commonwealth despite their significant differences over matters of religion and politics.

### **Pocumtuk**

The Pocumtuk nation dwell in the narrow but fertile land of the Neticut Vale, and the surrounding low, forested hills. They make their living as farmers and hunters, seasonally, like

most of their Algonkian 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**

At the mouth of the Saco, on a narrow peninsula spanned by a wooden pallisade, is the ancient, tiny Albion settlement of Popham. Almost forgotten, it 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.

### **Potawatomi**

The Potawatomi nation hold a key portage at the southern end of Lac des Illinois, connecting the inland lake system to the drainage of the great Espiritu Santo River system via the Illinois River. The strategic portage is used by French traders, explorers, and missionaries, as well as by Algonkian traders.

### **Pottomacke Vale**

The long, narrow vale of the southern branch of the Pottomacke is a frontier of settlement for both Sophian pioneers and Gael 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 of the renegadoes and the Sophian army.

### **Powhattan League**

The Vale of the Rapahanoc River is the heartland of an Algonkian nation composed of many small groups owing allegiance to a great chieftain, traditionally called the Powhattan. Having survived bloody conflicts against early Albion settlers, the League has now become a state of the Republic of Sophia. It sends representatives to Parliament, enjoys full citizenship, and contributes companies of fighters to the Sophian militia.

### **Quapaw**

The Quapaw occupy the western shores of the Espiritu Santo River south of its confluence with the Ohio. Little is known about the lands to the west of the river, but rumors have surfaced of vast open deserts and high mountains.

### **Québec**

The fortified city of Québec is the capital of Nouvelle France, and seat of the Royal Gouveneur, le comte de Frontenac himself. 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 entire northern interior. 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, funnelling precious furs collected from thousands of square miles of interior wilderness to a single point for transport to the European 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.

### **Ramapaw**

The rugged Ramapaw hills loom on the western horizon of Nieu Amsterdam. Originally inhabited by a small Algonkian group of the same name, they have become the home of a people of Nederlander, buccaneer, and Algonkian origin. The Ramapaw make a living as herders, hunters, and farmers, combining Algonkian and European lifeways in a unique blend of languages, crafts, and traditions. Travelers through these hills often encounter brigands and robbers, but these outlaw bands are said to be wandering mercenaries, rather than natives of Ramapaw.

### **Red Bogs**

The Red Bogs include low-lying pine groves, sandy moors, and wet boglands presenting something of a no-man's land between the Commonwealth and their Algonkian enemies to the south and west. The bogs take their name from the edible red berries which grow in them, harvested by both Algonkian and Commonwealther alike.

### **Renegadoes**

The upper valley of the Renegado River is the home of the wildest of the Gael renegado clans, notorious for kidnapping, cattle-raiding, and inter-clan warfare. Although they owe allegiance to the High Laird downriver at Massanutten Castle, in practice, they seldom obey his commands.

### **Richelieu**

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 Algonkian raiders, and in response, the French are slowly building a chain of blockhouses at intervals along the river.

### **Richmond**

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**

#### **“In the Distance” Description:**

A flat, heavily wooded plain broken by small lakes, ending at a rocky coastline strewn with offshore islands.

#### **Full 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 NW to SE, 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.

**DM's Background Information:**

Saco, named for the river which traverses it, is a sparsely populated no-man's land between the Algonkian and Ab'nakee cultures. The river marks the approximate boundry between the maize-growing Algonkians to the S and the Ab'nakee hunters to the N. 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.

**Notes:**

- The Saco river drains from the Crystal Hills, and ultimately, the White Hills, distantly glimpsed to the NW. 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 Europeans. Prospectors run the risk of capture or attack by either the Algonkians or the Ab'nakees.
- The mouth of the Saco is controlled by the venerable Albian settlement of Popham (qv).

**Adventure Ideas:**

- PCs might try to use the Saco to reach the tantalizing White Hills, in search of riches or new routes to the N and W.
- As a border area, travel through the region could be dangerous for PCs of any political affiliation. A border war could be started by the least provocation.
- An NPC prospector could hire the PCs to provide protection or to establish a fort on the Saco in preparation for large scale mining of the river's gold and silver. Claim jumping, internal squabbling, and dirty dealing are inevitable, when so much potential wealth is involved.

**Salisbury**

The Carolingian royal town of Salisbury is the former seat of the Duchy of Monmouth, once the fiefdom of the king's illegitimate son. The Duke has been banished for attempting to overthrow the king; it is rumored that he has taken refuge either with the Espaniards beyond the Ogechee Marches, or with the Shawnee beyond the mountains. Isolated pockets of rebels loyal to the Duke are said to isolate in and around Salisbury, acting as brigands and spies.

**San Agostino**

The fortress-city of San Agostino was built by the Espaniards to subdue the natives of La Florida and also to harbor a naval fleet to protect the Espaniard treasure galleons from buccaneer attack. The city itself is built from blocks of dazzling white native coral, with mighty battlements overlooking the sea.

**San Felipe**

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 Espana in distant Havana. The Church also maintains a mission there, with the aim of converting the Spaniards' native allies to Christianity.

### **Sauk**

The lands of the Sauk are dotted with open prairie, pine woods, and thousands of small lakes, set amid rolling hills. 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 they distant heirs of the builders of Great Cahokia to the south.

### **Shawnee**

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 Irroquois, French, or Sophian. Their charismatic leader, Tecumseh, has a vision of a grand alliance with other woodland nations to forever protect their lands from incursion. He has already sent warriors against the frontier settlement of Logstown, and has sent envoys to all the neighboring nations to join his cause.

### **Shawsheen**

#### **“In the Distance” Description:**

A low-lying area, heavily forested with maples, with no signs of settlement.

#### **Full Description:**

This land is a tangle of maple swamps, sluggish, north-flowing streams, and flooded grassy meadows. Visibility is limited by the dense underbrush and thick mists. Outcrops of huge, rounded boulders rise from the surrounding swamps. Water-loving creatures like turtles, otters, beaver, and muskrat are often seen, but there are no permanent human settlements in sight.

#### **DM’s Background Information:**

Shawsheen is a lowland area that drains into the Merimacke river to the north. It serves as a buffer area between the Pawtuckets to the northeast and the Nipmuc to the southwest, and so has few full-time inhabitants.

#### **Adventure Ideas:**

- Shawsheen makes an ideal home base for a supernatural enemy, such as a vampire, ghost, or evil outsider. It could also serve as a refuge for renegade Commonwealther brigands, Algonkian raiders, or Witchling operatives. Algonkian wild witches, called skwannits, would find it a welcoming home.

### **Shick-Shock Mts.**

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**

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 is laid out in the shape of a six-

pointed star, its edges marked out by defensive walls, its streets radiating outward from the Pyramidium, center of Sophian government and meeting site of the Solomonic Order. Outside the city walls is the port of Georges Town, pre-dating the city. It houses much of the city labor force, takes in supplies, and outfits the small but well-trained Sophian navy.

### **St-Ignace**

The French fort and trading post of St-Ignace guards the straits separating Lac des Illinois and Mer Douce. Like its sister fort across the strait, St-Ignace serves as a safehouse for traders, and assures that only sanctioned traders pass through the straits.

### **Ste-Croix**

The province of Ste-Croix, along the northern shore of the Golfe de St-Laurence, includes a number of coastal fishing villages and small towns. It is a departure point for inland trade and exploration via the Saguenay River and Lac St-Jean. Life in this frontier province is hard, subject to ferocious winter weather and Vinlander raids in summer.

### **Ste-Dominique**

The western half of the island called Hispaniola by the Espaniards is controlled by the French, from their capital of Petit Guaves. Like the Espaniards, the French have established plantations on the island sustained by miserable convicts and captives. The city is a haven for French privateers, who are sanctioned by the government to hunt Espaniard ships.

### **Stone Pass**

Stone Pass is a key gateway within the Mountains of Smoke leading to the watershed of the Ohio. Sheer mountain cliffs rise up on either side of this high and lonely pass. It is a wild place, with no permanent settlements.

### **Storm King**

North of Nicu Amsterdam, the Hudson River 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, Storm King, upon the west bank of the gorge, has an almost sentient presence, seeming to generate fierce thunderstorms and hurl them against the walls of the gorge. 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 Irroquois attribute it to mountain spirits; the Nederlanders blame the arrival of nisse (elves or dwarfs) from the Old World, who have taken up residence within the mountain.

### **Straits of La Florida**

The Straits 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, 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.

### **Sunapi Hills**

The Sunapi Hills rise between the Merimacke and Upper Neticut valleys, presenting a jumble of stony hills and wooded lowlands, dotted with wetlands and small ponds. The Hills are the home of a small Algonkian group owing allegiance to Passaconaway at Amoskeag (qv).

### **Suskehana**

The Suskehana River twists and cuts its way through the parallel ridges of the Hogsback Mountains on its way to the Ocean Atlantic, providing a fertile vale for the Suskehana nation, an Algonkian group under attack from the League of Five Nations to the north.

### **Taconic Mts.**

A range of low but rugged and rocky hills running in a ridge north-south between the Neticut and Hudson rivers. Several foot trails wind their way through gaps in the hills, allowing east-west travel between the river valleys.

### **Tennessee**

The long, deep Tennessee Vale runs from the Appalachian Mountains to the Ohio River. Along its banks are a number of native villages, connected by water and by an ancient trail known as the Natchez Trace (see Chickasaw).

### **Timagami**

The upper stretches of the Ottawa River are occupied by small bands of Algonkians, among whom are the Timagami, Timiskaming, and Maniwaki. They are closely involved in the French fur trade.

### **Trois Rivieres**

The lower vale of the Riviere du Canada is lined with French farming settlements, running in long strips away from the river. This province of Trois Rivieres links the cities of Mont Real and Quebec, supplying both with produce and labor. The settlers themselves are protected by a chain of blockhouses along the river, meant to protect against raiders from the Republic of Vermont.

### **Tug Hills**

The Tug Hills are an isolated upland of ancient, worn peaks, forming a natural frontier for the League of Five Nations.

### **Tunica**

The Tunica nation dwells along the banks of the Espiritu Santo River, north of Natchez-sur-Terre. Like the Quapaw to the north, their western lands are little known to Europeans, and are said to include broad, grassy plains.

### **Tuscarora Mts.**

The Tuscarora Mountains are the homeland of an independent Irroquois nation of the same name. They are on the verge of joining the Irroquois League, a move which would provide them with strong military allies, but could possibly give the League a foothold for further expansion to the south.

## **Tuskegee**

The Tuskegee nation dwells among the sources of several south-running rivers issuing from the Appalachian Mountains (qv). They are aligned with neither the Carolingians nor the Espaniards, determined to retain their independence and remain outside the region's conflicts.

## **Vandalia**

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. Spurning the freethinking philosophy of Jefferson and Franklin, the captains of Vandalia have established a private state with the aim of establishing an inland empire, at the expense of their native neighbors. Only the Sophian fortified settlement of Logstown stands between the Vandalians and the Ohio Vale.

## **Vinland**

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 herdsmen and fishermen, and during good sailing weather, take to the sea as pirates, raiding as far south as the Commonwealth of New England.

## **Wamanoag**

### **“In the Distance” Description:**

You see the wooden eastern shore of a great ocean bay, opening to the south, dotted with many islands.

### **Full Description:**

You enter the eastern half of a salt-water bay, opening to the south. Many islands fill the bay. The shores are wooded, and heavily settled by Algonkian farmers and fishers. One island, with steep, rocky sides seems to be particularly thickly inhabited.

### **DM's Background Information:**

The Wampanoag have suffered greatly at the hands of the Commonwealth, 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.

### **Notes:**

- Metacom's court, or Mount Hope as the Puritans call it, is on a steep, rocky island on the east side of the bay, 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 whomever sits in it the ability to scry as if she were the possessor of a *crystal ball*. In addition, the sitter receives a +1 bonus to Scry skill checks for every 2 character levels she possesses.
- Metacom, by virtue of his birth, is nearly invulnerable to ordinary gunfire. This supernatu-

ral 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.

### **Adventure Ideas:**

- Commonwealth PCs will find a journey to the land of the Wampanoags quite hazardous. Members of other Algonkian nations will be invited to join Metacom's alliance only if he is sure they are not spies.
- PCs could pursue a spy or assassin from the Commonwealth into the Wampanoag lands, only to find themselves under attack.

### **Western Cree**

The subarctic forest west of Hudson's Bay is occupied by the western branch of the great Cree culture of foragers/hunters.

### **White Hills**

#### **"In the Distance" Description:**

You see the ramparts of a great mountain range, with forested slopes and bare, rocky summits.

#### **Full Description:**

You enter a mountainous landscape of deep, U-shaped valleys, 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 half-overgrown trails running along the valley floors.

#### **DM's Background Information:**

The White Hills are the dominant mountain range of eastern Algonkia -- 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, 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 Algonkian 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.

#### **Notes:**

- 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.

**Adventure Ideas:**

- Just getting safely through the White Hills could be an adventure for PCs, between natural hazards, hostile predators, and the enmity of supernatural forces. Add enemy NPCs in pursuit of the party, and the already harsh environment could become even more deadly.

**White Oak Swamp**

A coastal swamp along the coast of Carolingia. White Oak Swamp is the source of some of the kingdom's best "swamp foxes", rangers trained to scout and fight in lowland areas.

**Winnebago**

The Winnebago people occupy the upper stretches of the Wisconsin river. They are said to be related to the builders of the great mounds of old, and in fact, they still create many earthen effigy mounds at centers of natural power. They are also master workers of flint and other useful stones, creating pipes, jewelry, and tools for general trade.

**Winooski**

Capital and chief settled region of the Republic of Vermont. Winooski sits at the top of a slope above the eastern shore of Lac Champlain. It is defended by a wooden palisade to the west, south, and east, and on the north by a river flowing out of the Green Hills to the lake. At the river's mouth is a small port, home of the landlocked Vermont navy, which numbers about a dozen small ships, mostly sloops. 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, believing that he has received divine inspiration from angelic spirits to found the Republic.

**Wyandot**

The waterway of Wyandot connects Mer Douce and Mer du Chat. It is occupied by the Huron, who allow passage to French traders in exchange for aid.

**Yuchi**

The deep woodlands between the Ohio and the Kaintuck are the realm of the Yuchi, a populous nation related to the Shawnee but far less well known by Europeans. Scouts entering the forests of the Yuchi report an almost tangible force about the area, as if the very heart of the eastern woodlands was hidden there.

**Zwaanendael**

Zwaanendael is a Netherlander toehold on the peninsula of New Sweden. The area includes a small fortified settlement on the coast, and a semicircular line of earthwork defenses running at a distance of some miles from the settlement, manned by Alban, Netherlander, and Vinlander mercenaries, 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 Netherlander navy protects it from attack by sea, and so far at any rate, the defensive line has blunted Swedish attacks by land.



# Monsters,

*being a gallery of beasts, spirits, and other inhabitants of the New World, both native and alien, their peculiar strengths, habits, and severall abilities.*

This chapter includes monsters unique to the Septentrionalis campaign setting, as well as some Septentrionalis versions of monsters which may be familiar from other fantasy settings.

## The Monsters

### Bone Dancer

Medium Undead

Hit Dice: 5d12+10 (55 hp)

Initiative: +8 (+4 Dex, +4 Improved Initiative)

Speed: 30 ft.

AC:17 (+2 Dex, +5 natural)

Attacks: 2 claws +6 melee, bite +4 melee

Damage: claws 1d4+3 , bite 1d6+2

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Bone Dance, Create Spawn

Special Qualities: Undead, spellcasting ability

Saves: Fortitude +4, Reflex +3, Will +5

Abilities: Str 16, Dex 15, Con 14, Int 17, Wis 12, Cha 16

Skills: Concentration +10, Hide + 4, Knowledge (arcana) +11, Listen +5, Scry +4,

Spellcraft +11, Spot +5

Feats: Multiattack, Spell Penetration

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Climate/Terrain: Any

Organization: Solitary + 1d6 medium skeletons

Challenge Rating: 5

Treasure: Standard

Alignment: Always neutral evil

Advancement: 6-12 HD (Medium)

Bone dancers are the undead corpses of neutral evil Algonkian sorcerers who have gained eternal existence through the gruesome practice of eating their own flesh down to the very marrow within their bones, which are filled with pebbles that rattle and shake with each movement. They appear as skeletons still wearing the clothes they wore in life, without flesh 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 Dance (Su):** As a move-equivalent action, a bone dancer can rhythmically rattle its bones to bring living creatures under its spell. All humanoid within 30' 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 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 such skeletons, plus one for each HD above 5.

**Spellcasting Abilities:** Bone dancers cast arcane spells as if they were sorcerers of equivalent level.

**Undead:** Bone dancers enjoy the standard immunities of undead creatures.

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.

## Catamount

Large Magical Beast

Hit Dice: 4d10+8 (30 hp)

Initiative: +8 (+4 Dex, +4 Improved Initiative)

Speed: 40 ft.

AC:15 (+4 Dex, -1 size, +4 natural)

Attacks: 2 claws +9 melee, bite +4 melee

Damage: claws 1d4+5 , bite 1d8+2

Face/Reach: 5 ft. by 10 ft./5 ft.

Special Attacks: Stunning leap

Special Qualities: Scent, *jump*

Saves: Fortitude +6, Reflex +8, Will +1

Abilities: Str 20, Dex 18, Con 15, Int 4, Wis 11, Cha 7

Skills: Hide +5, Listen +5, Jump +30, Spot +4, Wilderness Lore +5

Feats: Improved Initiative, Track

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Climate/Terrain: Temperate Woodlands and Mountains

Organization: solitary or female with litter of 1-4 1HD kittens

Challenge Rating: 4

Treasure: none

Alignment: always neutral

Advancement: 5-6 HD (large), 7 HD (huge)

Catamounts are feline predators resembling large mountain lions. They dwell in forested upland areas of Septentrionalis, 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

*Jump (Sp)*: Catamounts can *jump* at will, per the spell of the same name.

**Stunning Leap (Ex)**: Each time a catamount makes an successful attack at the end of a jump of 10 feet or more, the victim must make a Fortitude save at DC 14 or be stunned for one round.

Catamounts hunt by stalking and ambushing. They can leap incredible distances at unsuspecting prey, terminating in a savage blow to the victim's neck or skull. They usually do not attack groups of well-armed humans, preferring solitary targets.

## Okanagan

Huge Beast

Hit Dice: 10d10+60 (115 hp)

Initiative: 0

Speed: swim 40 ft.

AC:15 (-2 size, +7 natural)

Attacks: bite +11 melee, tail +6 melee

Damage: bite 1d12+7, tail 1d10+4

Face/Reach: 5 ft. by 30 ft./10 ft.

Special Attacks: Wave thrash

Special Qualities: 60' darkvision

Saves: Fortitude +13, Reflex +7, Will +4

Abilities: Str 25, Dex 11, Con 22, Int 1, Wis 12, Cha 2

Skills: Hide +1, Listen +5, Spot +4

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Climate/Terrain: Rivers and Lakes

Organization: solitary

Challenge Rating: 10

Treasure: none

Alignment: always neutral

Advancement: 11-14 HD(huge); 15-20 HD (gargantuan)

Okanagan are a wide-ranging group of serpentine lake monsters, given many local names by both natives and Europeans 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 okanagan is reptilian or mammalian, although they have given it the latin name *Megophias* ("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 knob-like 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

**Wave Thrash (Ex)**: As a standard action, an okanagan can use its coils to send a powerful wave of water at targets within 100'. The wave is 5' high and 30' broad, emanating from the creature's center of mass and rushing outward at a speed of 100'/round. It delivers a slam attack to any ship or swimming creature it encounters, inflicting 1d10+4 points of damage

per 5' of the target's length. (A 10' 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.

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. Mating season is probably in March and April, because most unprovoked attacks on boats occur at this season, when male okanangan are thought to be engaged in fights with rival males over breeding rights.

### **Pauguk**

Medium Undead

Hit Dice: 2d12 (13 hp)

Initiative: +2 (+2 Dex)

Speed: 30 ft, fly 40 ft (good)

AC:14 (+2 Dex, +2 deflection)

Attacks: 2 claws +3 melee, bite +2 melee

Damage: claws 1d6+2, bite 1d4+1 + blood drain

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Improved Grab, Blood Drain

Special Qualities: damage reduction 5/+1, darkvision 60'

Saves: Fortitude +0, Reflex +2, Will +3

Abilities: Str 14, Dex 14, Con —, Int 13, Wis 11, Cha 6

Skills: Listen + 3, Spot +5

Feats: Skill Focus (Spot)

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Climate/Terrain: any

Organization: flock (3-30)

Challenge Rating: 2

Treasure: none

Alignment: always neutral evil

Advancement: none

Pauguk are a form of wandering undead that are attracted to areas where disease, starvation, or war have left a weakened population. Villages that are 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

**Improved Grab (Ex):** To use this ability, a pauguk must hit with both claw attacks.

**Blood Drain (Ex):** With each successful bite attack, a pauguk temporarily drains one point from the victim's Constitution score.

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 they attack. Pauguk dispatch their victims using their bony claws, then gain nourishment by drinking the victim's blood. Successful firearm attacks against pauguks inflict only one point of damage, unless silver bullets are used, which inflict half-damage.

## Pukwudgee

Small Fey

Hit Dice: 1d6+2 (5 hp)

Initiative: +6 (+2 Dex, +4 Improved Initiative)

Speed: 20 ft

AC:13 (+2 Dex, +1 size)

Attacks: club +1 melee, shortbow +2 ranged

Damage: club 1d6+1, shortbow 1d6 + poison

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: poison arrows, spell-like abilities

Special Qualities: SR 17, concealment

Saves: Fortitude +2, Reflex +4, Will +6

Abilities: Str 12, Dex 14, Con 15, Int 15, Wis 18, Cha 16

Skills: Animal Empathy +7, Bluff +7, Climb +5, Craft (woodcraft) +6, Escape Artist +6, Heal +8, Hide +10\*, Intuit Direction +9, Knowledge (nature) +6, Listen +8, Move Silently +10, Spot +8

Feats: Improved initiative

\*includes a +4 racial bonus.

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Climate/Terrain: Temperate Woodland

Organization: solitary, group (2-20) or clan (20-100)

Challenge Rating: 2

Treasure: none

Alignment: neutral

Advancement: 2-6 HD (Small)

Pukwudgee are a woodland fey race of Septentrionalis, 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 gnomelike 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

## 222 Monsters

love to prey on them.

Pukwudgee society is organized along tribal lines under the rule of a sachem. Occasional mass gatherings occur among 2-12 sachemdoms, numbering in the hundreds of individuals. During these gatherings marriages are arranged, alliances made, disputes settled, and goods exchanged. Occasionally sachemdoms will join to form a loose confederation under a fighter/druid of level 4-6.

Occasionally a pukwudgee does reveal itself to human travellers 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 pukwudgees 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.

Pukwudgees speak the Algonkian dialect 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:

**Concealment (Ex):** In a woodland setting, Pukwudgees always are considered to have at least 20% concealment, due to their uncanny ability to blend in with their surroundings.

**Poisoned Arrows (Ex):** Pukwudgee coat their arrows with a plant-derived poison that induces disorientation and confusion in its victims:

Type: Injury DC 14, Initial Damage 0, Secondary Damage 0

Effect: Loss of 1d6 Wisdom -2 to attacks, saves, and skill rolls

Duration: One hour

**Spell-Like Abilities:** 1/day: *Entangle*, *Goodberry*, *Summon Nature's Ally I*. These abilities are as the spells cast by a 5th level druid (save DC 16).

Pukwudgees prefer skirmishes to direct assault, due to their small stature. They fight pitched battles only when trapped or in vastly superior numbers. All pukwudgees carry bows and wooden clubs. They often seek covered positions from which to shoot their poisoned arrows. For each group of pukwudgees encountered, there will be one pukwudgee druid of level 3.

## Thunderbird

Large Magical Beast

Hit Dice: 6d10+12 (45 hp)

Initiative: +2 (+2 Dex)

Speed: 10 ft, fly 90 ft (good)

AC:15 (+2 Dex, -1 size, +4 natural)

Attacks: 2 claws +8 melee, bite +5 melee

Damage: claws 1d8+3 plus 1d6 electrical, bite 1d8+1

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: electrical attack, thunderclap

Special Qualities: damage reduction 5/+1, evasion

Saves: Fortitude +7, Reflex +7, Will +5

Abilities: Str 16, 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

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Climate/Terrain: Temperate

Organization: solitary or flock (2-12)

Challenge Rating: 7

Treasure: none

Alignment: always lawful good

Advancement: none

Thunderbirds, also called Stormbirds, are large eagle-like avians sent by the creator god to battle the forces of evil for the benefit of humankind, and to enforce the peace. They may appear when native 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 long, 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 a paladin. Thunderbirds speak a tongue akin to Algonkian, but 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 creator god.

### Combat

*Detect Evil (Sp)*: At will, as a 6th level spellcaster.

**Electrical Attack (Ex)**: Each time a thunderbird makes a successful claw or bite attack, it also delivers 1d6 points of electrical damage.

**Thunderclap (Su)**: As a standard action, a thunderbird can strike its wings together to create a powerful clash of thunder. All enemies within 30' must make a successful Fortitude save at DC 16 or be dazed for 1d4 rounds. A thunderbird can use this ability once per encounter.

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.

### Wendigo

Large Outsider

Hit Dice: 6d8 +36 (63 hp)

Initiative: +8 (+4 Dex, +4 Improved Initiative)

Speed: 30 ft, fly 50 ft (good)

AC:18 (-1 size, +4 Dex, +5 natural)

Attacks: Bite +11 melee, 2 claws +6 melee

Damage: Bite 2d6+6, claw 1d4+3

Face/Reach: 5 ft. by 5 ft./10 ft.

Special Attacks: Improved Grab, Breath Weapon

Special Qualities: cold resistance 30, damage reduction 10/+1, darkvision 60'

Saves: Fortitude +11, Reflex +9, Will +6

Abilities: Str 22, Dex 18, Con 23, Int 14, Wis 13, Cha 10

Skills: Hide +13, Intimidate +6, Listen +13, Move Silently +13, Search +11, Spot +12,

Wilderness Lore +10

Feats: Flyby Attack, Track, Alertness, Improved Initiative

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Climate/Terrain: Cold

Organization:

Challenge Rating: 8

Treasure: none

Alignment: always chaotic evil

Advancement: 7-9 HD (Large), 10-12 HD (Huge), 13-15 HD (Gargantuan)

The wendigo 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 and explorers 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. Only warmth and fire are proof against them (a torch or campfire wards off their attack for 1d4 rounds).

Wendigo society is said to mirror that of their Algonkian neighbors, with several sachemdoms under a great sachem named Beboonikal, who dwells in a huge, icy hall in the far north. Beboonikal is a Gargantuan wendigo with 15 hit dice, who travels in the company of 4 Huge wendigo bodyguards with 12 hit dice each. Fortunately, he seldom travels abroad, unless the weather is severely cold.

### Combat

Wendigos 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.

**Improved Grab (Ex):** To use this ability, the wendigo must hit with a claw attack.

**Breath Weapon (Su):** Every 1d3 rounds, a wendigo can use a standard action to unleash a cone of numbing cold breath. The length/base of the cone is 30 ft. Targets may make a Reflex save for 1/2 damage with a DC of 19. The cone inflicts 4d6 of Cold damage. Instead of a cone, a wendigo may use an alternate form of breath weapon: a 80' line which can target a single medium size or smaller creature, encasing it in a 3" coating of ice. (A successful Reflex save at DC 19 allows the target to avoid being encased). Encased victims cannot move; 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 in 1d3 rounds. 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 hp, and a hardness of 0. A *shatter* spell destroys it instantly.

## New Monster Template

This chapter introduces a new monster template: the animal brother, which can be created from any normal animal type.

### Animal Brother/Sister

Animal brothers (and sisters) are normal animals who retain the powers of human speech and reason that other animals have forgotten or abandoned since the morning of the world. They generally have the use of their forelimbs as hands, and live in small communities sharing many features of Algonkian society, including the longhouse, matrilinear clans, and inherited leadership positions. They make and use tools, weapons, and other paleolithic artefacts, often of finest craftsmanship. They speak the language of their Algonkian neighbors.

Having been betrayed or belittled many times by their neighbors, animal brothers shun human company, except for the rare druid or ranger who earns their trust. Their communities are always in the most remote inaccessible regions of the wilderness. If encountered, animal brothers will attempt to pose as ordinary animals. Only a successful Spot check at DC 20 by a ranger or druid can reveal their special nature.

### Creating an Animal Brother/Sister

An animal brother can be created from any normal animal. It starts with the base abilities of that animal. The most common are bears, otters, wolves, and other carnivores, but every animal is said to have animal brothers and sisters within its population.

**Special Qualities:** In addition to the base animal's normal armor class, natural weapons, saves, abilities, special attacks and qualities, skills, and feats, an animal brother gains the following qualities:

- **Class Abilities:** Animal brothers receive the saving throw and attack bonuses, class abilities, and spellcasting abilities of one of the following character classes: barbarian, bard, druid, ranger, rogue, or sorcerer.
- **Class Advancement:** Although they continue to gain hit points using the hit die of their animal type, rather than of their character class, in all other respects they advance as a member of their class, receiving the saving throw and attack bonuses, feats, class abilities, and



spellcasting abilities of their chosen class. Once an animal brother reaches the maximum HD listed for its animal type, it gains only its Constitution ability modifier (if any) in hit points with each subsequent class level gained.

- **Speak with Animals:** Animal brothers can communicate with all normal animals.

**Saves, Skills, Feats:** see above. Animal brothers receive feats per normal character advancement. They receive skill points and bonuses to saving throws based on their character class, which stack with any skill points and saving throw bonuses from the base creature.

**Abilities:** Strength, Dexterity, Constitution as base creature; Intelligence, Wisdom, and Charisma by standard player character generation rules.

**Climate/Terrain:** same as base creature

**Organization:** same as base creature

**Challenge Rating:** same as base creature, +1 for every character level

**Treasure:** items only

**Alignment:** usually neutral good

**Advancement:** hit dice as base creature; otherwise as character class. Attack bonuses from the animal's character class do not apply to its natural weapons.

### Sample Animal Brother

#### 2nd Level Bear Brother Ranger

Medium-Size Animal

Hit Dice: 4d8+8 (26 hp)

Initiative: +2 (+2 Dex)

Speed: 40 ft.

AC: 14 (+1 Dex, +2 natural, +1 leather armor)

Attacks: 2 claws +6 melee, bite +1 melee or

club + 6 melee or club +4 melee/knife +4 melee or longbow +4 ranged

Natural Weapon Damage: claws 1d4+4, bite 1d6+2

Damage: club 1d6+4 melee/knife 1d4+4 melee, longbow 1d8 ranged

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: -

Special Qualities: Scent

Saves: Fortitude +8, Reflex +4, Will +2

Abilities: Str 19, Dex 13, Con 15-, Int 11, Wis 12, Cha 10

Skills: Animal Empathy + 4, Climb +8, Handle Animal +3, Hide +4, Knowledge (nature) +4, Listen + 4, Move Silently +5, Spot +7, Swim +8, Wilderness Lore +5

Feats and Class Abilities: Track, Favored Enemy (wolves), Ambidexterity, Two-Weapon Fighting (when wearing light or no armor), Weapon Focus (longbow)

### Animal Brothers as Player Characters

Depending on the focus of your campaign, you may allow an experienced player to choose Animal Brother as a character race. A talking, club-wielding bear is sure to liven up any campaign. You might even run a campaign in which all the PCs are animal brothers of one sort or another, trekking off to face the unknown dangers of human civilization.

# Inventions,

*being a compendium of ingenious devices built by the labor of the natural philosopher.*

This chapter contains a list of inventions available to characters with the Craft Invention feat, normally restricted to the natural philosopher character class. It can also be used by the DM who wishes to introduce an invention to the campaign. The inventions are listed alphabetically, with the required science listed in parentheses. If knowledge of no particular science is required, then the school is listed as *(any)*. Also listed are:

*Inventor Level:* The minimum natural philosopher level to construct the invention.

*Market Price:* The selling price of the invention on the open market.

*Weight:* The unloaded weight of the invention.

*AC:* Vehicles receive a Dexterity bonus to AC when moving. When stationary, they are “flat-footed”, losing this bonus.

*Dexterity:* Vehicles have a Dexterity score based on their speed and maneuverability. When immobile, a vehicle has no Dexterity.

*hp:* When an invention reaches 0 hp, it is broken, but not destroyed. A natural philosopher can repair d3 hp within one hour, and d8 + 1 hp/level for each day of repair work thereafter. To destroy an invention beyond repair, it must take negative damage to the value of its total hp.

*Hardness, Break DC:* See Attack an Object in the D&D Player’s Handbook.

## Additional Inventions

As DM, feel free to add to this list, but try to do something more than merely duplicate a magic device — inventions should be unique gadgets rather than simply magical wands, rings, and wondrous items under another name. A good invention is one that fulfills a long-standing wish of humankind: to fly, to cheat death, to explore the seas. It should have limitations, too. Perhaps it is heavy, or cumbersome, or noisy, or needs to be recharged or re-wound periodically. Consider all inventions carefully before allowing them: anything too efficient or powerful may unbalance the game. Players should be encouraged to come up with their own inventions. The DM will assign an inventor level, required science, market price, weight, and so on. To help determine which science is required to build the invention, use these guidelines:

*Antimagic:* any invention which suppresses, cancels, or absorbs spells or spellcasting.

*Death:* any invention which harms, drugs, poisons, or kills, excluding weapons.

*Health:* any invention which restores life, ability scores, or lost hit points, or protects against disease or poison, or affects Strength, Dexterity, or Constitution.

*Magnetism:* any invention which involves electrical energy or magnetic forces.

*Matter:* includes any invention which involves an understanding of the properties of air, water, or solid matter, or which involves a transformation of matter or energy.

## Legendary Inventors

Natural philosophers aspiring to greatness might look at some of these legendary inventors of the ancient world for ideas and inspiration. All but the first two are actual historical figures:

### *Hephaistos*

The Greek god of metallurgy and crafts was an inventor in his own right. He created golden mechanical servants and wheeled tables which obeyed his commands and followed him through the halls of Olympus.

### *Daedalus*

This celebrated genius of myth constructed wings for himself and his son to escape from the island of Crete. He also designed the labyrinth there. It is said that he exacted his revenge on King Minos by scalding him to death by means of a hidden pipe he installed in the King of Sicily’s bath!

### *Archimedes*

A native of ancient Syracuse, where he was advisor to its king. He was an expert in defensive weaponry, including mechanical claws that could grab incoming enemy ships’ hulls and shake them to pieces, and concave mirrors capable of igniting their sails.

### *Alexander the Great*

By medieval tradition, Alexander the Great was said to have invented a diving bell and explored the undersea world, and to have invented an eagle-powered flying machine.

### *Heron of Alexandria*

A Greek inventor known for his skill with gadgetry and automated devices. His detailed manuals, surviving since the 1st century A.D., tell of mechanical singing birds, solar powered fountains, slot machines, automatic doors, and performing automata. He also developed a working steam engine (albeit one of very low efficiency).

### *Callinicus of Syria*

This scientist is credited with the invention of greek fire, while in service of Byzantium in 674 A.D. The ingredients are still not wholly understood, but the fiery mixture was pumped through tubes onto enemy vessels.

### *The Banu Musa Brothers*

Three brothers from ninth-century Bagdad, gifted scientists who also wrote the famous treatise, *The Book of Ingenious Devices*.

*Note to DMs:* Finding a lost text or invention of one of these geniuses might become the seed of an exciting adventure!

# 230 Inventions

## Inventions, listed by Science and Level

### Any

Invention	Inventor Level
Dupligraphic Pen	3rd
Ring Bayonet	3rd
Chronometer	4th
Rifle	4th
Volley Gun	5th
Quick-firing Musket	6th
Clockwork Horse	7th
Clockwork Servant	7th
Clockwork Soldier	8th

### Antimagical

Invention	Inventor Level
Spirit Vane	6th
Arcanostatic Rod	12th
Demanafix	14th

### Death

Invention	Inventor Level
Morphitic Spirit	4th
Thanatopic Mill	13th

### Health

Invention	Inventor Level
Healing Salve	3rd
Vaccinatory Needle	3rd
Herculean Tincture	5th
Mercurial Tincture	5th
Simalcrumatorium	12th
Lazarus Box	13th

### Magnetism

Invention	Inventor Level
Galvanic Lantern	3rd
Galvanic Lantern, Pocket	4th
Electrostatic Gunlock	4th
Galvanic Armor	6th
Electrostatic Sword	7th
Galvanic Boots & Gauntlets	8th
Electrostatic Cannon	10th

### Matter

Invention	Inventor Level
Ornithoptical Wings	5th
Natatory Helmet	6th
Aerial Helix	7th
Aerostatic Ship	8th
Occam's Blade Oil	8th
Piscatoform Ship	9th
Aeolipilic Mill	11th
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	6th
Transmaterial Lenses	7th
Sympathetic Mirrors	8th
Osmotic Mirrors	15th

*Mentalism:* any invention which amplifies, projects, or blocks mind effects, or affects Intelligence, Wisdom or Charisma.

*Physics:* any invention involving light, sound, or planar travel.

If the invention doesn't seem to fit any of these categories, place it under the *Any* category. Examples include weapons, clockwork devices, and timesaving gizmos.

## The Inventions

### Aeolipilic Mill (*Matter*)

*Inventor Level:* 11th      *Market Price:* 1500 gp      *Weight:* 200 lbs.  
*20 hp*      *Hardness* 10      *Break DC* 22

The aeolipilic mill consists of a 2' 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 300 pounds and push up to 750 pounds, or move a wheeled vehicle of up to 1500 pounds. It can generally replace the work of a single person of Strength 13, for example, taking the place of a single rower on a galley, or powering a single winder of an *aerial helix* (see below). The mill must be monitored constantly to assure the proper heat, water supply, and pressure; if left unattended while operating, it runs a 50% chance of exploding within one hour, with a 90% chance each hour thereafter, doing 3d6 damage and 2d6 fire damage to all targets within 20' (a Reflex save at DC 15 reduces damage to 1/2).

### Aerial Helix (*Matter*)

*Inventor Level:* 8th      *Market Price:* 6000 gp      *Weight:* 50 lbs.  
*AC* 9 flying/3 at rest      *Dexterity* 12      *20 hp*      *Hardness* 5      *Break DC* 18

A flying machine consisting of a helix-shaped sail mounted on a revolving gear. The gear mechanism sits upon an 8' diameter disc-like wooden platform with four passenger stations, each fitted with a hand crank. It can carry up to four Medium sized crew, with a total weight of 800 lbs. When turned rapidly by means of the hand cranks, the sail lifts the machine into the air by the same principle as a drill bit sinks into a wooden board. In flight, an aerial helix has Good maneuverability and a speed of 30 ft, with a climb rate of 10' per round, vertically, and a descent rate of 30', also vertically. 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. Because at least two hand cranks must be turned at all times to keep it airborne, it cannot be flown by one person, but can be flown indefinitely by two teams of two, working in shifts. The maximum safe flight time for a crew of two is equal to the weaker flier's Constitution score in turns. On each subsequent turn, the weaker flier makes a Constitution check at DC 10. Failure means the helix will fall to earth at 30' per round.

**Aerostatic Ship (Matter)**

*Inventor Level: 11th      Market Price: 20000 gp      Weight: 500 lbs.*  
*AC 9 flying/3 at rest      Dexterity 12      40 hp      Hardness 5      Break DC 18*

A flying vessel consisting of a 25' x 15' open gondola suspended beneath a three spherical silk bladders filled with aetheric spirit, whose natural antipathy for the earth causes it to rise. The craft is propelled by four pairs of oars, each of which terminate in a fanlike blade. By bleeding some of the spirit from the bladders, the ship can descend, and when further ascent is required, more spirit can be introduced into the bladders from a large flask of liquid aether carried on board. In flight, an aerostatic ship has Perfect maneuverability and a speed of 10 feet per pair of oars in use, with a climb rate of 15' per round, vertically, and a descent rate of 30', also vertically. The gondola can carry eight rowers and up to six passengers, plus their equipment, to a maximum weight of 4200 lbs.

**Arcanostatic Rod (Antimagic)**

*Inventor Level: 12th      Market Price: 20000 gp      Weight: 4 lbs.*  
*5 hp      Hardness 5      Break DC 20*

An arcanostatic rod appears as a 3' walking stick tipped with a hollow sphere of aetherical spirit and shod with a copper spike. It absorbs magical energy and stores it, creating an antimagic field with a radius of 10'. Up to 20 spell levels worth of spells can be absorbed by the rod before it is fully charged. To discharge the rod, the user may touch the copper spike to any solid surface in contact with the earth, or to a living target via touch attack. The discharge produces no damage to ordinary matter or creatures, but deals 1d6 magical damage per spell level stored to any magical beast, fey, dragon, undead, shapeshifter, outsider, or character with arcane spellcasting ability, to a maximum of 10d6.

**Chronometer (any)**

*Inventor Level: 4th      Market Price: 2000 gp      Weight: 10 lbs.*  
*5 hp      Hardness 5      Break DC 16*

The chronometer allows for accurate timekeeping, even at sea. It is accurate to within only a few seconds each month. Because this accuracy enables navigators to determine their longitude (distance east or west of a fixed point), the chronometer gives a +10 to all Profession (navigator) skill checks.

**Clockwork Horse (any)**

*Inventor Level: 7th      Market Price: 10000 gp      Weight: 400 lbs.*  
*AC 18      30 hp      Hardness 10      Break DC 25*  
*Str 15      Dex 13      Con -      Int 2      Wis 1      Cha 1*

A clockwork horse appears as a life-size articulated model of a horse, with limbs made of steel struts and cables covered by metal plates. It is capable of moving at 50' per round, with a light load of up to 400 pounds, a medium load of up to 800 pounds, and a heavy load of up to 1200 pounds. It can drag up to 6000 pounds. It is immune to poison, mind control, disease, and similar effects.

In combat, clockwork horses have a melee attack bonus of +3, delivering 2 attacks with their

hooves for 1d6+4 points of bludgeoning damage each. They respond to the spoken commands and physical cues of their riders. To operate, they must be wound with a large key fitted into a lock at their back. One winding is sufficient for 24 hours' of operation.

### **Clockwork Servant (any)**

*Inventor Level: 7th      Market Price: 8000 gp      Weight: 200 lbs.*

*AC 13   11 hp   Hardness 8      Break DC 15*

*Str 10   Dex 8   Con -   Int 10   Wis 1   Cha 1*

A clockwork servant is a human-shaped automaton built to do menial work at the command of its creator. It appears as a 5' tall, jointed statue, with limbs made of steel struts and cables covered by a skin of light metal such as tin. It is capable of moving at 20' per round on its sturdy legs. It is immune to poison, mind control, disease, and similar effects.

At its creation, a clockwork servant has 10 skill points. Its creator can use these points only to buy Craft skills, which remain fixed for the duration of its existence. Examples of craft skills might include Domestic Servant, Cook, Laborer, Armorer, or Shepherd. Only one Craft skill may be practiced by the clockwork servant at a time; to enable the servant to access a different skill, a Mode lever in its back must be adjusted by its owner.

Clockwork servants are incapable of attacking or defending themselves. They understand spoken commands, but cannot speak. To operate, they must be wound with a large key fitted into a lock at their back. One winding is sufficient for 24 hours' of operation.

### **Clockwork Soldier (any)**

*Inventor Level: 8th      Market Price: 12000 gp      Weight: 300 lbs.*

*AC 18   20 hp   Hardness 10      Break DC 25*

*Str 15   Dex 9   Con -   Int 10   Wis 1   Cha 1*

A clockwork soldier is a human-shaped automaton built for combat. It appears as a 6' tall, jointed statue, with limbs made of steel struts and cables covered by armored steel plates. Its arms terminate in brutal-looking blades and hammers, rather than hands. It is capable of moving at 15' per round on its sturdy legs. It is immune to poison, mind control, disease, and similar effects.

In combat, clockwork soldiers have an attack bonus of +6/+1, with +2 to damage due to their high Strength. When created, their inventor may fit them with any 2 of the following weapons: battleaxe, heavy pick, warhammer, or heavy mace. They cannot aim or operate ranged weapons.

Clockwork soldiers understand spoken commands, but cannot speak. To operate, they must be wound with a large key fitted into a lock at their back. One winding is sufficient for 24 hours' of operation.

**Demanafix (Antimagic)**

*Inventor Level: 14th      Market Price: 24000 gp      Weight: 800 lbs.*  
*20 hp      Hardness 5      Break DC 22*

A demanafix appears as a heavy iron sarcophagus, 7' long, 4' high, and 3' 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 they 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.

It can also be used to slay supernatural creatures -- any Medium or smaller fey, magical beast, outsider, shapechanger, or undead placed in a demanafix suffers 1d10 damage for each round spent inside it.

**Dupligraphic Pen (any)**

*Inventor Level: 3rd      Market Price: 100 gp      Weight: 2 lbs.*  
*0 hp      Hardness 0      Break DC 14*

The dupligraphic pen consists of a two quill pens attached by means of a jointed arm, mounted on a 3' by 4' board, with integral inkwells and clips for attaching two sheets of paper up to 18" x 24" 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.

**Earthquake Engine (Matter)**

*Inventor Level: 16th      Market Price: 30000 gp      Weight: 200 lbs.*  
*20 hp      Hardness 10      Break DC 22*

This invention takes the form of an iron barrel, 24" tall and 18" 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 at the location indicated by the arrow and dial on the surface of the barrel. The earthquake affects a 1-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 (+7 ability modifier):

<i>Type of Structure</i>	<i>Break DC</i>	<i>Damage to Occupants</i>
Wooden	17	4d6 per storey
Masonry	20	6d6 per storey
Hewn Stone	25	8d6 per storey

If you wish 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.

### **Eidetic Shadow Box (Physics)**

*Inventor Level: 4th*      *Market Price: 1000 gp*      *Weight: 1 lb.*  
*1 hp*      *Hardness 0*

Eidetic plates are copper or tin plates 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. 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 5" x 7" plates. Additional plates can be produced at 20 gp per plate.

### **Electrostatic Cannon (Magnetism)**

*Inventor Level: 10th*      *Market Price: 10000 gp*      *Weight: 300 lbs.*  
*25 hp*      *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 two gunners 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, accompanied by a clap of thunder. The range increment is 100'; on a successful hit, the target receives 1d10 electrical damage for each round the cannon has been charged, to a maximum of 10d10. A successful Reflex save at DC 20 reduces the damage to 1/2 normal.

### **Electrostatic Gunlock (Magnetism)**

*Inventor Level: 4th*      *Market Price: 300 gp*      *Weight: 0.5 lbs.*  
*0 hp*      *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 gunlocks 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.

### **Electrostatic Sword (Magnetism)**

*Inventor Level: 7th*      *Market Price: 5000 gp*      *Weight: 5 lbs.*  
*5 hp*      *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 hand-

grip. 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-equivalent action) and drawn again (another move-equivalent action). The sword does not function underwater. If not used to attack or touch a target within one minute, the sword loses its charge.

### **Galvanic Armor (Magnetism)**

*Inventor Level: 6th      Market Price: 4000 gp      Weight: 10 lbs.*  
*3 hp      Hardness 5*

Galvanic armor consists of a leather vest sewn with small disc-shaped magnets, connected to a galvanic belt. When activated by means of a lever, the armor generates a magnetic field that provides a +4 deflection bonus against melee and ranged attacks. It can be activated for up to one hour before it must be turned off to let the magnets rest for a minimum of one hour.

### **Galvanic Boots and Gauntlets (Magnetism)**

*Inventor Level: 7th      Market Price: 5000 gp      Weight: 4 lbs.*  
*6 hp      Hardness 5*

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.

### **Galvanic Lantern (Magnetism)**

*Inventor Level: 3rd      Market Price: 500 gp      Weight: 3 lbs.*  
*AC 7      5 hp      Hardness 3      Break DC 10*

A 12" tall, 5" 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 20' radius bluish glow for six hours before it needs to be wound again.

### **Galvanic Lantern, Pocket (Magnetism)**

*Inventor Level: 4rd      Market Price: 700 gp      Weight: 0.5 lbs.*  
*AC 9      1 hp      Hardness 3      Break DC 8*

A smaller version of the galvanic lantern (see above). It is a cylinder, only 4" tall and 2" in diameter, with the lens placed at one end of the cylinder. When wound for one minute, it produces a 20' long beam, 10' wide at the far end, for one hour before needing to be wound again.

### **Healing Salve (Health)**

*Inventor Level: 3rd      Market Price: 100 gp/dose      Weight: 1 lb./20 doses*

This white cream, when applied to wounds, heals 1d8+3 hp instantly. Additional doses applied to the same wounds are not effective.



**Heliopyritic Mirror (Physics)**

*Inventor Level: 6th      Market Price: 4000 gp      Weight: 35 lbs.*  
*AC 5    1 hp    Hardness 1      Break DC 12*

A highly polished parabolic mirror capable of turning the sun's rays into a powerful ranged weapon. It consists of a circular, curved mirror 3' in diameter, with a carefully cut and polished ruby suspended by 3 slender rods at the mirror's focus, about 1' 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:

<i>Light:</i>	<i>-Range-</i>			<i>-Damage-</i>		
	<i>Short</i>	<i>Medium</i>	<i>Long</i>	<i>Short</i>	<i>Medium</i>	<i>Long</i>
Full Sunlight	100'	250'	500'	3d6	2d6	1d6
Partial Sunlight	50'	125'	250'	2d6	1d6	1d4
Minimal Sunlight	25'	60'	125'	1d6	1d4	1d4-1

To operate it, the firer makes a ranged attack roll. If fired along the same trajectory the following round, it does not need to be aimed again. On the first round of exposure, the target experiences intense and painful heat damage. If exposed for two rounds, flammable materials in the target area will ignite.

**Herculean Tincture (Health)**

*Inventor Level: 5th      Market Price: 200 gp/dose      Weight: 1 lb./20 doses*

A reddish liquid, which bestows added strength to the imbiber. A dose of Herculean tincture increases a character's Strength score by 4 (+2 to melee attack/damage) for one hour, at which time Strength drops to 4 points below normal for 3 hours. Taking more than one dose in a single day results in a permanent loss of 1 Strength point.

**Lazarus Box (Health)**

*Inventor Level: 13th      Market Price: 35000 gp      Weight: 2500 lbs.*  
*30 hp    Hardness 10      Break DC 24*

This silver-plated iron sarcophagus is 7' long, 3' high, and 3' wide. It stands on 4 short legs, and has a removable lid. The interior is partially filled with liquid mercury. The box has the power to restore life to a corpse, including ability scores, skills, feats, class features, and memories. Only the subject's Constitution score is affected. The time required depends upon the condition of the corpse:

<i>Condition</i>	<i>Time Required</i>	<i>Loss</i>
Intact corpse, perfect condition	1 day	-1 Constitution
Intact corpse, some decay	7 days	-2 Constitution
Partial or badly decayed corpse	14 days	-3 Constitution
Intact skeleton	28 days	-4 Constitution
Partial skeleton	36 days	-5 Constitution

If the box is opened prematurely, the entire operation must start from scratch. If the full time has elapsed, however, the resurrected creature will appear, floating atop the liquid mercury inside the box. Once the subject has been removed, the box may immediately be used for another operation. A particular individual 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. If the subject died of old age, they will live for approximately 5 years, adjusted by their new Constitution ability modifier. The only tell-tale sign that a creature has been restored via Lazarus box is that they bleed mercury rather than blood when wounded. A Spot check at DC20 may reveal a silvery cast to their skin and eyes.

### **Mercurial Tincture (Health)**

*Inventor Level: 5th      Market Price: 200 gp/dose      Weight: 1 lb./20 doses*

A clear liquid, which increases the speed of the imbiber. A dose of Mercurial tincture allows a character to make a double move as a move equivalent action, as if they were making a normal move. It also allows the drinker to run up to six times their normal move (or four times their normal move if wearing heavy armor). While affected by the tincture, the drinker gets a miscellaneous AC bonus of +2 due to their increased speed. The effects wear off after one hour, at which point the character suffers 1d6 damage and cannot move more than a normal move per round for the next three hours. Taking more than one dose in a single day results in a permanent loss of 5' off one's normal move.

### **Mesmeric Disk (Mentalism)**

*Inventor Level: 5th      Market Price: 1000 gp      Weight: 1 lb*

This disk resembles a 3" diameter pocket watch with a spinning disk in place of a normal clock face. When brandished, once per round, it can paralyze a single 6 HD or less creature within 15'. Subjects may make a Will save at DC 20 to resist the effects. If unsuccessful, they cannot move or speak as long as the user of the disk is targeting them, and for d3 rounds thereafter. All memory of events during paralysis is forgotten by the subject when the effects wear off.

### **Morphitic Spirit (Death)**

*Inventor Level: 4th      Market Price: 100 gp/dose      Weight: 1 lb./20 doses*

This colorless liquid, when decanted and allowed to form vapors, sends anyone who breathes it into a deep sleep for d3 hours. A single dose creates vapors in a 10' square area, or if sniffed from the bottle, contains four uses. Unwilling subjects may make a Fortitude save at DC 20 to resist.

### **Natatory Helmet (Matter)**

*Inventor Level: 6th      Market Price: 3000 gp      Weight: 5 lbs.  
5 hp      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 finlike projections containing clusters of tiny brass tubes appear on 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 survive in a marine environment, to a depth of 400'.

### **Nocturnal Lenses (Physics)**

*Inventor Level: 5th      Market Price: 2000 gp      Weight: 0.2 lbs./pair*  
*0 hp      Hardness 0      Break DC 12*

Nocturnal lenses appear as a pair of spectacles with lenses of smoked glass. They give the wearer 60' darkvision.

### **Occam's Blade Oil (Matter)**

*Inventor Level: 8th      Market Price: 400gp/dose      Weight: 0.2 lbs./dose*

This invention appears to be a slightly aromatic light amber oil. When used to polish the blade of a piercing or slashing melee weapon, the weapon's damage is permanently increased by +1.

### **Ornithoptical Wings (Matter)**

*Inventor Level: 5th      Market Price: 4000 gp      Weight: 30 lbs.*  
*AC 12 flying/10 stationary      Dexterity 14      5 hp      Hardness 0      Break DC 10*

A pair of articulated wings made of wood and wire, covered with light canvas, with a wingspan of 12'. (When not in flight, the wings fold down to a length of 5'). They are attached to the wearer by means of a stiff leather cuirass (+1 armor bonus to 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 lbs. To take off, the wearer must run at at least 30' in a straight line, or 10' if jumping off of a cliff or slope. Once airborne the wings have Poor maneuverability and a base speed of 60' per round (7 mph). The base speed per round is modified by the character's Strength ability modifier x 5'. The wings have a climb rate of 20' and a dive rate of 80'. They can be operated for a number of turns equal to the user's Constitution; starting on the subsequent turn, make a Constitution check at DC 10 every turn. Failure indicates that the user begins to descend at a rate of 50' per minute (5' per round).

### **Osmotic Mirrors (Physics)**

*Inventor Level: 15th      Market Price: 24000 gp      Weight: 200 lbs./pair*  
*15 hp each      Hardness 5      Break DC 20*

These gold-framed full-length mirrors, filled with liquid mercury suspended between two thin sheets of glass, allow instantaneous passage of living and nonliving matter between them, regardless of distance, in effect creating a gate for long-distance travel and transport for Medium sized and smaller creatures, and objects not wider than 6' x 2'. They can transport up to 1000 pounds of matter per day of operation.

**Panopticon (Mentalism)**

*Inventor Level: 10th                      Market Price: 12000 gp      Weight: 300 lbs.*  
*60 hp    Hardness 5              Break DC 23*

The panopticon resembles a wooden cabinet, 8' tall, with a 5' 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 their will to summon images 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.

**Periscopic Viewer (Physics)**

*Inventor Level: 3rd                      Market Price: 100 gp              Weight: 2 lbs*  
*1 hp    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 12" to a maximum length of 36". An angled mirror at either end of the device allows the user to view objects at a 90° angle, facilitating vision around the corner of an obstacle, over the top of a tall object, and so forth.

**Piscatoform Ship (Matter)**

*Inventor Level: 9th                      Market Price: 12000 gp      Weight: 1200 lbs dry*  
*AC 8 moving/3 at rest      Dexterity 9              150 hp    Hardness 8              Break DC 24*

This device is a submersible vessel with a crew of six. The 25' long, 10' wide 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 passenger stations, one behind the other, with an oarlock at each station connected to the ship's propulsion mechanism. The forwardmost pair of oars controls the ship's pectoral fins, the aft pair controls the movement of the tail, while the middle pair activate the articulation of the jointed sections of the hull itself, all of which contribute to the ship's propulsion. Two convex glass lenses serve as "eyes", allowing the two passengers at the bow to view their surroundings and help steer, which is accomplished through foot pedals which adjust the angle of the fins.

The ship has Good maneuverability whether on the surface or submerged. On the surface, it moves at just 2 mph (15' per round). Once submerged, the maximum speed is 3 mph (25' per round). The maximum safe depth is 200'; beyond that, a check must be made every ten minutes for hull breaching, using the Attack an Object rules. Consider each 100' of depth to inflict 1d4 damage on the ship (no attack roll is necessary). If a single damage roll does more than 8 hp of damage, then a hull breach has occurred, and the ship will fill with water in 3 minutes unless sealed. Sealing a breach takes a Strength ability check at DC 25.

### **Quick-Firing Musket (any)**

*Inventor Level: 6th*      *Market Price: 3000 gp*      *Weight: 12 lbs.*  
*5 hp*      *Hardness 5*      *Break DC 23*

The quick-firing musket uses 6 rotating barrels and a wheellock firing mechanism to enable the user to fire one shot per round, up to six shots before reloading. It does 1d8 damage per shot, critical 19-20/x2. Loading takes 2 rounds per barrel. Misfires are the same as for a standard wheellock gun. The range increment is 30 feet.

### **Rifle (any)**

*Inventor Level: 4th*      *Market Price: 300 gp*      *Weight: 10 lbs.*  
*5 hp*      *Hardness 5*      *Break DC 23*

A rifle appears at first glance to be an ordinary snaphance musket, but the interior surface of the barrel is incised with spiralled grooves, which 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 musket is 60 feet, and the firer receives a +1 bonus to attack.

### **Ring Bayonet (any)**

*Inventor Level: 3rd*      *Market Price: 100 gp*      *Weight: 2 lbs.*  
*1 hp*      *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 -1 half-spear, 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.

### **Simalcrumatorium (Health)**

*Inventor Level: 12th*      *Market Price: 20000 gp*      *Weight: 1400 lbs.*  
*25 hp*      *Hardness 5*      *Break DC 22*

This device consists of two copper flasks, 7' tall and 4' in diameter, set into the floor or earth so that only the top 1' of each flask is visible. One flask is filled with chilled aetherical spirits, 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 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.

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 initial skill points can be spent in training, a process which

could take up to one year to complete.

The replica imprints upon the first person it sees; if more than one person is present, each one must make an opposed Charisma check, regardless of whether or not they actually want the replica to imprint upon them. The highest check result determines whom the replica chooses to serve and obey, calling them “Father” or “Mother.” Note that a replica can imprint upon its own original.

Non-character races of creatures are duplicated at their weakest and most common version. Certain creature types cannot be replicated by a simalcrumatorium, including constructs, dragons, elementals, fey, magical beasts, outsiders, shapechangers, and undead. No more than one creature per operation may be replicated.

### **Spirit Vane (Antimagic)**

*Inventor Level: 4th      Market Price: 1000 gp      Weight: 2 lbs.*  
*3 hp      Hardness 3      Break DC 16*

A spirit vane detects the presence and direction of nearby supernatural forces. It is a mechanical device, about 4” tall, enclosed in a glass bell jar upon a round wooden pedestal. The device itself consists of a brass pole, surrounded by three cuplike arms, and surmounted by a golden arrow not unlike a weathervane.

Within 300’ of dragons, elementals, fey, magical beasts, outsiders, shapechangers, or undead, the three cups will begin to spin around the pole as if blown by an unseen 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.

### **Sympathetic Ears (Physics)**

*Inventor Level: 4th      Market Price: 3000 gp      Weight: 3 lbs./pair*  
*2 hp      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 1/2 their original volume, meaning that they must be held fairly close to the head in order to listen to them.

### **Sympathetic Mirrors (Physics)**

*Inventor Level: 8th      Market Price: 8000 gp      Weight: 2 lbs./pair*  
*5 hp each      Hardness 5      Break DC 18*

Each of these pair of 4” diameter round mirrors shows what is visible to the other mirror, regardless of the distance between them, allowing visual communication across vast spaces. When combined with sympathetic ears, sounds can be transmitted as well.

### **Thanatopic Mill (Death)**

*Inventor Level: 13th      Market Price: 11,000 gp      Weight: 500 lbs.*  
*20 hp      Hardness 10      Break DC 22*

This device consists of an 8' 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' 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 1000' 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.

### **Transmaterial Lenses (Physics)**

*Inventor Level: 7th      Market Price: 8000 gp      Weight: 0.2 lbs./pair*  
*0 hp      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 10' of solid matter, and give unlimited vision through fog, smoke, and haze. Using the glasses is a move-equivalent action; the wearer must stand still and stare intently, creating an area of effect equal to a 90° cone, creating a virtual window through any intervening matter. 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.

### **Transmogrifix (Matter)**

*Inventor Level: 13th      Market Price: 22000 gp      Weight: 300 lbs.*  
*50 hp      Hardness 5      Break DC 22*

A transmogrifix is a large wooden cabinet, 15' wide, 20' long, and 10' 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 creature into another creature of the same size category. Certain creature types cannot be replicated by a transmogrifix, including constructs, dragons, elementals, fey, magical beasts, outsiders, shapechangers, and undead. The transformation is permanent, unless the subject returns to the transmogrifix to be restored.

### **Vaccinatory Needle (Health)**

*Inventor Level: 3rd      Market Price: 100 gp/dose      Weight: 1 lb./20 doses*

This needle, 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.

### **Volley Gun (any)**

*Inventor Level: 5th      Market Price: 3000 gp      Weight: 250 lbs.*  
*40 hp      Hardness 10      Break DC 23*

The volley gun is a fast-loading, multibarrelled 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 premeasured 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 5 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, resulting in a target area with a depth of 5' and a width of 5', 10', or 15'. Damage in each 5' square is 12d10 for a 5' width volley, 6d10 for a 10' width volley, and 4d10 for a 15' width volley. The critical range and multiplier is  $19-20/x2$  for all volleys. The range increment is 60 feet.

The gun requires a character with the Artillery feat to fire without penalty. If a 1 is rolled for an attack roll, then 1d3 barrels have misfired, requiring one minute to clear each one before firing resumes.



## Septentrionalis Reference Tables

### Weapons

Name	Cost	Size	Damage	Critical	Range	Inc.	Max
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#### Matchlocks:

Arquebus	40 gp	Lg	1d10	18-20/x2	40 ft.	400 ft.	
Caliver	30 gp	Lg	1d8	18-20/x2	50 ft.	500 ft.	
Musket w/Rest	50 gp	Lg	1d12	17-20/x2	60 ft.	600 ft.	

#### Snaphances:

Musket	100 gp	Lg	1d12	17-20/x2	60 ft.	600 ft.	
Musketoen	75 gp	Med	1d10	18-20/x2	50 ft.	500 ft.	
Pistol	60 gp	Sm	1d8	18-20/x2	40 ft.	200 ft.	

#### Wheelocks:

Belt Pistol	75 gp	Sm	1d8	18-20/x2	40 ft.	200 ft.	
Horse Pistol	90 gp	Med	1d10	18-20/x2	50 ft.	250 ft.	
Double Pistol	200 gp	Med	1d8	18-20/x2	40 ft.	200 ft.	

#### Swords:

Broadsword	20 gp	Med	1d8	x3	-		
Cutlass	10 gp	Med	1d6	x3	-		
Rapier	35 gp	Med	1d6	19-20/x2	-		
Rapier, Long	40 gp	Med	2d4	19-20/x2	-		
Saber	30 gp	Med	1d6	19-20/x2	-		
Smallsword	40 gp	Sm	1d4	18-20/x2			

#### Unusual Weapons:

Wall Gun	150gp	Huge	2d12	17-20/x2	80ft.	800 ft.	
Hand Mortar	90 gp	Lg	see Grenades, right		30 ft.	300 ft.	

### Armor

Name	Cost	Armor Bonus	Max Dex+	Check Penalty	Spell Failure	Speed (30/20)	Weight
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#### Light Armor:

Padded Coat	6 gp	+1	+5	-1	10%	30/20	6 lb.
Buff Coat	10 gp	+2	+6	0	10%	30/20	10 lb.

#### Medium Armor:

Breastplate	100 gp	+5	+4	-2	25%	25/15	15 lb.
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#### Heavy Armor:

Cuirass	150 gp	+6	+3	-3	30%	25/15	20 lb.
with Tassets	200 gp	+7	+2	-4	30%	25/15	25 lb.
3/4 Plate	300 gp	+8	+2	-4	35%	20/15	35 lb.
Full Plate	500 gp	+9	+1	-6	40%	20/15	50 lb.

### Loading and Firing Schedule for Guns

#### Wheelocks and Snaphances

1	Load Powder (full-round action)
2	Load Shot (full-round action)
3	Fire (standard action)

#### ...with Rapid Shot Feat

1	Load Powder & Shot (full-round)
2	Fire (standard action)

#### Matchlocks

1	Prime Match (full-round action)
2	Load Powder (full-round action)
3	Load Shot (full-round action)
4	Fire (standard action)

#### ...with Rapid Shot Feat

1	Prime Match (full-round)
2	Load Powder & Shot (full-round)
3	Fire (standard action)

### Gun Misfires

Condition	Matchlocks	Other
Light Rain/Spray	1-3	1-2
Heavy Rain	1-6	1-4
Damp Powder	1-8	1-10
High Wind	1-6	1

### Muzzle Flash, Smoke, & Noise

**Muzzle Flash:** Reflex save at DC 15 or 1d2 points of damage to target adjacent to muzzle.

**Smoke:** Heavy guns create 5' smoke cloud for one round, providing 20% concealment.

**Noise:** -3 to Listen checks for 1 hour for targets within 5'.

### Grenades

Cost: 1 gp  
 Damage: 3d6 (Direct Hit), 1d6 (5')  
 Range Increment: 10' (as thrown weapon)

Dex Check at DC 3 to light  
 Dex Check at DC 10 to snuff short fuse  
 Misfires as Matchlock Gun (see above)

### Gunpowder Kegs

Cost: 5 gp per 5 lb. keg  
 Damage: 5d6 (Direct Hit), 3d6 (5'), 1d6 (10')

## Artillery

<i>Culverins</i>	<i>Length</i>	<i>Bore</i>	<i>Wt.</i>	<i>Shot</i>	<i>Range</i>	<i>Mount</i>	<i>Cost</i>	<i>Crew</i>
Rabbinct	3 ft.	2"	50	1 lb.	100	Swivel	125	1
Falconet	4 ft.	2"	75	1 lb.	200	Swivel	175	1
Falcon	6 ft.	2"	125	1 lb.	300	Swivel	300	2
Minion	8 ft.	3"	250	4 lbs.	300	Wheel	600	3
Saker	9 ft.	3"	400	4 lbs.	400	Wheel	1000	3
Demi-Culverin	11 ft.	4"	700	10 lbs.	400	Wheel	1400	4
Culverin	12 ft.	5"	800	18 lbs.	400	Wheel	2000	5
Long Culverin	16 ft.	4.75"	850	16 lbs.	600	Wheel	2100	5

<i>Cannon</i>	<i>Length</i>	<i>Bore</i>	<i>Wt.</i>	<i>Shot</i>	<i>Range</i>	<i>Mount</i>	<i>Cost</i>	<i>Crew</i>
Demi-Cannon	11 ft.	6"	900	32 lbs.	300	Wheel	2200	6
Cannon	12 ft.	7"	1000	50 lbs.	300	Wheel	2400	7

<i>Periers</i>	<i>Length</i>	<i>Bore</i>	<i>Wt.</i>	<i>Shot</i>	<i>Range</i>	<i>Mount</i>	<i>Cost</i>	<i>Crew</i>
Perier	5 ft.	8"	500	76 lbs.	200	Wheel	1200	7

<i>Mortars</i>	<i>Length</i>	<i>Bore</i>	<i>Wt.</i>	<i>Shot</i>	<i>Range</i>	<i>Mount</i>	<i>Cost</i>	<i>Crew</i>
Deck Mortar	1 ft.	6"	75	32	25	Sled	175	2
Howitzer	2 ft.	8"	300	76	50	Sled	600	8
Bombard	3 ft.	12"	1200	200	75	Sled	1600	12

## Fencing Moves

### Beat (*Attack roll modifier: -2*)

Attacker knocks defender's main weapon aside, giving defender a -2 modifier to attack with main weapon on next attack, and negating the defender's fencing bonus to AC for this round.

### Bind (*Attack roll modifier: -3*)

Defender cannot use main weapon until freed at the cost of one attack, or cancelled by attacker.

### Corps a Corps (*Attack roll modifier: -4*)

Attacker enters defender's square without provoking an attack of opportunity; may try to grapple.

### Hilt Smash (*Attack roll modifier: -4*)

Attacker inflicts additional damage equal to her Strength ability modifier.

### Lunge (*Attack roll modifier: -4*)

The normal critical threat range for the attacker's weapon is doubled for this attack, but if the defender survives, he makes a free attack of opportunity against the attacker.

### Pass (*Attack roll modifier: -8*)

Attacker moves through defender's square without provoking an attack of opportunity, does normal damage, and ends up in the square on the opposite side of her starting position. Defender flanked for this attack only.

### Rondo (*Attack roll modifier: -4*)

Attacker switches squares with defender, still facing one another, without provoking AoO.

### Spring & Fly Out (*Attack roll modifier: -6*)

Attacker attacks and retreats, giving main weapon a 10' reach.

### Touch (*Attack roll modifier: -4*)

Attacker only does 1 hp of damage, giving defender one point of temporary ability damage to Dexterity.

## Loading and Firing Schedule for Artillery

### Below 32-pounder:

1	Sponge out (full-round action)
2	Load Powder (full-round action)
3	Load Shot (full-round action)
4	Sight Gun (full-round action)
5	Prime Vent (full-round action)
6	Fire (standard action)

### 32-pounder:

1	Sponge out (full-round action)
2-3	Load Powder (full-round action)
4-5	Load Shot (full-round action)
6-7	Sight Gun (full-round action)
8	Prime Vent (full-round action)
9	Fire (standard action)

### Above 32-pounder:

1	Sponge out (full-round action)
2-3	Load Powder (full-round action)
4-6	Load Shot (full-round action)
7-10	Sight Gun (full-round action)
11	Prime Vent (full-round action)
12	Fire (standard action)

## Summary of Roundshot Damage

Base Damage: 10

Additional Damage: 1d10 per pound

Fortitude Save reduces damage to 1/2

Save DC: 10 + weight of shot.

Reflex save reduces damage to 1/2, or to zero if the PC has the Evasion class feature.

Save DC: 20, minus 1 for every 50 feet of distance between the gun and the target, to a minimum of DC 10.

Excess damage from first target is applied to subsequent targets up to 30' beyond first target, until all damage is absorbed.

## Fencing Moves

<i>Move</i>	<i>Attack Roll Modifier</i>
Beat	-2
Bind	-3
Corps a Corps	-4
Hilt Smash	-4
Lunge	-4
Pass	-8
Rondo	-4
Spring & Fly Out	-6
Touch	-4

## Off-Hand Defenses

<i>Defense</i>	<i>AC Bonus</i>
Hat	+1
Improvised	+1
Leather Gauntlet	+1
Rolled Cloak	+2
Small Weapon	+3
Tiny Weapon	+2